

GAMING NIGHT #2

BLACK FRIDAY

INTRODUCTION: FIGHTING ON THE EDGE

If somebody had said a year ago that we'd be fighting zombies just to scavenge canned beans, everybody would have laughed. Now the world is turned upside down, and urban legends abound. That's how we first heard about the Jefferson Mall, a place described as "cursed" and "haunted". Naturally we decided to look into it. From what we learned, this mall hosted a fierce battle during the first days of the zombie invasion and, amazingly, the survivors succeeded. They gathered lots of equipment, lots of people, and turned the place into a real zombie extermination headquarters for the whole area. And then...

Then a horde of berserker and toxics appeared, and it all went straight to hell. All the lights went out overnight. By the groaning and foul stench, people knew Jefferson and its numerous defenders had fallen. Here began the urban legend about a mall stuffed with treasures and packed with zombies.

Some manufactured supplies are getting harder to find these days, and Jefferson instills enough fear that ordinary people stay clear of it. We are not ordinary people though. We're going to go plunder this place. Such a raid could net us enough equipment to last several months and do some serious trading with other survivors.

Black Friday is a three-Mission campaign designed to let you play Zombicide all night long. A Zombicide: 2nd Edition Core Game box along with a Zombicide Season 2: Prison Outbreak box, a Zombicide: 2nd Edition Complete Upgrade Kit, Zombicide Toxic City Mall box and the Season 2: Prison Outbreak and Toxic City Mall tile sticker overlays (provided as a separate PDF) is needed to enjoy it.

Black Friday is about danger and power. Your Survivors will get interesting weapons and busloads of adrenaline quite early in each Mission, putting them against tides of Zombies as they struggle to complete the objectives. Expect to use the Ultrared Mode (see Toxic City Mall) every time, slaughter Zombies with the best weapons around, and above all, reach unprecedented body counts. If you love having Red Level Survivors and fighting on the edge, then Black Friday is for you.

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 page 6).

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.*

BLACK FRIDAY OBJECTIVE RULES

Jefferson Mall's previous occupants stashed lots of interesting equipment in their shelter. To reflect this, use the **Black Friday** rule below.

Black Friday. Each Objective gives 5 Adrenaline Points to the Survivor who takes it. Then draw two Equipment cards for the Survivor.

- This is **not** a Search Action.
- Aaahh!! Cards are resolved normally.



#02 COMPONENTS NEEDED

Zombicide Season 2: Prison Outbreak and Toxic City Mall is an expansion for Zombicide: 2nd Edition. These books feature new zombie types as well as new tile types with new ways to interact with them. New ways to spawn zombies, new skills and rules for barricades.



To play these missions you will need the components from the original Zombicide Toxic City Mall box set.



Toxic City Mall Expansion box is required to use this book

You will need the rules found in Zombicide 2nd Edition for any rules not covered in this book.

Zombicide Toxic City Mall is an expansion to Zombicide: 2nd Edition.



To play these missions you will need the components from the original Zombicide Season 2 Prison Outbreak box set



Zombicide Prison Outbreak Expansion box is required to use this book

For the updated Berserker Zombie and Toxic Zombie spawn cards you will need the Complete Upgrade Kit.



Zombicide: 2nd Edition. Complete Upgrade Kit is required to use this book.

And finally you will need the Zombicide Season 2: Prison Outbreak and Toxic City Mall tile sticker overlays. These are provided in a separate PDF. Print these files on label or stickerback paper and place over the existing Zombicide Season 2: Prison Outbreak and Toxic City Mall tiles. This new artwork adds Objective and Epic Weapon Crates as well as **Dark Zones** to instruct you in where to spawn zombies.

M01 - ZOMBIE VAULT

Easy / 90 minutes

Jefferson Mall's surroundings are eerily silent. Its defenders clearly made their last stand here. They barricaded the entrance with everything they could find, probably to prevent the monsters from getting out. We will need a car to smash down the door. Fasten your seatbelt.

Tiles needed: 1M, 2M, 3M, 3P, 5M & 17P.

• OBJECTIVES

1- Get the Muscle Car's keys. They are represented by the Green Objective in the Police Car.

2- Smash the mall's door with the Muscle Car. The only way to open the Mall Double Door is to spend a Fast Drive Action with the Muscle Car to move through the Mall Double Door.

3- Hey, there's a little armory in there! Grab all objectives.

4- Go deeper into Jefferson Mall. 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 in it.

• SPECIAL RULES

• **Black Friday.** Each Objective gives 5 Adrenaline Points to the Survivor who takes it. Then draw two Equipment cards for the Survivor.
- This is **not** a Search Action.
- Aaahh!! Cards are resolved normally.

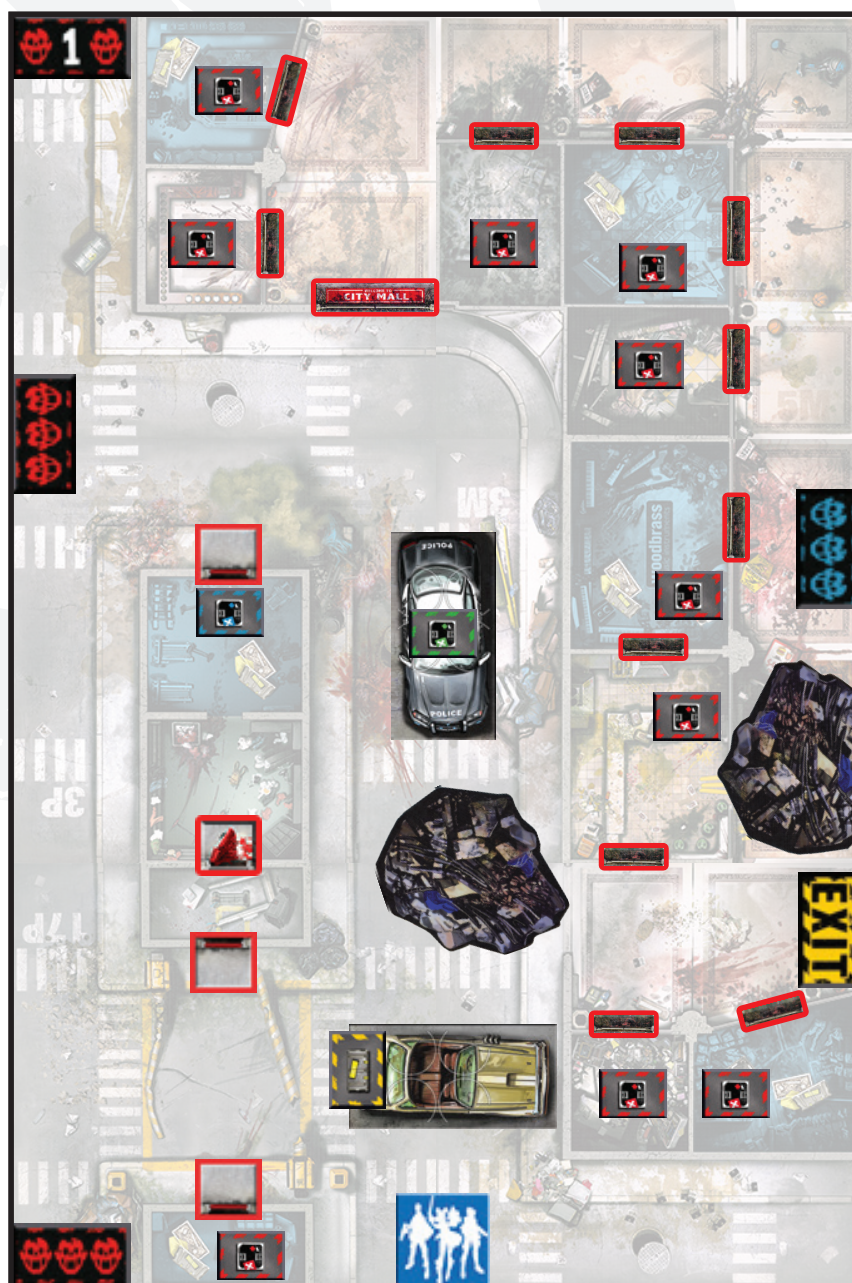
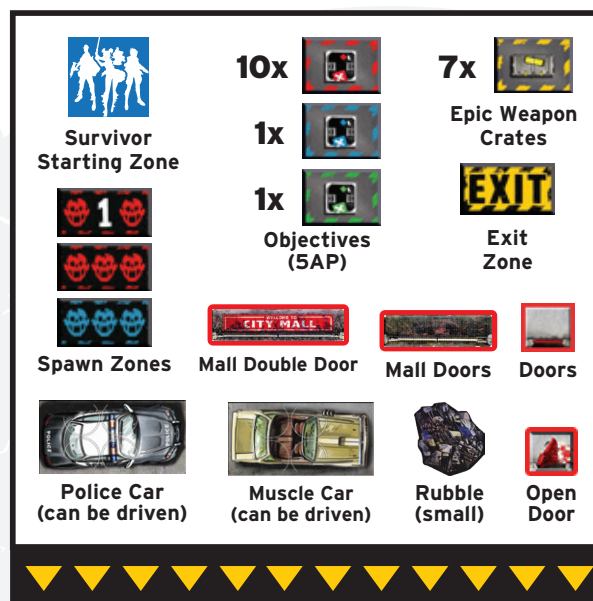
• **Blue Objective.** We need this electrical device, but removing it will trigger an alarm. The Blue Spawn Zone activates when the Blue Objective is taken.

• **Green Objective.** The Green Objective represents the Muscle Car keys. The Muscle Car can be driven by anyone once the Green Objective is taken.

• **Ramming speed.** Cars can be driven (see P. 31).
- The **Muscle Car** contains a single Epic Weapon. Place a Epic Weapon Crate on top of it. The Epic Weapon Crate gives a random Epic Weapon, among those still available, to the Survivor who takes it. They can then reorganize their inventory for free.
- 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.

• **Shopping is fun!** 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.

2M	5M
3P	3M
17P	1M



M02 - FORTRESS MALL

Medium / 120 minutes

We're at the heart of Jefferson Mall. The area is a massive warehouse of stashed equipment and supplies. There are gnawed remains, burnt patches, and bloodstains everywhere. Barricades block the alleys for the time being, but that won't last. The zombies know we're here. We have to grab some good weapons fast and be ready for the moment they bring down the barricades. Hey is this a shirt from my favorite football team?

Tiles needed: 1M, 5M, 6M & 7M.

• OBJECTIVES

1- **I want it all.** Take all Objectives.

2- **Escape the Zombie den.** 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 in it.

7M	6M
5M	1M

• SPECIAL RULES

• **On our heels.** At the beginning of the game, put on each Spawn Zone:

- 5 Standard Walkers
- 2 Standard Runners
- 1 Standard Brute

• **Black Friday.** Each Objective gives 5 Adrenaline Points to the Survivor who takes it. Then draw two Equipment cards for the Survivor.






- This is **not** a Search Action.
- Aaahh!! Cards are resolved normally.

• **The blue key.** Put the Blue Objective randomly among the Red Objectives, face down. Once this Objective is taken, the Blue Door can be opened.

• **Out of gas.** Cars can not be driven (see P. 31).

- The **Muscle Car** contains a single Epic Weapon. Place a Epic Weapon Crate on top of it. The Epic Weapon Crate gives a random Epic Weapon, among those still available, to the Survivor who takes it. They can then reorganize their inventory for free.

• **Everything must go.** 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.

	
Survivor Starting Zone	Exit Zone
10x 	
1x 	Spawn Zones
5x 	
Epic Weapon Crates	Open Door
	
Blue Door	Mall Doors
	
Complete Barricade	Rubble (small)
	
Muscle Car (can not be driven)	



M03 - A SPIRAL OF VIOLENCE

Hard / 180 minutes

We expected things to get nasty, which they did, but we never expected there would be so many zombies. No wonder this place turned into an urban legend! We've moved to the back of the mall, straight into the administrative and storage areas, and are planning to escape through the back doors. There are still precious items all around and after a short discussion, we don't plan to come back here again. We can't explore Jefferson methodically, but we need to grab as many of its treasures as we can. We also can't kill all the zombies. Some will escape for sure. So long, boys.

Tiles needed: 1M, 4M, 5P, 6M, 7M & 11P.

• OBJECTIVES

1- All you can eat. Take all Objectives.

2- Leave without looking back. 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 in it.

• SPECIAL RULES

• **Black Friday.** Each Objective gives 5 Adrenaline Points to the Survivor who takes it. Then draw two Equipment cards for the Survivor.

- This is **not** a Search Action.
- Aaahh!! Cards are resolved normally.

• **The blue trigger.** Put the Blue Objective randomly among the Red Objectives, face down. Once this Objective is taken, the Blue Spawn Zone activates.

• **Total wrecks.** Cars can not be driven (see P. 31).

- The **Muscle Cars** contains a single Epic Weapon each. Place an Epic Weapon Crate on top of it. The Epic Weapon Crate gives a random Epic Weapon, among those still available, to the Survivor who takes it. They can then reorganize their inventory for free.

• **Everything must go.** 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.

5P	11P
1M	4M
6M	7M

