

ARMY OF THE DEAD



MISSION 001

CITY BLOCKS

- I think we're done. Let's move!
- Can we stay a little longer? I'm having fun.

Our shelter is safe, for now. Unfortunately, our food supplies won't last long. We also need some clothes, equipment, and supplies. We've decided to arm ourselves and go explore the surrounding houses. We cannot come back empty-handed.

DURATION: MEDIUM
DIFFICULTY: MEDIUM

MOO1 - CITY BLOCKS

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

Specialty required: None.

Zeus Type: Zeus.

Personal Objective Tokens: Yellow and Purple.

OBJECTIVES

Find supplies for the shelter. First, meet both these Objectives:

- Get an Objective token with each Survivor (see Special Rules). The game is lost if this Objective can no longer be met (if a single Survivor takes too many of them, for example).

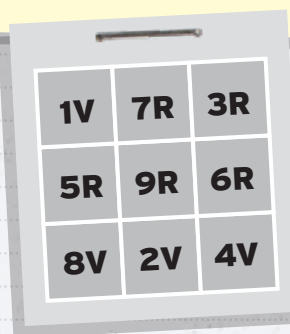
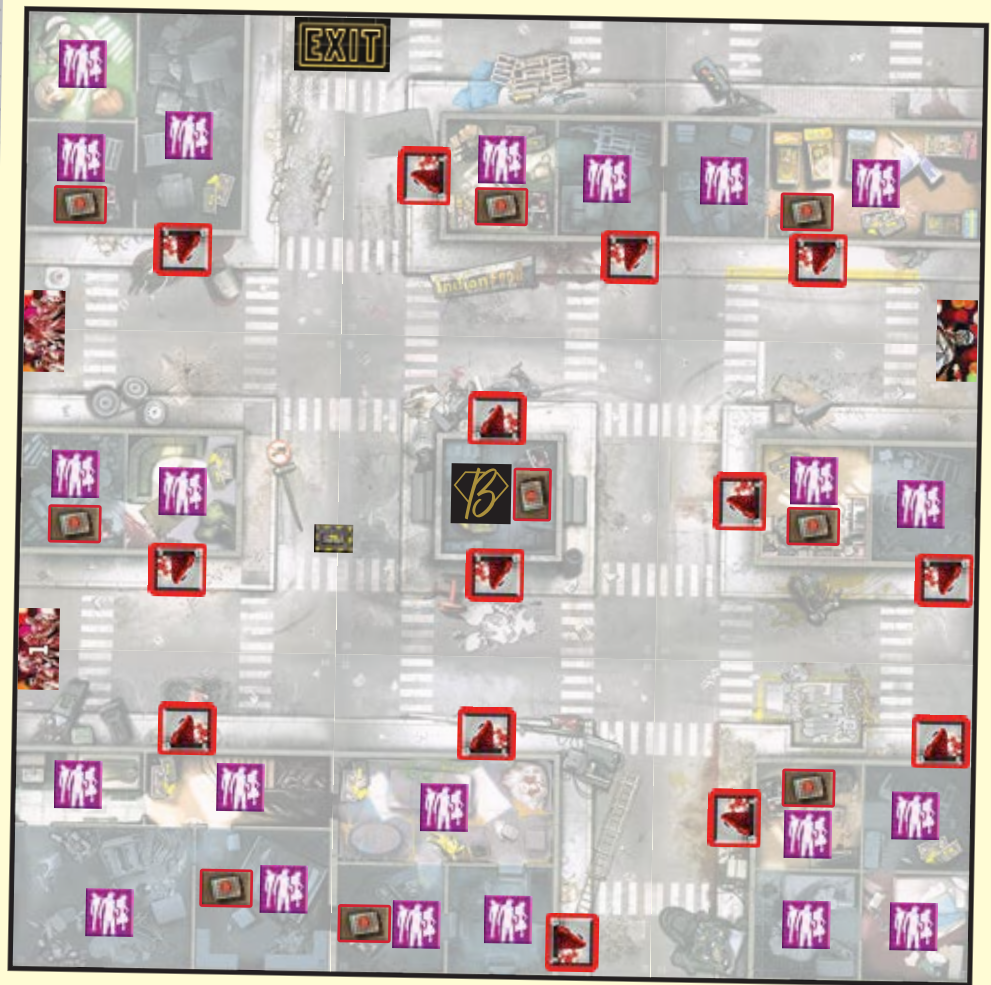
- Get 3 of any combination of the following cards: Adrenaline Shot or First Aid Kit, distributed in any way among Survivors.

Then, reach the Exit with all Survivors. Any Survivor may escape through this Zone at the end of their Turn as long as there are no Zombies in it.

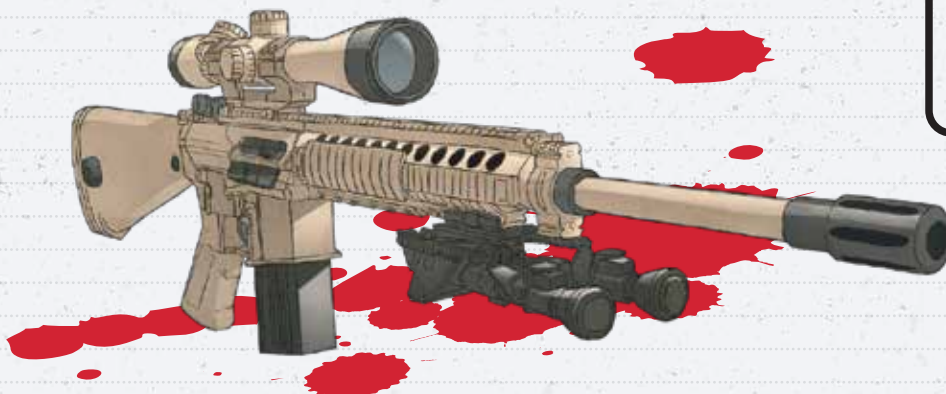
SPECIAL RULES

Finders keepers! Each Objective gives 5 AP to the Survivor who takes it. Any color Objective counts towards winning the mission except the Yellow and Purple Objectives.

Doing our part. In order to win the mission, Personal Objectives must still be completed.



Survivor Starting Zone	22x Sleepers	4x
Exit Zone	1x	1x
14x Open Doors	1x	1x
	1x	1x
	Zeus Spawn Zone	1x
		1x



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MISSION 002

Y-ZONE

Open the door! Open the door! I want to see what's inside! What? Curious? Me?

The living are losing ground. The pockets of resistance fall one after another, and our CB radio, once bustling with messages, is now silent. We must leave. The zombies are growing in numbers, and our supplies are getting scarce. I could kill for some toothpaste.

DURATION: LONG
DIFFICULTY: HARD

MOO2 - Y-ZONE

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

Specialty required: None.

Zeus Type: Zeus.

Personal Objective Tokens: Yellow and Purple.

OBJECTIVES

Armed escape. Accomplish the Objectives in this order to win the game:

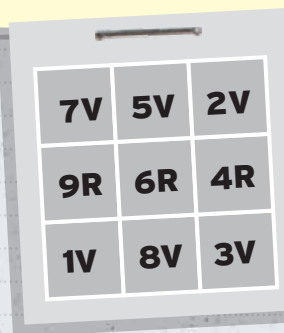
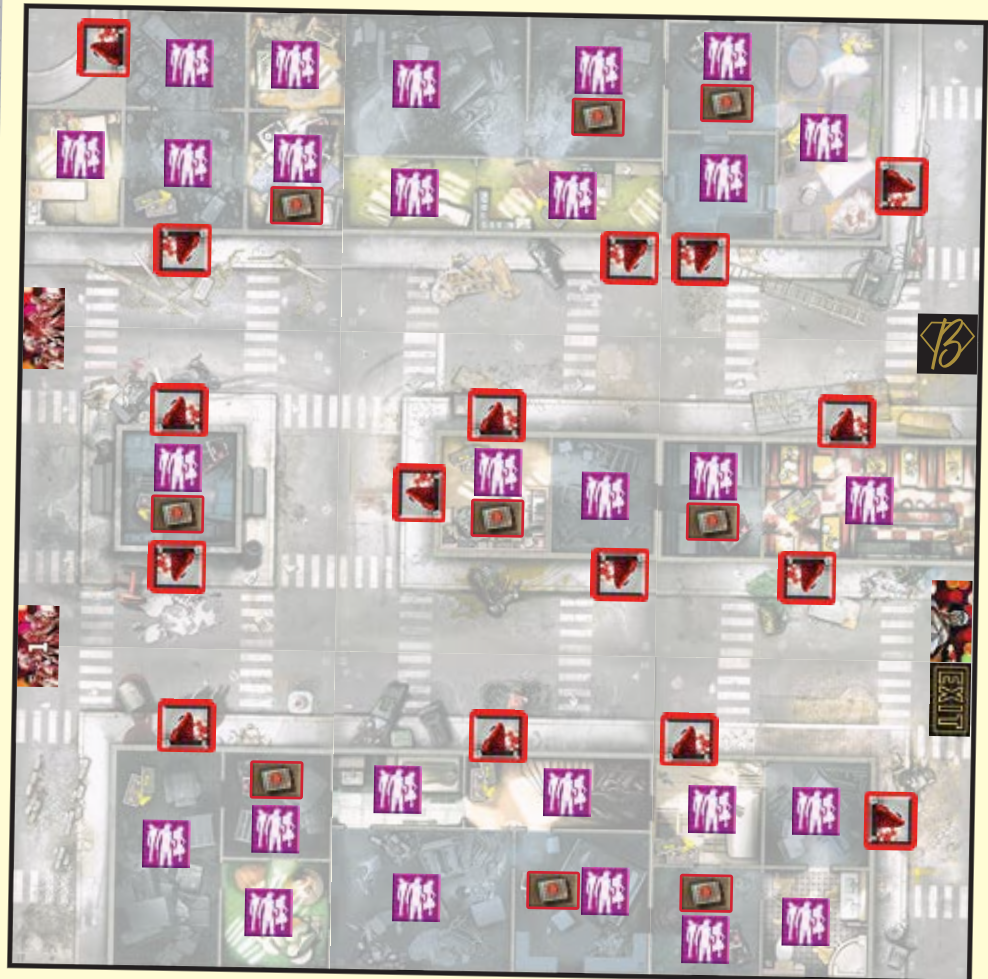
1. Arm the team. Provide the team with as many Explosive Equipment cards as there are Survivors.

2. Reach the Exit with all Survivors. Any Survivor may escape through this Zone at the end of their Turn as long as there are no Zombies in it and they have an Equipment card with the Explosive icon in their inventory.

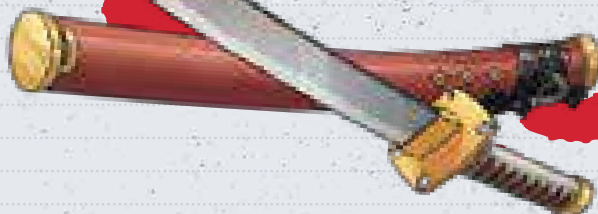
SPECIAL RULES

I never thought we would crave this. Each Objective gives 5 Adrenaline Points to the Survivor who takes it.

Tools of the trade. In order to win the mission, Personal Objectives must still be completed.



	Survivor Starting Zone	28x	Sleepers	4x
	Exit Zone	1x		1x
15x	Open Doors	1x		1x
		1x		1x
			Spawn Zones	
			Zeus Spawn Zone	
				Objectives



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MISSION 003

THE 24HRS RACE OF ZOMBICITY

I fight with anything I find, but have a crush with hand-to-hand fighting. Melee weapons are more... wild, you know. Especially chainsaws.

There's a large rest home in sight. The buildings do not look too damaged, and some cars look like they could still run. The supply room is probably full, since it looks like the looters didn't linger here. We quickly saw why. The area is swarming with zombies. The previous inhabitants couldn't really put up a fight. Before exploring, we have to clean up.
I dream of bubblegum.

DURATION: LONG
DIFFICULTY: MEDIUM

MOO3 - THE 24HRS RACE OF ZOMBICITY

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

Specialty required: None.

Zeus Type: Zeus.

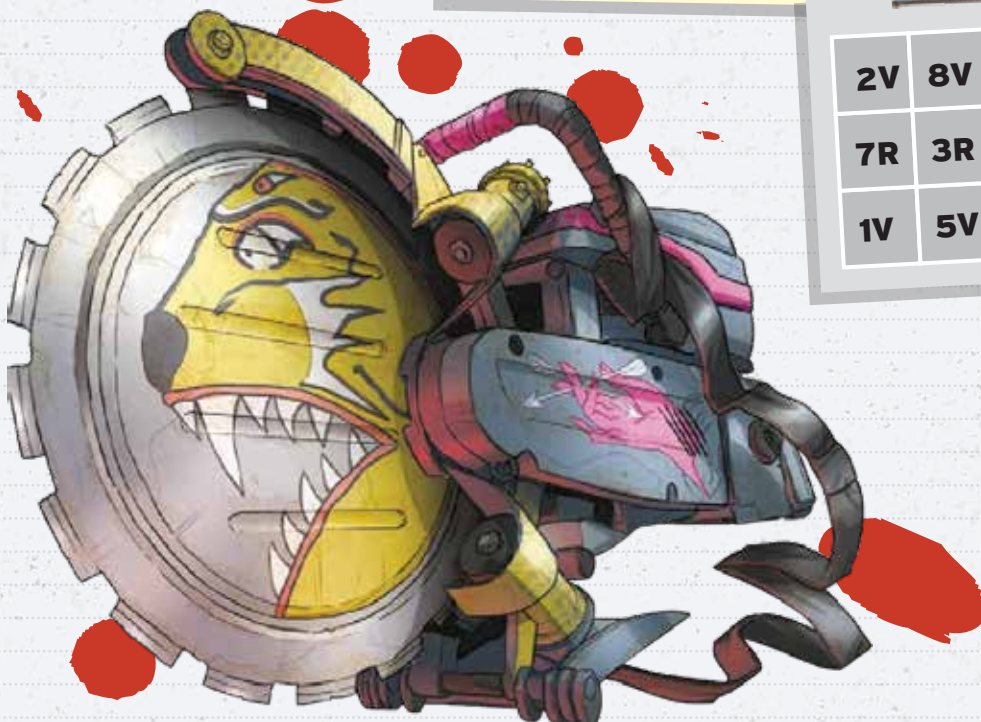
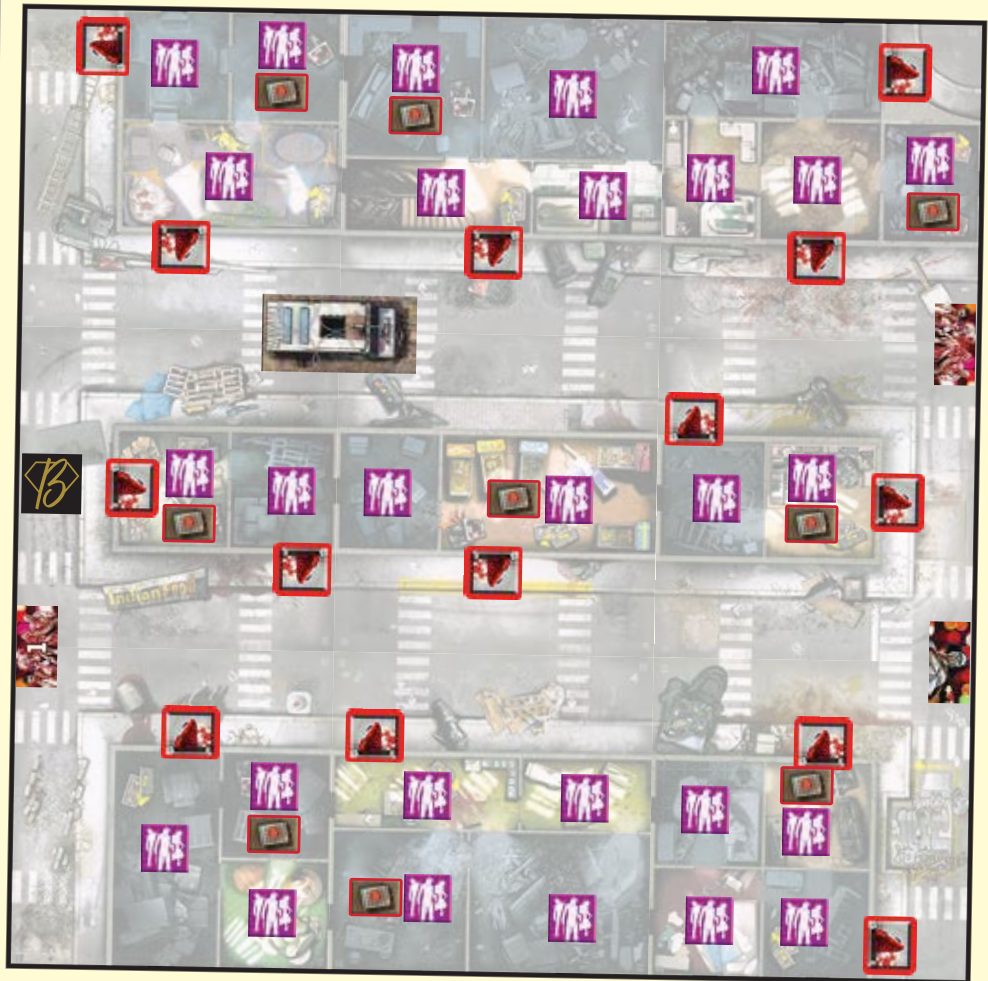
Personal Objective Tokens: Black, Blue, Green, Yellow and Purple.

OBJECTIVES










Full throttle! Reach the Red Danger Level with at least 1 Survivor.

SPECIAL RULES

- **I will enjoy this later.** Each Objective gives 5 AP to the Survivor who takes it.
- **Taco race.** The Taco Truck can be driven.
- **Bring the heat!** In order to win the mission, Personal Objectives must still be completed.



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

	4x	
Survivor Starting Zone	1x	
	1x	
28x 	1x	
Sleepers	1x	
	1x	
Taco Truck (can be driven)	14x	
		Open Doors
Spawn Zones		
		Zeus Spawn Zone

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MISSION 004

DRIVE-BY SHOOTING

- Sam, how do your feet touch the pedals?
- Boxes. I duct-taped boxes to them.
- Do I see my first-aid kit down there?

Our new shelter doesn't have enough protection. The zombies just keep coming. We can't sleep, and some of us are beginning to lose their grip. There must be a nest around here, probably in the business area near the subway entrance. Until this threat is neutralized, we'll be continuously attacked.

I could use a new pair of shoes in my size.

DURATION: LONG
DIFFICULTY: MEDIUM

MOO4 - DRIVE-BY SHOOTING

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

Specialty required: None.

Zeus Type: Zeus.

Personal Objective Tokens: Yellow and Purple.

OBJECTIVES

Secure the main accesses to the shelter. Accomplish the Objectives in this order to win the game:

1. Blast the streets to block the main routes. Use the Taco Truck to blast the Red Spawn Zones and move the corresponding Zombie Spawn tokens to the Starting Spawn Zone (see the Special Rules). If this Objective can no longer be reached, the game is lost.

2. Torch the last route. Throw a Grenade at the Starting Spawn Zone.

SPECIAL RULES









• **Rolling thunder.** The Taco Truck can be driven.

• **Aim at the tank!** Any survivor using the Taco Trucks' Machine Gun can target a Red Spawn Zone after a Jerry Can has been placed in its Zone. The Targeting Priority Order is ignored and a single hit is required to make the Jerry Can explode. Resolve an Explosive effect at Damage 6, then move the Red Spawn token to the Starting Spawn Zone. The survivor earns all AP.

• **Supplies for the living.** Each Objective gives 5 AP to the Survivor who takes it.

• **That's my baby!** In order to win the mission, Personal Objectives must still be completed.



 Survivor Starting Zone	20x  Sleepers	4x  Objectives
 Zeus Spawn Zone	 Spawn Zones	1x  Objectives
9x  Open Doors	 Taco Truck (can be driven)	

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MISSION 005

BIG W

One rule: no rules. Well, almost. Find cool weapons, stick together, kill zombies, enjoy life, and everything should be fine.

Zombies are dangerous, but they may not be the greatest threat. We always have to find new resources, food, weapons, and above all, safe shelter. Here we are in the city center, a cemetery of concrete and glass. The big office buildings are definitely infested. Hopefully, though, we can find the means to survive a few more days. Remember, we must not open more than one door at a time and must not make too much noise. Otherwise, all the zombies in the city will be on us in minutes!

I dreamed of bacon yesterday. Just bacon.

DURATION: VERY LONG
DIFFICULTY: HARD

MO05 - BIG W

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

Specialty required: None.

Zeus Type: Helmeted Zeus.

Personal Objective Tokens: Blue, Green, Yellow and Purple.

OBJECTIVES

Purge the Big W. First. Complete both Objectives:

1. Gig 'em! Eliminate or wake up all Sleeper tokens.

2. Jackpot! Take 4 Objectives. Personal Objective tokens do not count towards this goal.

Then, reach the Exit with all Survivors. Any Survivor may escape through this Zone at the end of their Turn as long as there are no Zombies in it.

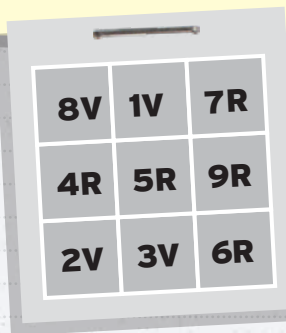
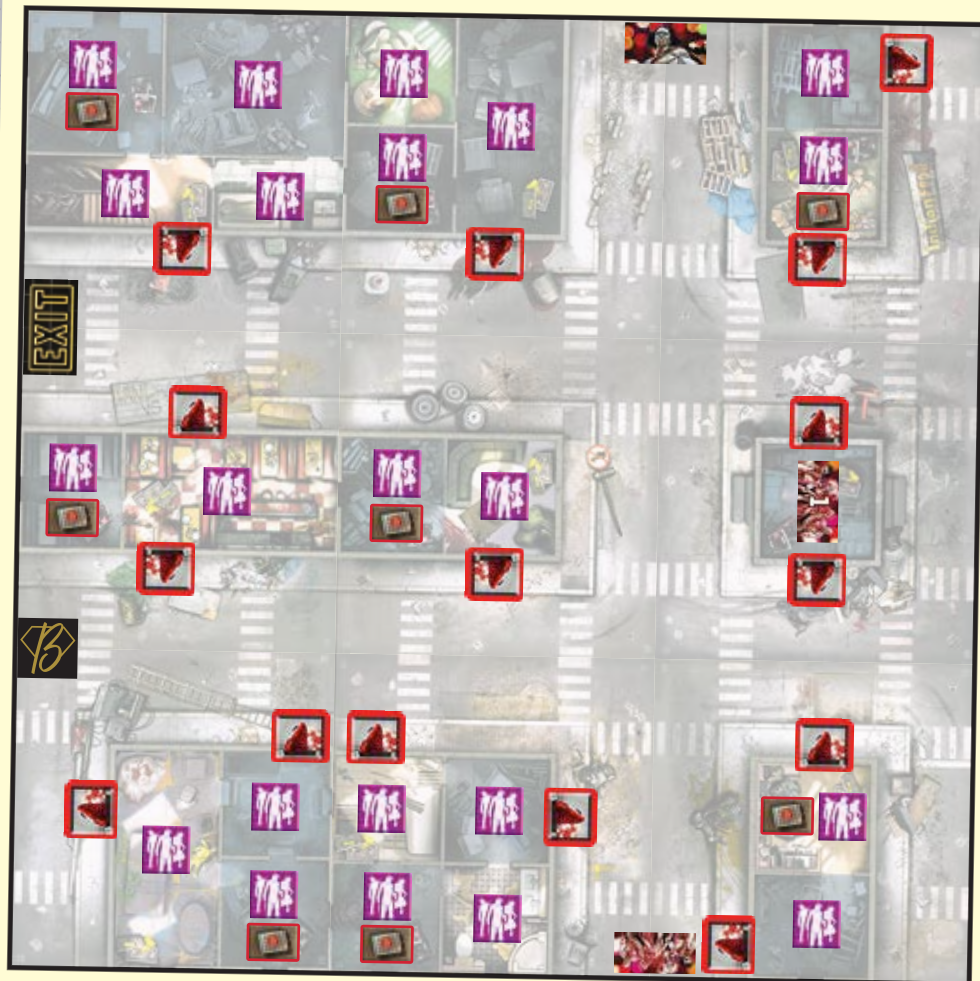
SPECIAL RULES

Setup.

- Tile 9R does not get an Objective token.
- Place all Objectives randomly facedown.

• **Bacon?** Each Objective gives 5 AP to the Survivor who takes it.

• **Bacon via superior firepower.** In order to win the mission, Personal Objectives must still be completed.



	4x	
	1x	
	1x	
	1x	
	15x	
	22x	



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MISSION 006

THE ESCAPE

Movement is life. Keep on moving!

In the first hours of the infection, everybody mobbed the supermarkets to get food. Big mistake. Public places were swarming with zombies. We've stumbled on a Z-Mart in the suburbs. Until now, everybody who entered just increased the number of infected. Today is our turn to brave the crowd. We've finished the last of our supplies. We have no choice... but we have experience and teamwork. I need a bigger gun... and toilet paper.

DURATION: LONG
DIFFICULTY: HARD

MO06 - THE ESCAPE

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

Specialty required: None.

Zeus Type: Zeus.

Personal Objective Tokens: Yellow and Purple.

OBJECTIVES

A lethal shopping spree. Accomplish the Objectives in this order to win the game:

1. Gather supplies. Get 6 of any combination of the following cards: Adrenaline Shot, First Aid Kit or Jerry Can distributed in any way among Survivors.

2. Escape with the Taco Truck. Reach the Exit with at least 4 Survivors in the Taco Truck. The Taco Truck may escape through this Zone at the end of its Driver's Turn (along with its Passengers and stashed cards), as long as there are no Zombies in it. If this Objective can no longer be met, the game is lost.

SPECIAL RULES

- **Not your parents' truck.** The Taco Truck can be driven.
- **Stashing supplies in trunks.** By using 1 Action, a Survivor, while in the same Zone as the Taco Truck, can store Adrenaline Shot, First Aid Kit or Jerry Can cards in the Taco Truck. Remove any amount of Adrenaline Shot, First Aid Kit or Jerry Can cards from the Survivor's inventory and put them on the Taco Truck token. The stashed cards do not occupy seats, move with Taco Truck, and may be moved back to a Survivor's inventory using the same rules as placing them.
- **Be careful with the expiration date.** Each Objective gives 5 Adrenaline Points to the Survivor who takes it.
- **Hot sales!** In order to win the mission, Personal Objectives must still be completed.



 Survivor Starting Zone	 Spawn Zones	4x 
18x  Sleepers	 Zeus Spawn Zone	1x 
 Exit Zone	8x  Open Doors	1x  Objectives
		 Taco Truck (can be driven)



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MISSION 007

GRINDHOUSE

We have a running contest about the farthest distance a zombie head can fly with a decapitating strike. Do you want to join? The entry fee is... reasonable.

While everything was collapsing, there was an accident at the nuclear power plant. Before disappearing, the authorities placed a large number of the power plant technicians in a wing of the hospital under quarantine. We must make sure these people are sealed in there forever, especially if they are infected. Why? Because there's one thing worse than a zombie: a radioactive zombie.

I wonder where all the dogs went.

DURATION: SHORT
DIFFICULTY: HARD

MOO7 - GRINDHOUSE

Tiles needed: 3V, 4V, 6V, & 8V.

Specialty required: None.

Zeus Type: Zeus.

Personal Objective Tokens: Yellow and Purple.

♠ OBJECTIVES

Prevent the zombies from escaping. Accomplish the Objectives in this order to win the game:

1. Secure the buildings. Gather all active Zombie Spawn tokens on the Starting Spawn Zone (see the Special Rules).

2. Lock them in for good. After completing both Personal Objectives, throw a Grenade at the Starting Spawn Zone.

The game is lost whenever a Zombie starts its Activation in a highlighted Zone.

♠ SPECIAL RULES

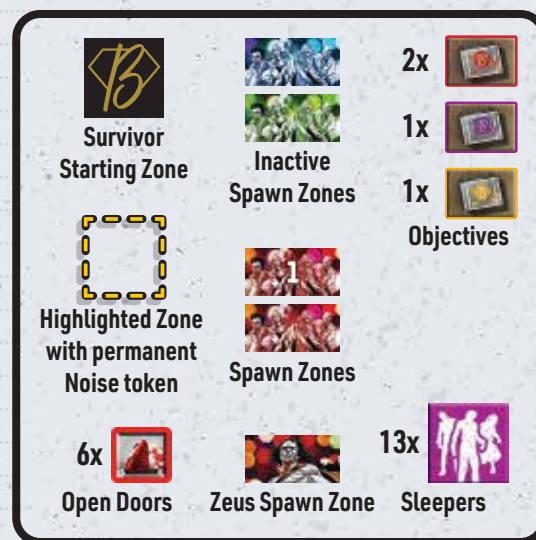
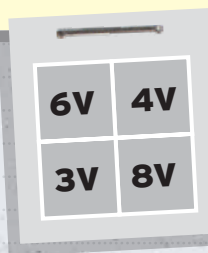
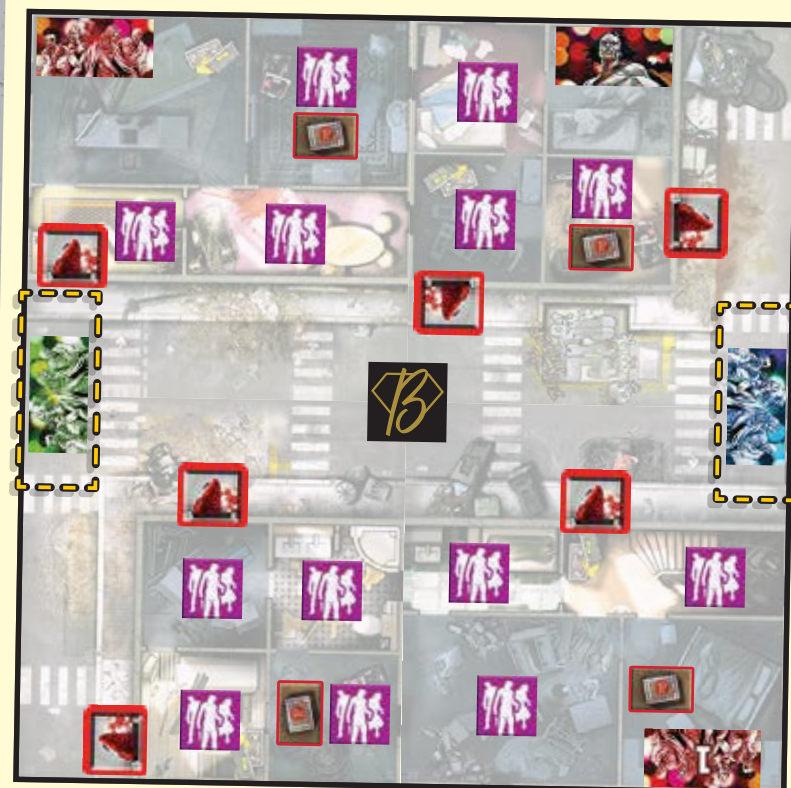
• **Setup.** Place the two colored Spawn tokens in the highlighted Zones. These two Spawn tokens are never active. They count as two additional Noise tokens and are never removed. In the case of Zombies having multiple options to select their destination Zone, the player with the First Player token chooses the destination Zone. The game is lost whenever a Zombie starts its Activation in such a highlighted Zone.

• **All clear here!** A Survivor standing in a Spawn Zone, with no Zombies in it, may spend 1 Action to neutralize it. Move the Zombie Spawn Token to the Starting Spawn Zone.

Finders keepers! Each Objective gives 5 AP to the Survivor who takes it.

• **Doing our part.** In order to win the mission, Personal Objectives must still be completed

NOTE: You must complete both Personal Objectives (unless one is completed at the end of a mission) before you can throw a grenade at the Starting Spawn Zone.



ARMY OF THE DEAD



MISSION 008

ZOMBIE POLICE

- Touch anything you want but the siren button. Please.
- Really? Why? (push!)

We killed a zombie that had been the mayor of this town. It was carrying a memo from the chief of police explaining how to reach a safe hideout in an old, underground facility that had been turned into a bunker, close to the police station. Apparently, it contains an armory, food supplies, and even a shower. This bunker would be the perfect shelter for us. Its entrance, however, is controlled from a distance, and the district is swarming with zombies.

This is a dangerous mission, but well worth it.

What doesn't kill you today just might tomorrow.

DURATION: SHORT
DIFFICULTY: HARD

MO08 - ZOMBIE POLICE

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

Specialty required: Bruiser.

Zeus Type: Zeus.

Personal Objective Tokens: Yellow and Purple.

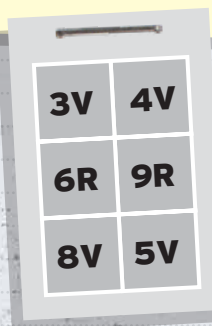
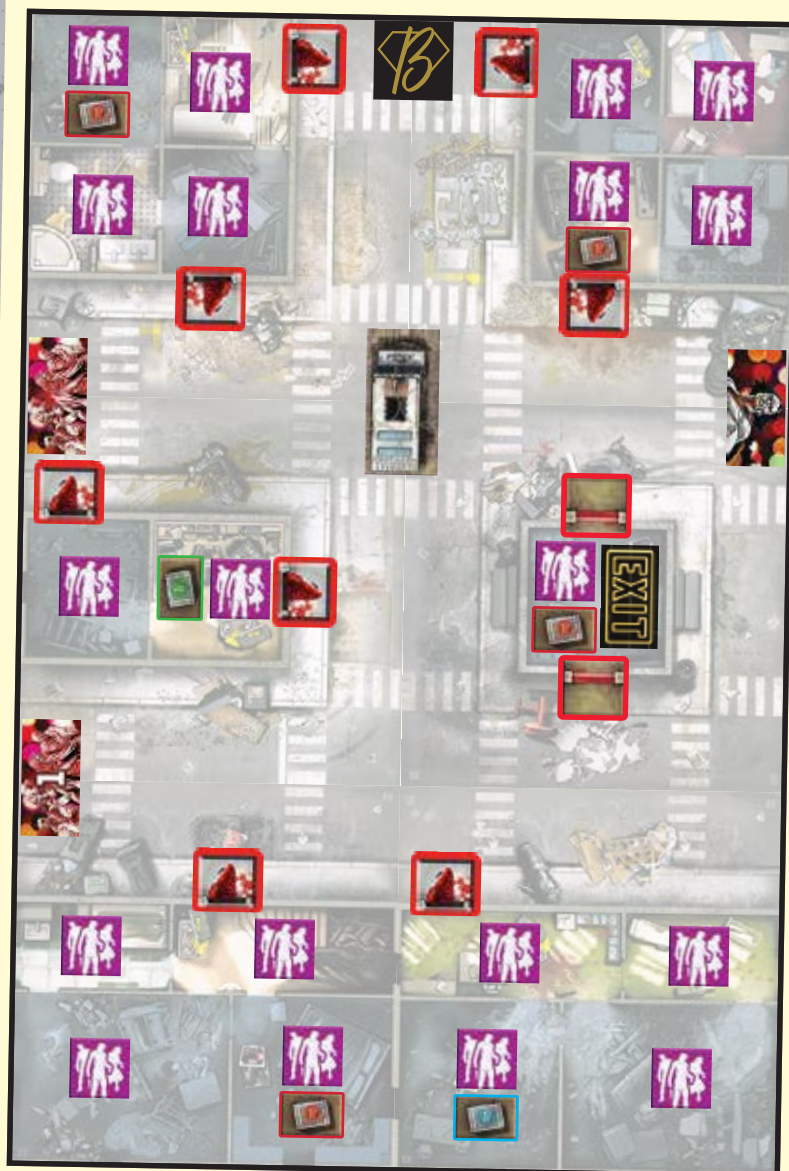
♠ OBJECTIVES

Get to the bunker. Accomplish the Objectives in this order to win the game:

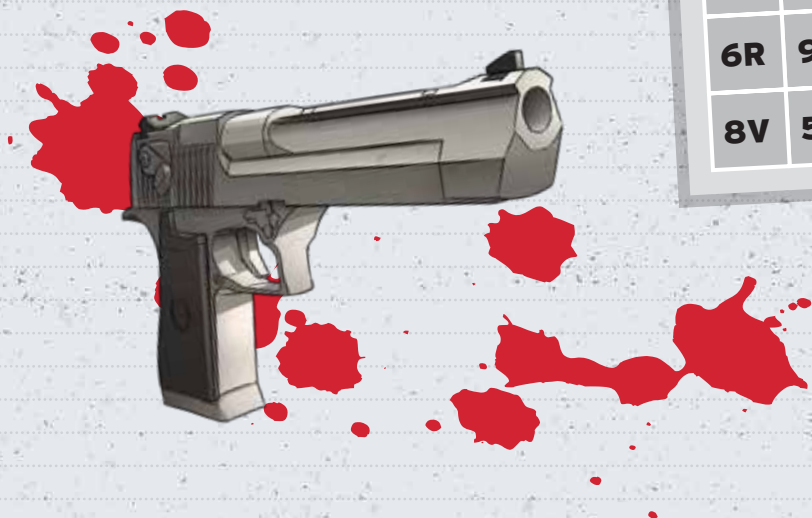
- 1. Find the remote controls.** Take the Blue and the Green Objectives.
- 2. Reach the Exit with all Survivors.** Any Survivor may escape through this Zone at the end of their Turn as long as there are no Zombies in it.

♠ SPECIAL RULES

- **Setup.** Place the Blue and the Green Objectives in the indicated Zones.
- **Just can't get enough.** Each Objective gives 5 Adrenaline Points to the Survivor who takes it.
- **The bunker is locked.** The building featuring the Exit Zone cannot be opened until the Blue AND the Green Objectives have been taken. These doors can only be opened by Bruisers (spending 1 Action). Zombies cannot open these Doors.
- **Let's play cops and robbers.** The Taco Truck can be driven.
- **Freeze! Just kidding. Now, you die.** In order to win the mission, Personal Objectives must still be completed.



		2x	
Survivor Starting Zone	Spawn Zones	1x	
		1x	
	Zeus Spawn Zone	1x	
19x 		1x	
Sleepers	Exit Zone	1x	
	2x 	8x	
Taco Truck (can be driven)	Closed Doors	Open Doors	



ARMY OF THE DEAD



MISSION 009

MIGHT MAKES RIGHT

I know better. Rate of fire is life. Keep on firing!

We've found the shelter and we have enough supplies to feed a small army. There's also a radio that's still working. Thanks to this, we've found another group of survivors in the suburbs. They are defenseless and surrounded by zombies. There's no reason for this to be a trap. United we stand. Let's make some new friends.

Found dental floss today. It felt like Xmas.

DURATION: MEDIUM
DIFFICULTY: MEDIUM

MO09 - MIGHT MAKES RIGHT

Tiles needed: 2V, 3V, 4V, & 9R.

Specialty required: None.

Zeus Type: Zeus.

Personal Objective Tokens: Yellow and Purple.

♠ OBJECTIVES

Rescue your new friends. Find the three Companions to win the game (see P. 27).

♠ SPECIAL RULES

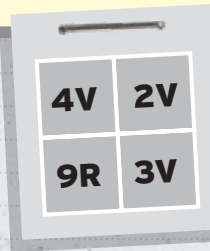
• Pleased to meet you. Hope you guess my name.





Each Objective gives 5 Adrenaline Points to the Survivor who takes it.

- Taking a Red Objective also grants the Survivor a Companion (P. 27). Pick a random Survivor ID Card among those not used for this Mission. The Survivor becomes their Leader.

• **Pastor or Barbacoa?** Any Survivor in the same Zone as the Taco Truck may spend one action to take the Objective in the Taco Truck. The Taco Truck may be driven.

• **Mind the safety lock.** In order to win the mission, Personal Objectives must still be completed.



		3x 
Survivor Starting Zone	Spawn Zones	1x 
8x 		1x 
Open Doors	Zeus Spawn Zone	Objectives
	12x 	
Taco Truck (can be driven)	Sleepers	



ARMY OF THE DEAD



MISSION 010

SMALL TOWN

Keeping quiet? What for? I have fun, and fun makes noise!

Back to basics. We're exploring the surrounding area in wider and wider concentric circles around our hideout. Several weeks have passed since the infection began, and the zombie population has peaked. What may seem like a routine mission is actually an ordeal where the smallest mistake could be fatal.

Glad I quit smoking, or all this running around would kill me.

DURATION: SHORT
DIFFICULTY: EASY

MO10 - SMALL TOWN

Tiles needed: 1R, 2V, 5R, & 7R.

Specialty required: None.

Zeus Type: Zeus.

Personal Objective Tokens: Yellow and Purple.

♠ OBJECTIVES

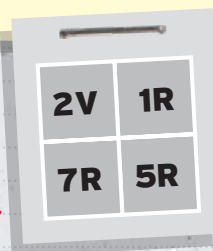
Plunder the district. Accomplish these Objectives in any order to win the game.

1. Take the 4 Objectives.
2. Get a Rocket Launcher.

♠ SPECIAL RULES

• **I found dinner!** Each Objective gives 5 AP to the Survivor who takes it.

• **A dream came true.** In order to win the mission, Personal Objectives must still be completed.



Survivor
Starting Zone



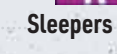
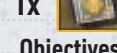
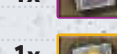
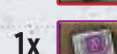
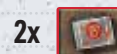
7x
Open Doors



Spawn Zones



Zeus Spawn
Zone



Objectives

10x
Sleepers

ARMY OF THE DEAD



MISSION 011

THE DITCH

Tell me how you kill zombies, and I'll tell you who you are.

We are hungry, it started raining, and night is falling. Three good reasons to get back to our shelter as soon as possible. The shortest path goes right through the Ditch, the oldest and narrowest street out there. We need to cross it to get back home!

Make sure to check left and right before crossing.

DURATION: SHORT
DIFFICULTY: MEDIUM

M011 - THE DITCH

Tiles needed: 2R, 4R, 7V, & 9V.

Specialty required: Bruiser.

Zeus Type: Mounted Zeus.

Personal Objective Tokens: Yellow and Purple.

♠ OBJECTIVES

Cross the Ditch. Reach the Exit with all Survivors. Any Survivor may escape through this Zone at the end of their Turn as long as there are no Zombies in it, **and no Abominations are on the board.**

♠ SPECIAL RULES

Setup.

- The team starts with 2 Companions (see P. 27), chosen and distributed among the Survivors as the players see fit.

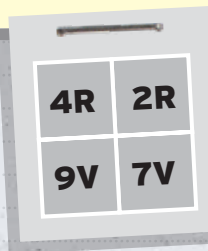
Place the Queen in the indicated Zone. **Note that it doesn't move until there's an open path to the Survivors.**


• **Take it. We'll find a use for it later.** Each Objective gives 5 AP to the Survivor who takes it.

• **Did I read "do not open"?** Closed Doors can only be opened by Bruisers (spending 1 Action). Zombies cannot open these Doors.

• **Not the fastest ride.** The Taco Truck can be driven.


• **Talk about a cleaning tool!** In order to win the mission, Personal Objectives must still be completed.





Survivor
Starting Zone


Exit Zone



The Queen

6x 
Open Doors

2x 
Closed Doors



Taco Truck
(can be driven)


2x 

1x 

1x 
Objectives

14x 
Sleepers

1 
Spawn Zones


Zeus Spawn
Zone



ARMY OF THE DEAD



MISSION 012

CAR CRASH

This is not only about revenge, it's about the future. We spent most of our lives bending the knee to the rich and famous. Now, we can fight and party hard!

Just because it's the zombie apocalypse, no reason you can't be social and invite friends over for lunch. As the meeting time came we heard tires squeal around the corner, then a big crash. We got out as fast as we could to find their car rammed a wall so hard it entered the building. It is now a total wreck.

All our friends are alive but injured. They cannot move on their own for now. We need to find medical kits in the surrounding area to get them on their feet and escape. The zombies heard the crash, too!

DURATION: LONG
DIFFICULTY: MEDIUM

M012 - CAR CRASH

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

Specialty required: None.

Zeus Type: Zeus.

Personal Objective Tokens: Yellow and Purple.

♠ OBJECTIVES

Rescue the injured Survivors. Turn the 6 injured Survivors on tile 8R into Companions (see P. 27) to win the game. To do so, the Survivors need to bring them 6 First Aid Kits (see Special Rules).

The game is lost whenever a Zombie activates in the injured Survivors' Zone.

♠ SPECIAL RULES

Setup.

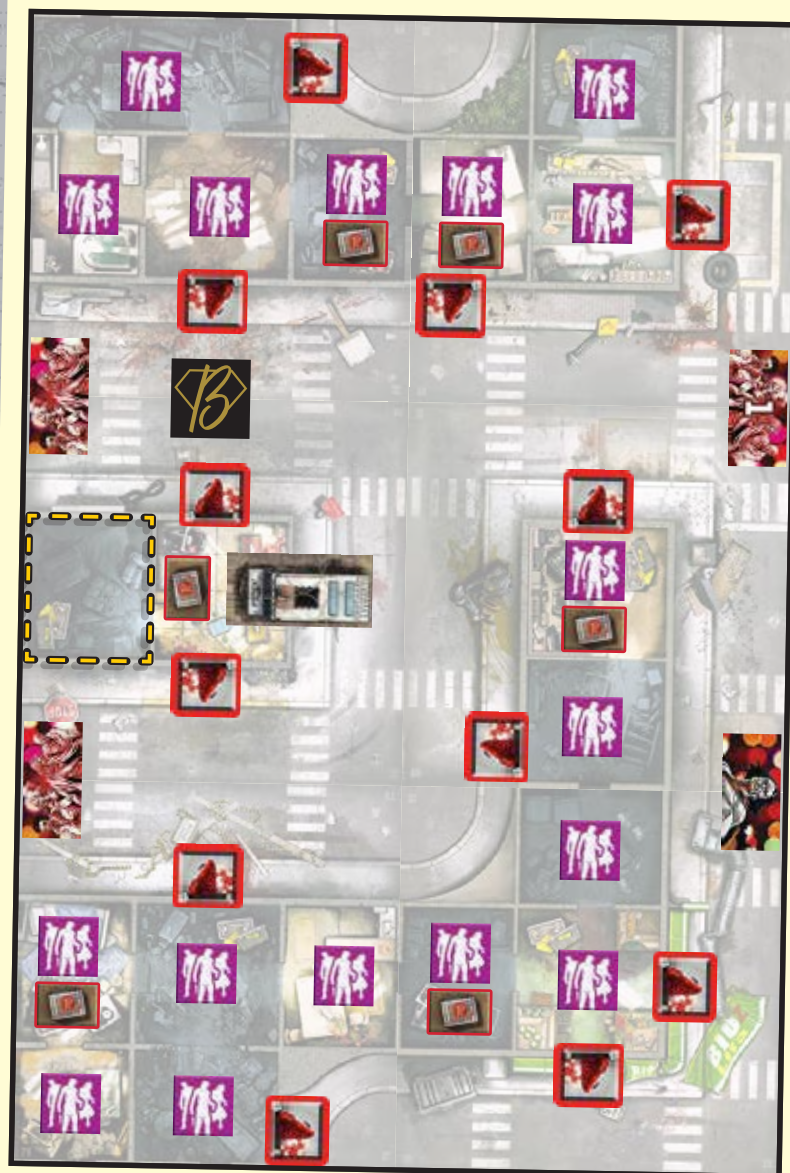
- Place 6 Survivor miniatures that weren't chosen by players in the indicated Zone and set their ID Cards aside. These injured Survivors cannot perform any Actions and do not have inventories. They still count as Survivors for placement of the Noise token during the End Phase (see P. 14).

• **First aid kits.** Each Objective gives 5 Adrenaline Points to the Survivor who takes it. Each double sided Red Objective also counts as a First Aid Kit. Place the Objective token on the Survivor's Dashboard. It does take up an inventory slot and can be traded like an Equipment card.

Using 1 Action, a Survivor may drop a Red Objective token or a First Aid Kit equipment card from their inventory in the injured Survivors' Zone. An injured Survivor of the player's choosing then becomes a Companion (P. 27) to the Survivor.

• **Weapon crates.** In order to win the mission, Personal Objectives must still be completed.

• **A wreck.** The Taco Truck cannot be driven.



9V	1R
8R	6R
7V	2R



		4x
		1x
		1x
Survivor Starting Zone	Zeus Spawn Zone	Objectives
	17x Sleepers	
Taco Truck (can not be driven)	12x Open Doors	

ARMY OF THE DEAD



MISSION 013

BURNING STREETS

Oh. Exactly my kind of car. And my kind of weapon.
It that real gold? It is real gold!

We spotted a massive zombie herd coming right at our shelter. Eliminating them would not be an issue, but it could take days. On the other hand, hearing them all night long would certainly drive us mad! The best way is to block the access and divert the infected flow in another direction. To achieve this, fire is our best friend.

Let's burn!

DURATION: MEDIUM
DIFFICULTY: MEDIUM

MO13 - BURNING STREETS

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

Specialty required: Mechanic.

Zeus Type: Helmeted Zeus.

Personal Objective Tokens: Yellow and Purple.

OBJECTIVES

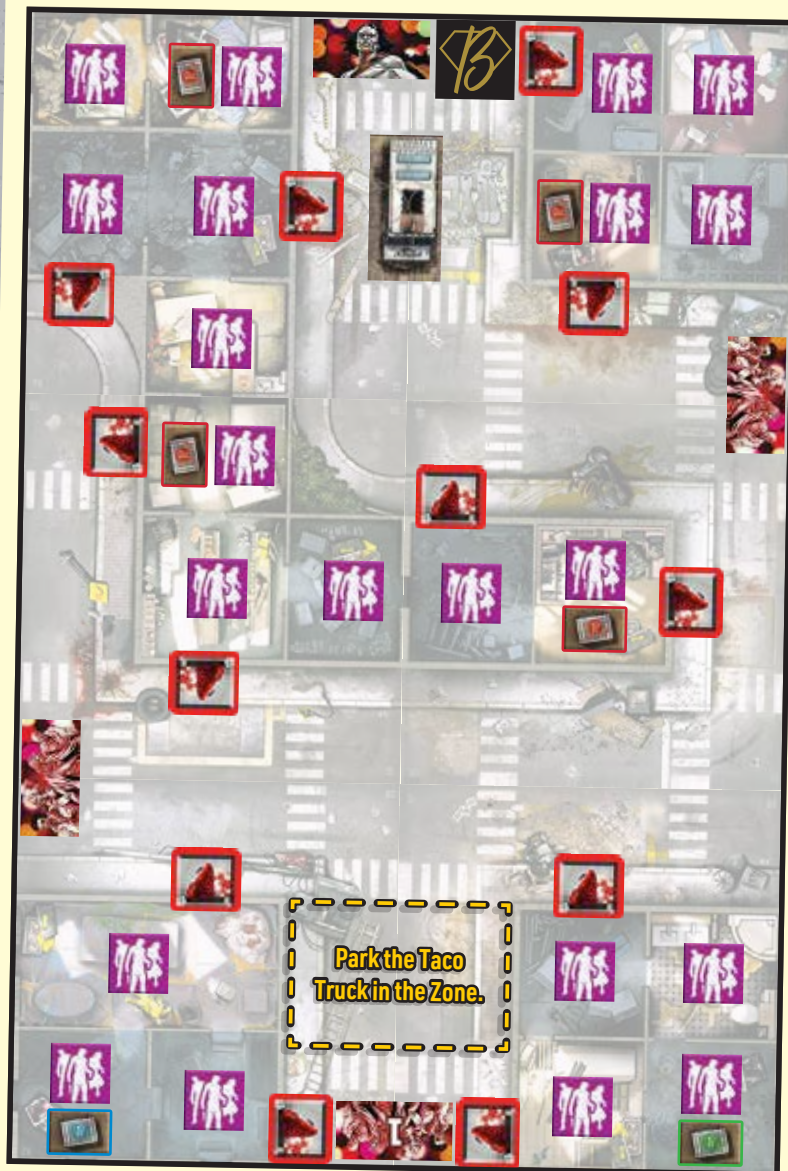
Divert the zombie herd. Accomplish the Objectives in this order to win the game:

- 1. Burn the side accesses.** Throw a Grenade at each Red Spawn Zone to move the Red Zombie Spawn tokens to the Starting Spawn Zone (see Special Rules).
- 2. Block the road and torch the truck.** Drive the Taco Truck to the highlighted Zone and park it here.

SPECIAL RULES

Setup. Note the Blue Objective on tile 2V and the Green Objective on tile 3V.

- **Firewall, sort of.** Throwing a Grenade at a Red Spawn Zone moves its Red Zombie Spawn token to the Starting Spawn Zone.
- **Drink at your own risk.** Each Objective gives 5 AP to the Survivor who takes it. Taking the Blue or the Green Objective also provides the Survivor with a Grenade. The Objective token is considered as a Grenade card and is used as such. Replace the Zeus' Spawn token with Helmeted Zeus when both the Blue and Green Objective are taken.
- **Diesel power.** The Taco Truck can only be driven by a Mechanic.
- **Weapon caches.** In order to win the mission, Personal Objectives must still be completed.



		2x	
		1x	
		1x	
21x 		1x	
		1x	
			Objectives
		12x	
Park the Taco Truck here!	Taco Truck (can be driven)		Open Doors



ARMY OF THE DEAD



MISSION 014

BREAKFAST AT JESSE'S

Entering a building is quite a thrill. Whenever they don't chase someone, zombies gather in the dark, waiting for a victim to ambush. It's better than an amusement park!

We were exploring a suburban district when we saw a kid waving a flag on the top of a flat building. Wanda knows the place well. It's Jesse's Diner. She used to work here a couple years ago. Jesse, the owner, is a very cautious guy and had reinforced doors installed to protect both his business and employees. There are people there, and they cannot get out. Jesse is missing. The kid didn't seem armed. Let's hope no one got infected inside.

DURATION: MEDIUM
DIFFICULTY: MEDIUM

M014 - BREAKFAST AT JESSE'S

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

Specialty required: Bruiser.

Zeus Type: Zeus.

Personal Objective Tokens: Yellow and Purple.

OBJECTIVES

Get to the Survivors. Rally all Companions (see P.27) and gather all Survivors on the Exit Zone, without any Zombies on it. The game is lost if a Survivor (including those on tile 4R) is eliminated.

SPECIAL RULES

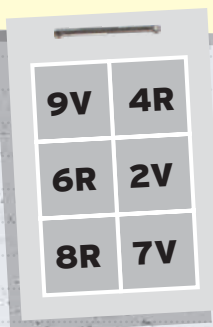
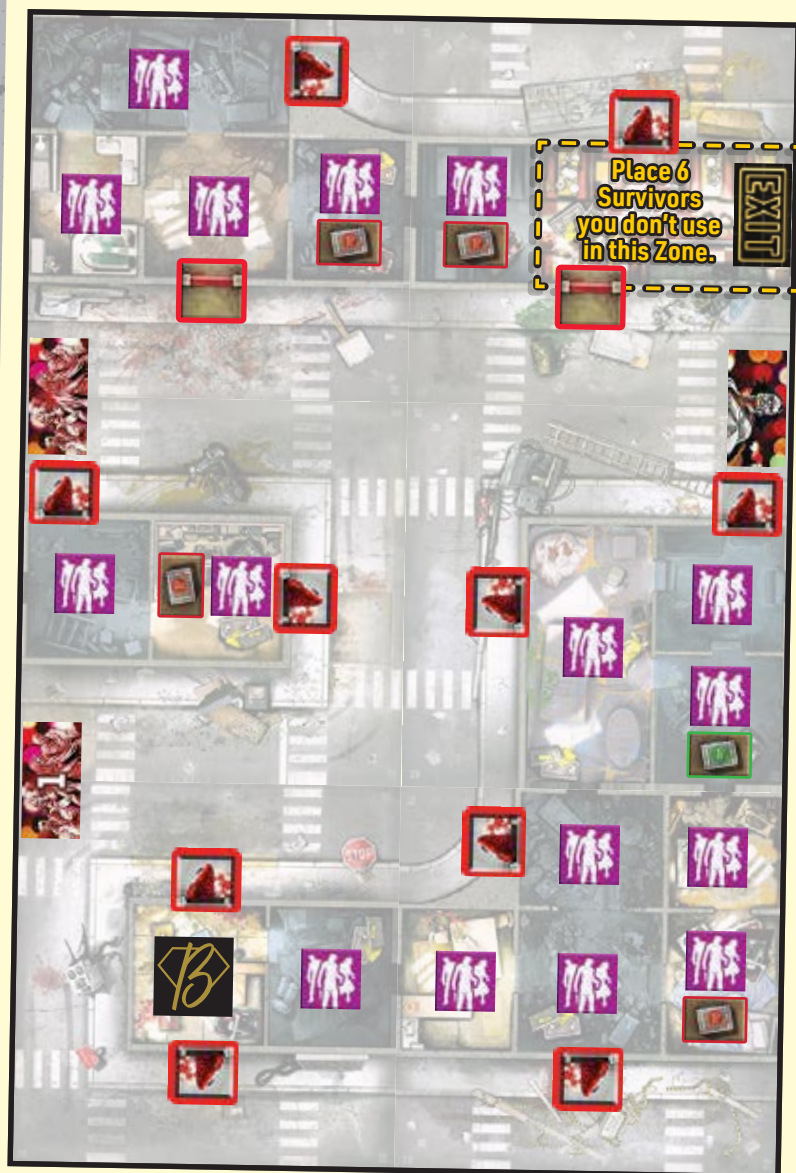
• Setup.

- Note the closed doors on tiles 9V and 4R.
- Note the Green Objective on tile 2V.
- Place 6 Survivor miniatures that players didn't choose on the Exit Zone. They are the Companions to rally.

• Jesse's last stand. The doors on tiles 9V and 4R are locked and can only be opened by Bruisers (spending 1 Action) after the Green Objective has been taken. Zombies cannot open Doors.

• Everyday sweets. Each Objective gives 5 Adrenaline Points to the Survivor who takes it.

• Secret weapons. In order to win the mission, Personal Objectives must still be completed.



		2x
Survivor Starting Zone	Companions to rally	1x
		1x
		1x
		Objectives
	16x	
Spawn Zones	Sleepers	Exit Zone
	2x	10x
Zeus Spawn Zone	Closed Doors	Open Doors

ARMY OF THE DEAD



MISSION 015

UNITED WE STAND

- You are so cute! Would you like me to adopt you?
- Whatever, as long as you have candies and chocolate.

We thought it would be a good idea to try something new, something like separating to raid a cozy district in the fastest possible way. We go in, plunder the place, and get out in under 15 minutes. But nooooo. We got carried away and enjoyed the wonders we found for a little too long. A disco ball falling on the floor, a squealing toy you put your foot upon, a muffled laugh or two, and the zombies are here.

We must gather and regroup into the safest building around. Now!

DURATION: MEDIUM
DIFFICULTY: EASY

MO15 - UNITED WE STAND

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

Specialty required: None.

Zeus Type: Mounted Zeus.

Personal Objective Tokens: Black, Yellow and Purple.

OBJECTIVES

Plunder the district. Accomplish these Objectives in any order to win the game.

1. Rally all Companions (see P. 27).
2. Take all Objectives in the building straddling tiles 3V and 8V.

The game is lost whenever a Survivor (including a Companion) is eliminated.

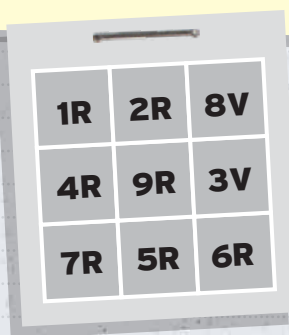
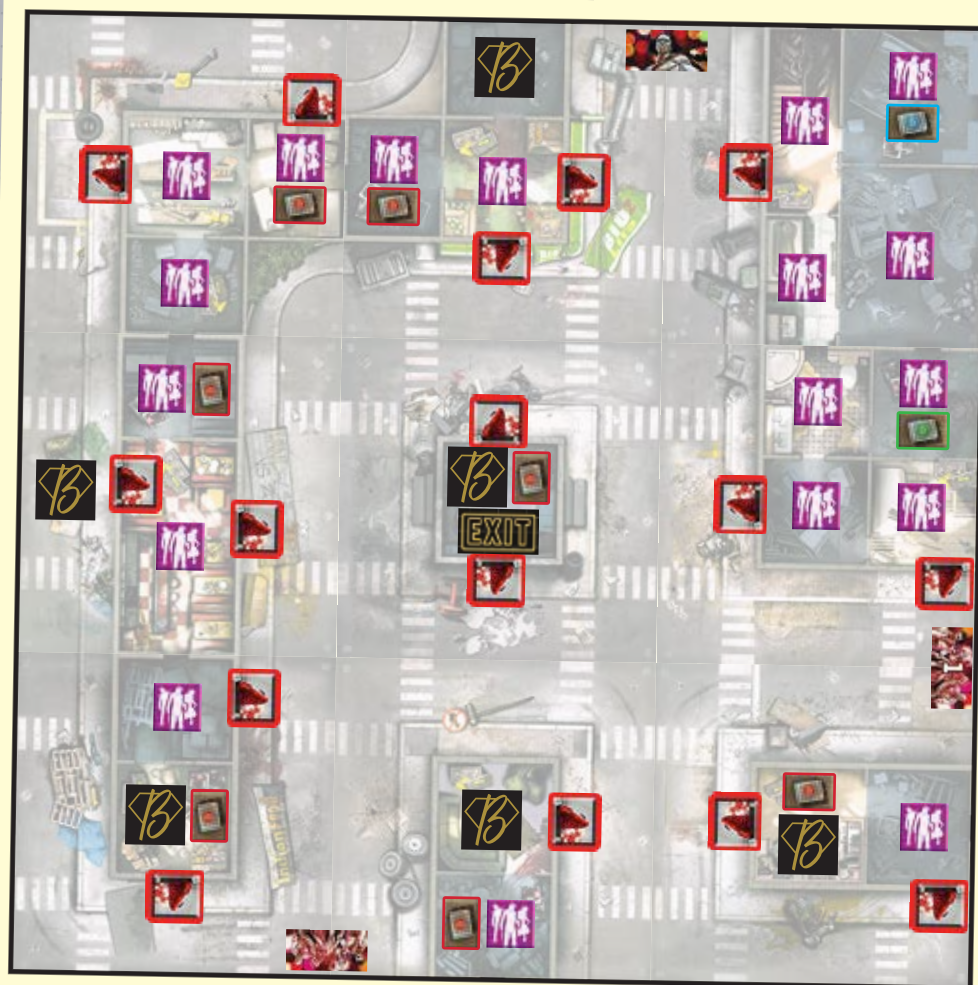
SPECIAL RULES

• **Setup.** Place 2 random Survivors in each Survivor Starting Zone. Then, players choose 3 of these pairs for them to play. Do not draw the 3 Personal Objective card until the 3 teams have been selected. The remaining Survivors become Companions to rally.

• **Keep on fighting!** Each Objective gives 5 AP to the Survivor who takes it.

• **Shiny new toys.** In order to win the mission, Personal Objectives must still be completed.

• **An Exit for our freinds.** If your Survivors Personal Objective is to escort a Companion to a Starting or Exit Zone on the board, use the Objective token as the Companion (no skills given) and you must escort them to the Exit Zone.



		4x	
Survivor Starting Zones	Spawn Zones	1x	
		1x	
Exit Zone	Zeus Spawn Zone	1x	
16x 	18x 	1x	
Open Doors	Sleepers	Objectives	



ARMY OF THE DEAD



MISSION 016

PALE SHELTER

This new world offers a great boon: we just have to look down to find what we need. Batteries, blankets, clothes, soap, and the like. And it's free! We feed off the city's remains to hunt and kill zombies.

We have slept in many different places in the last weeks. Most of them weren't really secure. Well, that may change in the coming days. We found a nice building with many reinforced doors, and mostly left untouched by the chaos. "Mostly," because some doors are broken. I guess the Abomination we've seen wandering around is to blame. I can't stop dreaming about what wonders we may find inside.

I could even get my own room for a few nights!

DURATION: SHORT
DIFFICULTY: MEDIUM

M016 - PALE SHELTER

Tiles needed: 1V, 2V, 3V, & 4V.

Specialty required: Bruiser.

Zeus Type: Zeus.

Personal Objective Tokens: None.

♠ OBJECTIVES

Earn your shelter. Accomplish the Objectives in this order to win the game:

1. Barricade the broken doors (see Special Rules).
2. Secure the place. Eliminate all Sleeper tokens and Zombies remaining in the building.

♠ SPECIAL RULES

Setup.

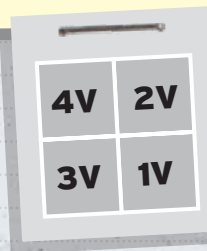
- Note the Closed Doors on tiles 2V, 3V, and 4V.
- Place the Queen in the indicated Zone.

- **Broken doors.** Doors cannot be opened in any way, save for the 4 Closed Doors placed on the board during Setup. These represent broken doors:
 - Closed Doors can only be opened by Bruisers (spending 1 Action).
 - Zombies ignore Closed Doors to define their route toward their destination Zone. They may even move through them during their Activation for free. The door is then immediately opened.

- **Barricades.** Each Objective gives 5 Adrenaline Points to the Survivor who takes it. They represent hammers, nails, and planks, all the required material to barricade the broken doors for good. Place the Objective token on the Survivor's Dashboard. It doesn't take up an inventory slot and can be traded like an Equipment card.

Using 1 Action, a Survivor may drop an Objective token from their inventory into a broken door's Zone (without any Zombies or Sleeper tokens in it). Remove the door token. It's now barricaded for good and cannot be opened in any way.

- **In case of emergency.** There are no Personal Objectives in this Mission.



ARMY OF THE DEAD



MISSION 017

THE BLIGHT

Angry? You don't want me angry!

There was this housing project near downtown. They gave it a fancy name, but we now call it the Blight. It housed a few tough nuts showing prowess against zombies, calling people to get under their protection. Of course, the cool guys also attracted a growing number of zombies, driven mad by the fresh meat stored inside. The community never wanted to move, and eventually fell. This is now a charnel-house crowded with zombies of all shapes and sizes. The mess can be heard and smelled from districts away. That's the Blight.

We can't stand it anymore. It's too tempting!

DURATION: LONG
DIFFICULTY: HARD

M017 - THE BLIGHT

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

Specialty required: Bruiser.

Zeus Type: Zeus.

Personal Objective Tokens: Blue, Green, Black, Yellow and Purple.

OBJECTIVES

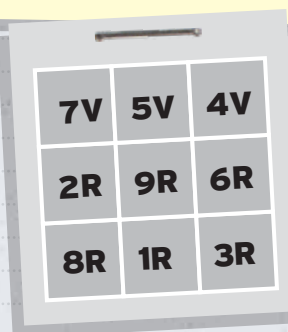
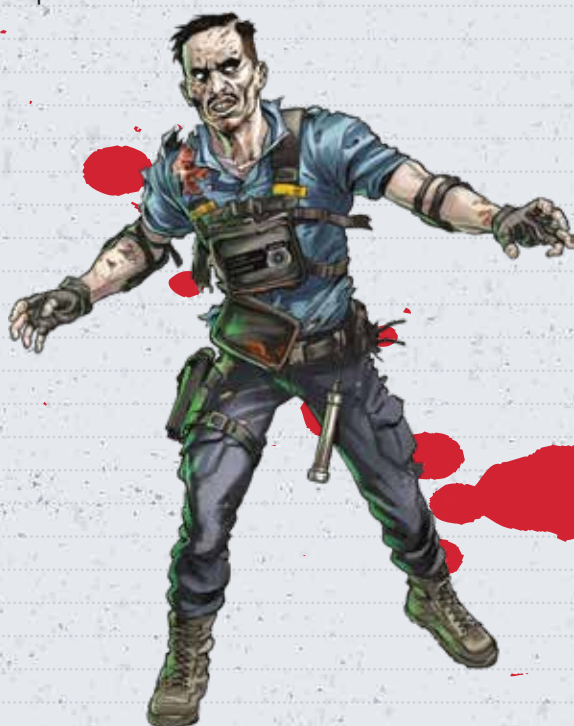
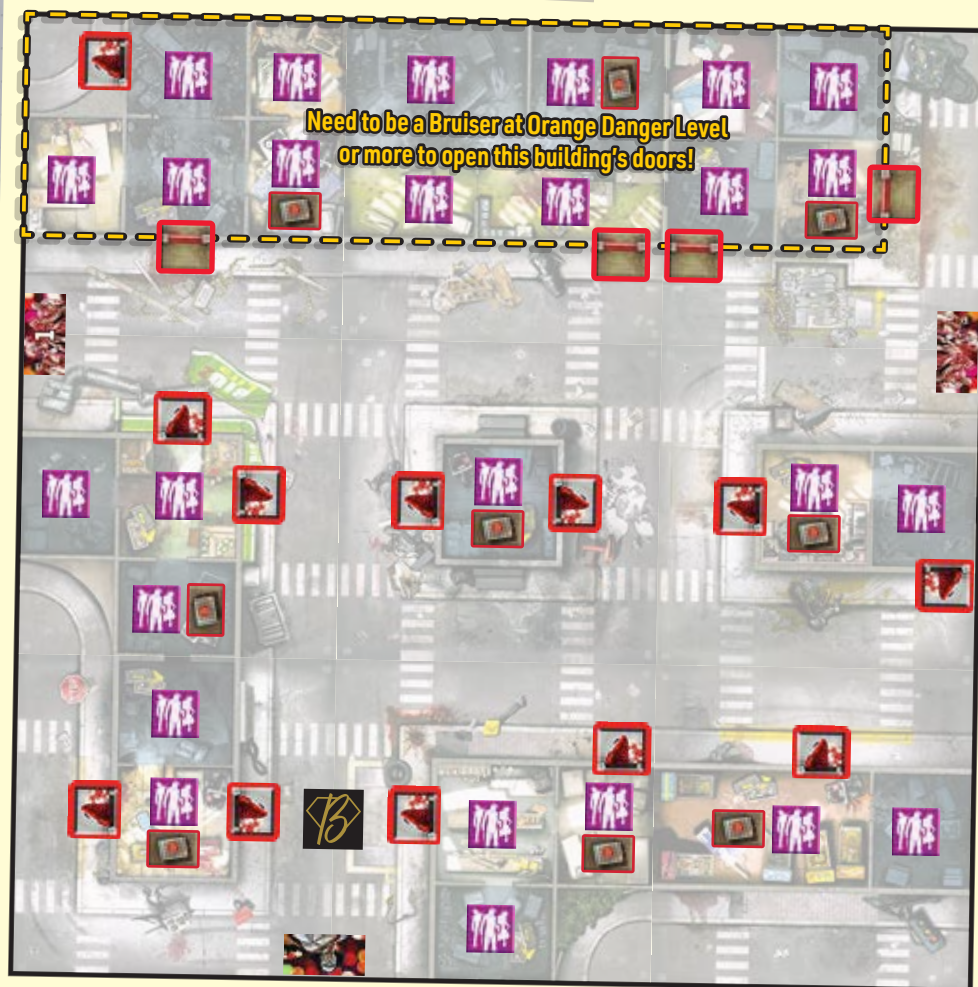
Cleanse the Blight. The building straddling tiles 7V, 5V, and 4V is the Blight. The game is won as soon as there are no Sleeper tokens or Zombies in it, once it's been opened.

SPECIAL RULES

• **Doors of reckoning.** The Blight's doors can only be opened by Bruisers at Orange Danger Level (or higher, spending 1 Action). Zombies cannot open these Doors.

• **I need this right now.** Each Objective gives 5 Adrenaline Points to the Survivor who takes it.

• **Is it Judgment Day already? Oh yes, it is!** In order to win the mission, Personal Objectives must still be completed.



ARMY OF THE DEAD



MISSION 018

THE END OF THE ROAD

Life is like a closed building. You never know what you're gonna get.

We heard a few shots in the distance, saw a couple flares coloring the sky, and all went silent again. It was enough for us to gear up and see what was going on. We discovered two Muscle Cars, their fuel tanks empty, and abandoned in a hurry. There were candies on the seats. There were people, surely even kids, hiding around here. We must save them. We'll have to be quick, though. The district is badly attended. Especially since we came in.

DURATION: MEDIUM
DIFFICULTY: MEDIUM

M018 - THE END OF THE ROAD

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

Specialty required: None.

Zeus Type: Zeus.

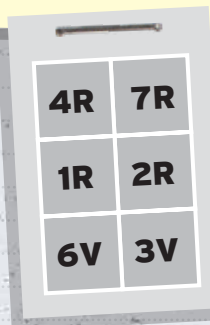
Personal Objective Tokens: Yellow and Purple.

♠ OBJECTIVES

Save the survivors. Take all Objectives.

♠ SPECIAL RULES

- **Setup.** Shuffle 6 Objectives, and place them randomly at the corresponding places on the board, facedown.
- **Hurry up, they're coming.** Each Objective gives 5 Adrenaline Points to the Survivor who takes it.
 - Taking a Red Objective also grants the Survivor a Companion (see P. 27). Pick a random Survivor ID Card among those the players didn't choose for this Mission. The Survivor becomes their Leader.
 - The Blue Spawn Zone becomes active as soon as the Blue Objective is taken.
 - The Green Spawn Zone becomes active as soon as the Green Objective is taken.
- **Pew? No. PEW!** In order to win the mission, Personal Objectives must still be completed.



		2x	
Survivor Starting Zone		1x	
		1x	
		1x	
Taco Truck (can be driven)		1x	
		1x	
18x	Zeus Spawn Zone		Objectives
Sleepers		11x	
			Open Doors

ARMY OF THE DEAD



MISSION 019

BEST FRIENDS FOREVER

- Mister? You've got the weapon I'm looking for.
- I was about to tell you the same thing. What's your name, young punk?
- Ostara. You?
- Ned.
- Nice to meet you. Can I have this weapon? Please?

The temperatures are getting colder and we'll need a greater amount of supplies to survive the coming nights. We already plundered this place and need to take another, deeper look. The surroundings are crowded with zombies and we won't be left alone for long. BUT we have secret weapons: we came in numbers, with friends to double-check for goods while we purge the district. There is a catch, though. They agreed to come if we let them take part on the body count. It means that at some point, I'll have to hand over my gear and my gun. Life is tough, sometimes.

DURATION: MEDIUM
DIFFICULTY: HARD

M019 - BEST FRIENDS FOREVER

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

Specialty required: None.

Zeus Type: Zeus.

Personal Objective Tokens: None.

♠ OBJECTIVES

Get a second look. The game is won as soon as both these Objectives are met.

- Every Survivor duo (see Special Rules) has swapped roles.
- There is an Explosive Weapon on each Survivor Dashboard.

♠ SPECIAL RULES

Setup.

- Each Survivor starts with a rallied Companion (see P. 27). They form a Survivor duo. Players choose the way each duo is formed. These duos cannot be separated. Trading Companions is not allowed for this game. There are no Personal Objectives for this Mission.
- Note the Objective tokens in the street zones.

- **My turn.** Only Survivors at Yellow Danger Level (or above) can take Objectives. Each Objective gives 5 Adrenaline Points to the Survivor who takes it. Then, swap the Leader's ID Card with their Companion's. The Companion becomes the new Leader, and the former Leader becomes their new Companion. Keep the Equipment, Adrenaline Points, and Wounds.

A Survivor duo can only take a single Objective during the game.

- **Bigger guns.** Replace the Zeus' Spawn token with Zeus when both the Blue and Green Objectives are taken.



ARMY OF THE DEAD



MISSION 020

THE ZOMBIEFEST

Runners are fast-moving, tricky, formidable targets. They are a challenge, and I like challenges. Let me show you how to hunt them.

Hospitals, malls, police stations, many places lured people into a false sense of security in the first hours of the invasion and subsequently became mass graves. These locations are now hard to explore due to the sheer number of zombies around. The best way to get rid of the threat in an enjoyable way is what we now call a "zombiefest": attracting as many zombies as possible to the place of our choice and killing them all.

Well, here is your invitation. You're already dressed up, geared up, hyped up? Let's party!

DURATION: MEDIUM
DIFFICULTY: HARD

MO20 - THE ZOMBIEFEST

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

Specialty required: Bruiser.

Zeus Type: Zeus.

Personal Objective Tokens: Yellow and Purple.

♠ OBJECTIVES

Kill the zombie horde. Accomplish these Objectives in any order to win the game:

- Take all Objectives.
- Empty the Zombie reserve (see Special Rules).

♠ SPECIAL RULES

Setup.

- Place the Blue and the Green Objectives randomly among the Red Objectives, facedown.
- Note the Closed Door and the Blue Spawn Zone on tile 6V.
- Note the Closed Door and the Green Spawn Zone on tile 5V.

• **Welcome to the party!** Each Objective gives 5 Adrenaline Points to the Survivor who takes it. Taking the Blue or the Green Objective also grants the Survivor a Companion (see P. 27). Pick a random Survivor ID Card among those the players did not choose for this Mission. The Survivor becomes their Leader.

• **Zeus has made it to the party!** Replace the Zeus' Spawn token with Zeus when both the Blue and Green Objectives are taken.

• **Are you having fun?** Closed Doors can only be opened by Bruisers (spending 1 Action). Zombies cannot open these Doors. The Blue Spawn Zone becomes active as soon as the Closed Door on tile 6V is open. The Green Spawn Zone becomes active as soon as the Closed Door on tile 5V is open. As soon as either Closed Door is open, eliminated Zombies are no longer put back in the reserve. It means the remaining Zombies may get Extra Activations more often as Zombie miniatures are progressively becoming scarce! Emptying the reserve is a game objective.

• **Party crashers.** In order to win the mission, Personal Objectives must still be completed.

