

1. OUTBREAK

1A) CHAOS (SHORT)

The zombie virus is here and society is falling apart, fast. You need to create some order and get things together, or you will be overrun too.

Goal: End the turn with 5 prepared cards in play.

Setup: Start at wave 1. (Remember to always add 1-3 zombie cards depending on player count, unless stated otherwise.)

1B) CROWD OF DEAD (SHORT)

Being paralyzed by the terrible outbreak, you have stayed in hiding for days. Meanwhile, many zombies have gathered in your neighborhood. You must now break out through crowds of the walking dead and find other survivors!

Goal: End the turn with 4 Survivors saved.

Setup: Start at wave 1. Start with 4 zombie cards in each deck regardless of player count.

1C) GET TO SAFETY (MEDIUM)

Getting a grip on the situation, you realize you need to organize a resistance of some sort. First you need to gather some people and prepare a safe place.

Goal: End the turn with 6 saved Survivors and a prepared facility.

Setup: Start at wave 1.

2. THE BASE

2A) TRAIN WARRIORS (LONG)

You cannot hope to protect the survivors against the hordes of zombies all by yourself. You must find weapons for the survivors and train them - quickly!

Goal: End the turn with 4 saved Survivors.

Setup: Start at wave 1.

Special rule: To save a Survivor you must also destroy a prepared weapon. Only one Survivor can be saved each time you play Safe House. VIP may not be used and the retrieve option may not be used when saving a Survivor.

2B) SET UP BASE (LONG)

Your provisional place needs to be fortified and stocked if it is to withstand the ever-present zombies.

Goal: End the turn with 5 saved Survivors. You must also have 8 prepared traps, equipment, and facilities in any combination.

Setup: Start at wave 1 with up to 3 facilities scouted (Ruth still starts with Pub in play). Shuffle 3x 2-zombie cards into the area deck. **Special rule:** When scouting (or retrieving by saving Survivors) a zombie card from the area deck, place it in play and scout (or retrieve) the next card instead.

2C) ASSAULT (SHORT)

Somehow, the local zombies have sniffed out your new base and are approaching in full force. You must quickly prepare yourself for the assault!

Goal: End the turn on wave 6 or higher.

Setup: Start at wave 1.

Special rule: When you reach wave 5, add all zombie cards from the zombie pile to the discard pile before shuffling it.

3. FAMILY

3A) THE GAUNTLET (SHORT)

You've received word that your family has survived but they are pinned down in a nearby town surrounded by roaming zombie hordes. You must get there so you can help them get out.

Goal: End the turn on wave 8 or higher.

Setup: Start at wave 5. Each player starts with 1 zombie card, regardless of player count.

3B) SAVE YOUR FAMILY (LONG)

You've reached the town where your family is but you have to prepare them for the trip out and gather what supplies there are in the neighborhood.

Goal: End the turn with 5 persons (including yourself), 3 equipment, and 1 Car, all in play and prepared.

Setup: Start at wave 2 with a scouted Car.

4A) SCOUTING (LONG)

It's been quiet for a few days. This is a good time to explore the ruins of society to see what useful items are left, and find signs of where people have gone.

Goal: End the turn with the entire area deck scouted.

Setup: Shuffle 3x 1-zombie cards and 2x 2-zombie cards into the area deck. Start at wave 1.

Special rule: When scouting (or retrieving by saving Survivors) a zombie card from the area deck, place it in play and scout (or retrieve) the next card instead.

4C) SILENT NIGHT (SHORT)

Urgent whispers on the radio reveals that some people are trapped without food and ammunition, deep inside a city swarming with zombies. In order to extract them, you need to sneak in at night and keep it very quiet...

Goal: End the turn with 5 saved Survivors.

Setup: Start at wave 1. Add 1 extra zombie card to your starting deck.

Special rule: You may not use cards involving engines or explosives (MC, Car, Pistol, Rifle, Chainsaw, Concussion Grenade, Shotgun, Minigun, and Blockbuster). They can still be used as payment though.

4B) RESCUE (LONG)

During your exploration you rescued a survivor coming from the east, saying that there are many people still alive in his home town, holed up in fortified houses with zombies gathering the streets. It won't be long until they are overrun - you must get them out of there!

Goal: End the turn with 10 saved Survivors.

Setup: Start at wave 2. Choose and scout any 2 cards from your area deck.

4D) CLEAN UP (LONG)

Another town is calling for help with the increasing zombie threat. The town has not yet been overrun, so if you can clear the town of zombies this could be a haven for survivors.

Goal: End the turn having killed at least 100 zombies (keep track with the saved marker, and a wound marker for laps of 20 kills).

Setup: Start at wave 2 with any weapon from the area deck in play unprepared. Add 2 extra 1-zombie cards to the player deck, and shuffle 3x 2-zombie cards into the area deck.

Special rule: When scouting (or retrieving by saving Survivors) a zombie card from the area deck, place it in play and scout (or retrieve) the next card instead.

5A) FIND THE PROFESSOR (LONG)

There is a rumor that there is a professor working on a cure for the zombie plague! You must find her and move her to your base along with all useful equipment from her lab.

Goal: End the turn with a prepared Lab and having saved VIP (gaining no cards for it).

Setup: Start at wave 2 with Lab as card 17 and VIP as card 18 in the area deck (insert face down after shuffle).

5C) TESTING THE CURE (MEDIUM)

The professor has had a breakthrough! Now you need to test the new cure on some infected zombies.

Goal: End the turn after having saved 6 cured zombies (keep track with the saved marker).

Setup: Start at wave 2 with Lab and Cure in play and prepared. Add 2 extra zombie cards to your draw deck.

5B) RESEARCH A CURE (SHORT)

The professor has found that some people have resistance towards the zombie virus. She is now trying to find the right remedy, but time is running out. She needs your help!

Goal: End the turn on wave 6 or lower having used medical equipment 6 times (keep track with the saved marker).

Setup: Start at wave 1 with Lab scouted.

Special rule: Players may help other players to fulfill their goal (by moving their saved marker instead of your own).

5D) LAST STAND (SHORT)

While the professor is mass-producing the cure in the secure lab, your own colony has been infected by the zombie virus. All alone, you must now fight off the zombie hordes, as well as your old friends! Can you hold out until the professor arrives with the cure?

Goal: End the turn on wave 6 or higher.

Setup: Start at wave 1. Start with 1 zombie card in the deck, regardless of player count.

Special rule: Treat the Survivor cards as 1-zombie cards, starting in your deck (going to the zombie pile when killed).

AFTERMATH

With a mass-produced cure, it is only a matter of time and effort before the zombie plague is over. You will lead humanity back from the ruins, building a new and better world. You survived!