

GAMING NIGHT #1

CARS, FOOD OR GUNS

INTRODUCTION: CARS, FOOD OR GUNS?

An argument started among survivors. What is the most important thing in survival? Doug and Elle favor guns, as they blow any obstacle. Josh and Wanda prefer cars, as the drive you to safety and carry anything you might find. Amy and Ned speak about food because it's a basic human need.

Would you help us settling this?

Cars, Food Or Guns is a three-Mission campaign designed to let you play Zombicide all night long. A Zombicide: 2nd Edition Core Game box is needed to enjoy it.

Gaming Night #1: Cars, Food or Guns is an expansion to Zombicide: 2nd Edition.



Cars, food or guns? Each Mission brings its own answer to this question, and a nice reward too! Choose your priorities and play them all in the order of your choosing. In the end, you might have a definitive guess on the subject.



GAMING NIGHT MODE

The Gaming Night Mode allows you to play all night long without being bothered by sudden death. Defeated Survivors rise up in the middle of the battle to keep on fighting with their friends. The goal here is simple: never get left out of a game because your Survivors are defeated! To play with the Gaming Night Mode, apply these rules.

1- Gaming Night rules replace Resurrection rules (featured in Season 2: Prison Outbreak).

2. When a Survivor is defeated, lay down his miniature. Ignore him for all game effects until his return, as if he was removed from the board.

At the beginning of any following Players' Phase, before the first player acts, return the Survivor (in his Survivor or Zombivor aspect, you choose). Discard all of his Equipment cards. He loses his Adrenaline points as well. Upon his return, he gains:

- As many Adrenaline points as the least experienced Survivor on the board. You don't have to choose the same Orange and Red Skills as the Survivor previously had.

- Equipment: Draw Equipment cards until you find two weapons. Discard the other cards (including Aaahh!! cards). Ongoing game effects previously applied to the Survivor no longer apply. Remember: getting killed voluntarily is for sissies.

If odds seem too strong after a team wipe, don't be afraid to start the Mission again. *Having fun shall be the ultimate rule.*

SETTING

Assemble your gaming group(s). Each group discuss and choose which Mission to start with:

- Cars (P. 2)
- Food (P. 3)
- Guns (P. 4)

Once the first Mission is done, choose the second Mission between the two you didn't choose at first. End your memorable.

Don't forget to apply Mission rewards! After the third Mission, you can play a Mission again to benefit from the last Reward.



M01 - CARS!

Hard / 90 minutes

We're here for the cars. Before the zombies, it was the place to find tuned cars, overpowered engines and get in wild urban races. Finding a nice muscle car will be easy here.

We won't hang out here for too long, though. Zombies are already after us. Another death race has begun.

Tiles needed: 1V, 2V, 3V, 4V, 5V, 6V, 7R, 8V & 9R.

• OBJECTIVES

1- Find all the car keys. Car keys are spread all across the place. Take all Objectives.

2- Crush zombies until everyone reaches the Red Danger Level. Reach the Red Danger Level with all Survivors.

• SPECIAL RULES

• **Driving lessons.** Each Objective gives 5 Adrenaline points to the Survivor who takes it. Put the Blue and Green Objectives randomly among the Objectives, face down. These Objectives don't give Adrenaline points when they are taken: you thought it was car keys, but it wasn't!

• **A police car in the grocery store.** A police car crashed in the grocery store. The car alarm and the shop's alarm are a bit noisy. Six Noise tokens are set in the marked Zone at the beginning of the game and aren't removed at the end of each turn. At the cost of 1 Action, a Survivor standing in the noisy Zone can remove or put back three of them (to a maximum of 6).

• **These zombies are accustomed to noise.** The Blue Spawn Zone activates if there is NO Noise token on the board (Survivors don't count).

• **Muscle Car keys.** The Muscle Cars **CANNOT** be driven until all Objectives have been taken (see P. 31).











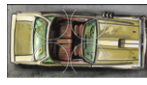

• **Crashed police car.** The Police Car **CANNOT** be driven (see P. 31).

- When Searching the Police Car, draw cards until a weapon card is drawn. Discard the other cards. The Aaahh!! card triggers the appearance of a Walker as usual and interrupts the Search.

• **Better than a free ride.** Each Epic Weapon Crate gives a random Epic Weapon, among those still available, to the Survivor who takes it. They can reorganize their inventory for free.

• **CARS! Mission Completion Reward.** Start the next Mission with two Muscle Cars set on the Player Starting Area. They can be driven but can't be Searched. Survivors can begin the next Mission in the cars.

7R	9R	5V
2V	1V	8V
3V	4V	6V

	9x	
Survivor Starting Zone		Epic Weapon Crates
7x		
1x		
1x		
Objectives (SAP)		Spawn Zones
		
Police Car (can not be driven)	Noise token	
		
Muscle Car (can be driven)	Open Doors	



M02 - FOOD!

Medium / 90 minutes

Sheer luck. We found a custom-made solar panel sticking out of a roof. It leads straight to a fast food restaurant. We think it could power the fridges, meaning there is some fresh food out there! Having a real meal could bring us back some energy and morale. Coming closer, we see the place is besieged by zombies. They somehow managed to enter without breaking the door. And what about this lousy music we hear from a nearby house?

Tiles needed: 1V, 4R, 6R & 7R.

• OBJECTIVES

1- The right place to be. The previous owner obviously died. There is plenty of food waiting to be eaten. All Survivors have to eat in the fast food restaurant and get an Objective token (see special rules).

2- Stock for the hard days to come. Reach the Exit Zone with all Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies.

Note: Taking as many food cards as you can will give your team a reward. Taking Objectives allows you to look for food cards in the Equipment pile.

• SPECIAL RULES

• **"All your food belongs to us".** Each Objective gives 5 Adrenaline points to the Survivor who takes it. The player can also look for a food card (Canned Food, Rice or Water) in the Equipment pile and discard pile, and put it in his Survivor's inventory. If you look in the Equipment pile, shuffle it afterwards.

• **Burger assault.** At the end of each Zombies' Phase, a single Survivor standing in the fast food restaurant can receive an Objective token. This token figures his full belly, is put on his ID card and doesn't grant experience points. A Survivor can carry only one of these tokens at any given time. It can't be granted if any Zombie stands in the fast food restaurant or if you don't have enough Objective tokens available (take Objectives on the board to get some).

• **Fatty's fate.** The survivor finally got infected and came back as a zombie. A Brute and his escorts are hanging in the fast food restaurant. Before the beginning of the game, put a Brute and its 2 Walker escorts in the fast food restaurant.

• **Hell of a TV.** The solar panel was feeding a TV with a VCR. It must have lured zombies with music, as the volume is set on the maximum right. A Noise token is set in the marked Zone at the beginning of the game and is not removed at the end of each turn. At the cost of 1 Action, a Survivor can destroy the TV and remove the Noise token for good.

• **Zombie feast.** Lured by the TV sound and the smell of an open freezer, zombies have dug a hole in the ground and keep on coming from the sewers to the fast food's back room. The Blue Spawn Zone activates if there is one or more Noise Token on the board (Survivors don't count).

• **Not a Happy meal.** Each Epic Weapon Crate gives a random Epic Weapon, among those still available, to the Survivor who takes it. They can reorganize their inventory for free.

• **FOOD! Mission Completion Reward.** Gather the food cards (Canned Food, Rice or Water) your team found and distribute them among your Survivors at the beginning of the next Mission. For the whole duration of the next Mission, Survivors can discard a food card when their turn comes to play. Each food card discarded that way gives back the Survivor all his Actions. He can spend them again. Multiple food cards can be spent that way in a row to refresh Actions.



1V	7R
6R	4R

M03 - GUNS!

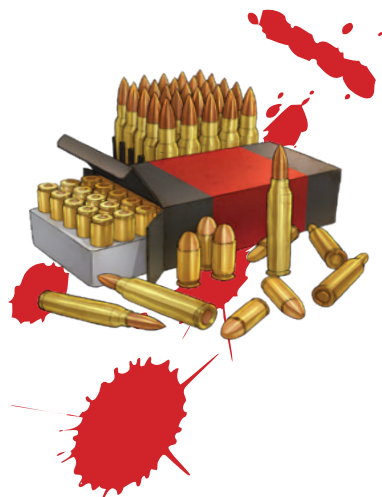
Medium / 90 minutes

A gun is like a skeleton key. With a good gun, you can crush any opponent, drive any car you want and grab all the food you can carry. We know about an area crowded with zombies and left on its own devices since the first days of the invasion. As it was a stronghold for early survivors, it sure has lots of stuff to plunder, including guns. It's a very dangerous place, however, and securing it will require some nerves.

Tiles needed: 1V, 2V, 6R & 7R.

• OBJECTIVES

1- Seek and destroy. Explore each house, empty them of Zombies and take all Objectives.



6R	2V
1V	7R

2- Assemble for the next operation. Reach the Player Starting Zone with all Survivors. You win if, at any End Phase, they all stand here while there are no Zombies in the building Zones.



• SPECIAL RULES

• **Objective: 0 zombies.** An Objective can only be taken if there is no Zombie in the whole building containing it. Each Objective gives 5 Adrenaline points to the Survivor who takes it.

• **This does not look like a key.** Each Epic Weapon Crate gives a random Epic Weapon, among those still available, to the Survivor who takes it. They can reorganize their inventory for free.

GUNS! Mission Completion Reward. Your Survivors keep all weapons and Plenty of Ammo cards they have at the end of this Mission. They begin their next Mission with them. All other cards in their inventories are discarded.

	10x 	4x 	 1 
Survivor Starting Zone	Objectives (SAP)	Epic Weapon Crates	Spawn Zones

	
Survivor Starting Zone	Fast Food Zone
4x 	
Objectives (SAP)	Noise token
5x 	
Epic Weapon Crates	Spawn Zones
	
Exit Zone	Spawn Zones
2x 	1x 
Walkers	Brute

