Pocalypse
Defend the Burbs

Perilous tales of zombie mayhem!

Story booklet
Narratives, locations and more!
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The first zombie we saw was Ted’s father, wandering down the middle of the road from the nursing home. We saw the footage, but you see terrible things on the news all the time. War, crime, natural disasters – they never seemed to touch our part of the world, and so like idiots we thought we were safe. But the old man had died in his sleep, and then infected half of the Happy Horizons Home before coming to visit the family. We let the police sort it out, and rushed to board our windows and stock up on bread, like it was a snow storm.

Then came the night when bombs lit up the sky. At our distance the eerily green blast was still too brilliant to look at directly. We fussed over the cloud and feared the fallout it would bring. Many a letter to our state representative was written to complain, never to be sent. The bombs did not solve the problem, and the mail delivery along with the rest of the government blew away with that mushroom cloud.

We started to turn on each other. Supplies were low and our fear, loss, and anger started to take hold. It could have been over, but a small handful took a stand. We had always been closer to our community than the rest of the world, and that would keep us alive. It could work - it did work. We were OK, not thriving, but doing fine.

Then these usurpers came from the city. They were wild – feral and deadly. They told us of the horrors, and how we had not even begun to experience the dangers that would come. We said we didn’t want their help, they could rest and then look elsewhere. That night the first horde from the city broke through the military barricade and headed for our homes. The urban refugees had a lookout, or we would have all died. In that moment we saw their truth. They ran to block the undead leak in the dam, and left us in our first trial by fire – cleanup. Some of the undead had made it into a neighborhood house. Now two townsfolk are trapped upstairs and it’s up to us to save our friends.

Please familiarize yourself with the Defend the Burbs Rule Book before proceeding.

The story booklet will be your guide through the Zpocalypse, dictating what objectives you’ll need to complete in order to survive while defending the burbs. The story will proceed in chapters, each one part of a larger campaign - but also playable on its own. See each chapter for specific information on how to set up. If this is your first time playing Zpocalypse 2, you must begin by playing the Assault The House prologue. After the prologue, each chapter will consist of alternating Night and Day phases. At Night, you will defend your home from an onslaught of zombies. During the Day, your squads will break off into new groups, and complete tasks in preparation for the following Night. Each chapter has its own objective to complete, but ultimately your goal is survival. At the end of each chapter, clean up the board by reshuffling any discard piles back into their respective decks (except for dead survivors), reorganizing the tokens, and reset each player’s position on the progress track. Players are expected to use the campaign sheet in the back of this book to record their progress.

More campaign sheets and additional content is available online at www.greenbriergames.com/z2_campaign.
CHAPTER 1: SURVIVE ‘TIL YOU DRIVE
(the heck out of here)
1-5 Players, 120 minutes

After a quick survey of the property, you’re ecstatic to discover a beautiful truck in the garage. OK it’s not beautiful, but serviceable. OK, it’s not really serviceable either. The Zedmobile is going to need a lot of work and a little luck, but it should be up and running soon. All you need is to build a workbench and gather a few other components. You’ll need to go out scavenging to get the pieces you’ll need, but, more importantly, you need to be alive when the job is done. Time to lock it down.

Objective
Complete the Fix the Truck crafting card and use the truck to get away from the house before it’s overrun. Note that you’ll need to craft a workbench before you can fix the truck, and more importantly, you’ll need to stay alive for a series of days – long enough to gather the components you need to get that engine running.

Loss: The game is over if:
1. All survivors die in the same Night.
2. The Night phase begins with the Doom Track at 30.
3. The day counter ever reaches 30.

Special Setup
2. Set the Doom Track to 5 + 1 per player.
3. Use the prologue setup for tile placement.

Starting This Chapter Without a Saved Game:
1. Remove the starting survivors from the survivor deck. Deal a random starting survivor to each player, and shuffle the remaining back into the survivor deck. Then, deal each player a second random survivor.
2. Remove the impromptu weapons from the armory deck. Deal each player a random impromptu weapon, and shuffle the remaining back into the survivor deck. Then, deal each player a second random armory card.
3. Deal each player 1 random food and 1 random resource card.
4. Each player rolls 2 red dice to determine first player. The highest number goes first, proceed clockwise.

Additional Rules
Remove the radio card from the resource deck, and place it off to the side. Do not re-add the radio card until instructed to do so by the story booklet.


Conclusion
If you lose: You needed the truck to get out of here, but it looks like you’re going nowhere. Ever. Restart the game and try again.

If you successfully fix the truck: Congratulations, you have completed Chapter 1! With a loud kickback, the truck’s engine starts to rev. Unfortunately, the noise from your shop has every zed for miles around crawling out of their dark corners to surround the house. It’s time to go now. Like right now. But you can’t squeeze everyone into the cab of the truck…

If you are not participating in the campaign but would like closure to your adventure, skip right to action 3. If you are playing a campaign, complete actions 1 & 2, but skip action 3.

Action 1: Race to the Truck
If you crafted the optional truck bed upgrade while fixing the truck, all survivors currently in squads can climb aboard. You may also choose to upgrade to the truck bed and take all your crafted upgrades back to the crafting deck.

If you did not craft the truck bed, each player may only bring two survivors from their squad with them to the next house. Tragically, any other survivors must be left to fend for themselves, and you must return all crafted upgrades back to the crafting deck.

*Note: By fixing the truck you have now unlocked the Urban scavenging locations, regardless of the optional upgrade.

Action 2: Abandon the House
1. Remove any tokens from the board.
2. Starting with the first player, each player may take 1 card from the public cache and add it to their squad (if they have room). Discard all cards in the public stash.
3. Flip the first and second floor tiles to side A, and set up a new map, including placing the zombie spawn location tokens in their respective places.
4. Shuffle the food and resource deck discard piles back into the decks.
5. Reset the Doom Track and each player’s VP. Proceed to Chapter 2.

Action 3: Fisticuffs!
Versus mode: Now that the truck is built, the end goal keeping your fragile alliances together is gone, and comradery is falling apart. The truck can only drive in one direction, and if you can’t agree on what direction that should be, tempers are bound to flare.

See “Chapter 4: Cul-de-sac” on page 7 and choose the “foes” option. This is an optional end-game scenario for groups who only intend on playing Chapter 1.
CHAPTER 2: LONG TIME LISTENER

1-5 players, 90 minutes

A breeze stirs the ripped curtains at your new lookout perch. You've been vigilant as always on your watch, but now that you've been out in the world, you're a bit more thoughtful as you survey the landscape. You've seen terrible things, and you can't explain all of them. It might not just be zombies out there. There could be another colony... or a stronghold. It could mean more security for your people. It could also mean more danger. Either way, you should find another way to keep tabs on the living, as well as the dead. A working radio would be a handy tool.

Objective

Find the radio, and use it to make contact with other survivors.

Loss: The game is over if:
1. All survivors die in the same Night.
2. The Night phase begins with the Doom Track at 30.
3. The day counter ever reaches 30.

Special Setup

1. Make sure the radio card is still removed from the game.
2. Remove the top 10 cards from the resource deck and put them off to the side.
3. Take another 10 cards from the top of the resource deck. Shuffle the radio card into those 10 (now 11) cards, and then return them to the top of the resource deck.
4. Take the first 10 cards you removed, shuffle them, and place them on top of the new deck.
5. Set the Doom Track to 7 + the number of players.

Starting This Chapter Without a Saved Game:

1. Give each player 2 random survivors, 2 random armory cards, and two random food cards. Players do not start with any resource cards.
2. Each player rolls 2 red dice to determine first player. The highest number goes first, proceed clockwise.
3. Place the fixed truck crafting card in a scavenging upgrade slot (you did not make the optional upgrade). Then, as a group, choose 1 other crafting card to place into its associated upgrade slot. First player breaks any ties.
4. Set the Doom Track to 5 + the number of players, and the Day counter to 10.

Additional Rules

1. Any time you fail a scavenging challenge, take 2 random cards from the resource deck discard and put them on top of the resource deck. If there are no resources in the discard, take 2 cards from the bottom of the deck instead. Do not shuffle the resource deck for any reason.
2. Any time the story booklet would cause you search for a specific resource card, search the discard pile instead of the deck. If the card in question is not in the discard, you are out of luck.
3. Any scavenging outcomes that result in increasing the Doom Track increase it by an additional +1.

Conclusion

If you lose: You leave knowing there are others out there, and you hope they will avenge your undeath. Restart the chapter.

If you find the radio: It may not play the classics like “Lose Yourself” or “Tubthumping,” but you can send out messages... and get them back. It takes a bit of tinkering to get any signal, but you begin to hear voices emerging from the static.

Action: Congratulations!

1. Deal each player 1 random armory card and 1 random food card.
2. Reset the Doom Track and each player's VP. Proceed to Chapter 3.
CHAPTER 3: THE CLEAN ZONE

1-5 players, 90 minutes.

It’s as you suspected; there are other groups out there. You haven’t been able to get a clear signal on the radio yet, but through the garbled static you were able to hear one word perfectly - quarantine. Just as you begin to make preparations for your search, fireworks erupt from four different locations in the city. Someone is clearly sending a sign. Fortunately, the zombies seem more curious than you are.

Objective

Find the quarantined area on the outskirts of town and successfully complete the skill check at that location.

Loss: The game is over if:
1. All survivors die in the same night.
2. The Night phase begins with the Doom Track at 30.
3. The day counter ever reaches 30.
4. You fail three skill checks in Urban scavenging locations. See additional rules for more info.

Special Setup

Flip all five objective tokens face down, and shuffle. Each time your party successfully completes a scavenging challenge in an Urban location, the scavenging party leader must flip an objective token. When your party flips the #5 objective token face up, they have discovered the quarantine!

Starting This Chapter Without a Saved Game:

1. Deal each player 3 random survivor cards, 3 random armory cards, and their choice of 3 food and/or resource cards.
2. Each player rolls 2 red dice to determine first player. The highest number goes first, proceed clockwise.
3. Immediately enter a Level-Up phase. Following turn order, each player may choose a perk card.
4. Place the fixed truck crafting card in a scavenging upgrade slot (you did not make the optional upgrade). Then, as a group, choose 2 other crafting cards to place into their associated upgrade slot. First player breaks any ties.
5. Set the Doom Track to double the number of players, and the day counter to 15.

Additional Rules

- If the Doom Track is less than 3x the number of players, you must skip the Night phase.
- Each time your party fails a skill check at an Urban scavenging location, place a radiation token on the action board. The third time your party fails a skill check at an Urban scavenging location, the game is over.

Conclusion

If you lose: You never did find sanctuary, and you never will.

If you find the spot: You wipe the blood from your hands before fiddling with the radio, hoping that you’re finally in range to get some clear answers from your fellow survivors. Success! The signal is strong enough, and you can hear a group of voices clamoring on the other side of the wire.

“Hey folks,” a somber voice greets you over the crackling static. “We saw what you just did from in here. Mighty fine work. We’d love to add some people like you to this hold out. Bad news is…”

The voice pauses in the air, and you feel your stomach drop to the floor.

“We just can’t take all of ya’. I’m sorry.”

Action: Congratulations!

1. Deal each player 1 random armory card.
2. Adrenaline burst! Each player may distribute 3 among survivors in their squad. Survivor’s may not exceed their max.
3. Reset the Doom Track and each player’s VP. Proceed to Chapter 4.
CHAPTER 4: CUL-DE-SAC  
Coup De Grace  
2-5 players, 30 minutes

Your party has a choice: When the end of days is at hand, will you stand together as friends, or duke it out as foes?

- Limitation: You cannot start from Chapter 4 without a saved game. You must be continuing your campaign from either Chapter 1 or Chapter 3. If you are continuing from Chapter 3, you may choose either option. If you are continuing from Chapter 1, you must choose the “foes” option.

OPTION 1 - FRIENDS (CO-OP)

Your party will fight a legion of bloodthirsty undead and their mutated counterparts, attempting to stay alive without the help of the quarantine.

Friends Objective

- Victory: Defeat all zombies before the sun rises.
- Loss: If the sun rises and your still out in the field surrounded by zombies, you all die.

Friends Setup

1. Take 9 side A tiles, and arrange them in a square.
2. Put a spawn location token at each of the four directions (N,S, E, W).
3. Starting with the North spawn location and proceeding clockwise, spawn each mutate, along with two fresh zombies and one weak zombie for each player in the game. In addition, spawn zombies equal to the Doom Track (to a maximum of 20 fresh zombies and 10 weak zombies).
4. The first player may place their squad anywhere on the center tile.
5. Following turn order, subsequent players must place their squad adjacent to another squad.
6. At the start of hours 2 and 3 spawn one fresh zombie for each player.

Friends Conclusion

Success: Congratulations! You've completed the Core Game as a team!
Failure: Game Over. You have failed to survive the Zpocalypse. Try again.

OPTION 2 - FOES (VERSUS)

Survival of the fittest. Only some of you are going to make it. Time to face off against one another in player vs player combat.

Foes Objective

- Victory: Most victory points at the end of 5 rounds.
- Loss: If all survivors in your squad are dead, you are eliminated from the chapter. If all survivors in all squads are dead, all players lose.

Foes Setup

1. Take 9 side B tiles, and arrange them in a square.
2. Put a spawn location token at each of the four directions (N,S, E, W).
3. Starting with the first player and proceeding clockwise, each player spawns their squad on or adjacent to a spawn location token.
4. Each time the turn clock advances to the next hour, spawn one fresh zombie for each player.
5. If a zombie is equidistant from two squads within LOS, each player rolls a die. The player with the smaller number is the zombie’s target.
6. Players attack one another the same way they would attack zombies.
7. You may no longer move through other squads’ miniatures on the map.

Foes Conclusion

Winner: Congratulations! You win. But at what cost?
Losers: Game Over. Your squad has been defeated. Try again.
ZBurbia Scavenging Zones

These are the stories your party will encounter when performing the scavenging task during the Day phase.

Scavenging Basics

- The scavenging leader chooses a direction - North, South, East, or West.
- **Limitation:** The Urban locations can only be chosen if your party has crafted the fixing the truck scavenging upgrade.
- Once a direction is chosen, the leader rolls a single die, and turns to the scavenging story in that location with the corresponding number.
- If your party has already been to a specific scavenging location, roll the die again.
- When playing an individual chapter (inside or outside campaign mode) players are expected to remember (or record) what locations they have been to.
- All players in the scavenging team should agree on what option to take when scavenging. Ties are broken by the leader.

See “Task #1 - Scavenge” on page 31 for more information.

Scavenging Location Example 01:

Two player Location example with Blue Player (BP) and Red Player (RP).

1. BP decides to send their #1 survivor. She takes her #1 blue token and places it on the 1 spot for scavenging, making her the leader.
- **Note:** Because BP is the leader, BP is in charge of choosing direction, making all dice rolls for the mission, and is the first to select rewards.

2. RP decides to send his #3 survivor, taking his #3 red token he covers the 2 slot on the scavenging token slot.

3. BP chooses to go North for the mission. Consulting the Storybook chart beneath Downtown Zurbia (North), she rolls a 1d6 and gets a 4, which is the Car Wash.

4. Reading the flavor text aloud to the table, the scavenging party is presented with two options to choose from. Option 1: Sneak (12) or Option 2: Melee (14).

5. As a group they decide to go for Option 2, because the two survivors sent each only have a 1 in their Sneak skill, whereas BP’s Arthur has a Melee skill of 3 and can thus assign up to 3 dice to defeat the Melee challenge.

6. BP Rolls 2d6 for each survivor sent, in this case 4d6, and gets a 2, 3, 3 & 5. When she assigns the dice, she discovers that poor Arthur can only reach a Melee 11 (3+3+5) and thus fails the challenge.

7. To pass a Firearms challenge, that survivor needs a firearm equipped.

8. Checking the fall row, BP deals out 4 food cards, 1 fuel card, and increases the Doom Track by 3. Had the team succeeded, they would have gotten the loot on the success row.

9. The survivors return to base and split the rewards they received. In scavenging task order (1-4), each player chooses a single card from the loot pile until the loot pile has been allocated. If a survivor had been found, ALL players would resolve a Contest: Talk to recruit the new survivor (even players who did NOT go out scavenging). See “Recruiting New Survivors” on page 34 in the rulebook for details.
1. DOWNTOWN ZBURBIA (NORTH)

Your party has chosen to go North to Downtown Zburbia.

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1. Town Hall

You were hoping to find alcohol, you know, the demon liquor so you head for the former place of leadership. It doubled as a makeshift hospital in the last days of civilization so the smell is overwhelming. But good ol’ corruption means you find medical supplies adult beverages. Someone is holed up on the second floor. Faced with an assailant, what do you do?

Option 1: Convince the assailants they are not your enemy and would be bettered suited to join you.

**A single survivor must pass Talk (15).**

- **Success:** +4
- **Failure:** +3
- **Special:** Option 1 Success: +1
- Option 2 Failure: **DOOM TRACK +3**

Option 2: Ready the weapons – let’s not take any chances - shoot first and then ask questions.

**A single survivor must pass Melee (11).**

- **Success:** +4
- **Failure:** +3
- **Special:** Option 1 Success: +1
- Option 2 Failure: **DOOM TRACK +4**

2. Urgent Care Clinic

This building is crawling with trapped undead, so you hope for missed looting spots. You wander the halls listening to the shuffle-thuds. Every closed door is a twisted combination of the Lady and the Tiger and Schrodinger’s cat. You brave picking one locked door- a delirious patient huddles in a corner. Do you take the time to bandage them so they can walk, or do you fight the undead masses with a survivor on your back?

Option 1: Patch ’em up!

**A single survivor must pass Firstaid (10).**

- **Success:** +5
- **Failure:** +2
- **DOOM TRACK +2**

Option 2: Carry the load.

**A single survivor must pass Melee (14).**

- **Success:** +5
- **Failure:** +2
- **DOOM TRACK +3**

3. Fire House

You just wanted to slide down the pole, but once you brain the deaders and dump the rancid 5-alarm chili you’ll have a new cooking pot! Too bad a former front-liner is on a ladder surrounded by zombies. The truck might have the power to swing the ladder to safety… or it could rip your brain out. What do you do?

Option 1: Use those shop skills and try to work the firetruck

**A single survivor must pass Mechanics (14).**

- **Success:** +4
- **Failure:** +3
- **DOOM TRACK +2**

Option 2: Sniper the zombies.

**A single survivor must pass Firearms (10).**

- **Success:** +4
- **Failure:** +3
- **DOOM TRACK +4**

- **Special:** Option 1 Success: +1

4. Car Wash

(Clap. Clap. Clap. Clap. Clap. Clap. You might not ever make it rich, but it’s better than diggin’ a ditch… for your friends. Well it started off fun, but really you’re looking for working car, and those smelly trees to wear as a necklace. You see a crowd of the undead pushing in at the garage door. Behind the spider-webbed window a gas station attendant looks at you, then points to the back. Here’s the problem: it looks like that door may not hold for much longer. Do you ninja your way around back hoping not to get seen and be fast enough to get every scrap of goodness inside before the door comes down, or do you wade in crackin’ skulls, and take the loot after?

Option 1: Try for the back door.

A single survivor must pass Sneak (12).

- **Option 1 Success or Fail:** Homies’ screams are a big problem.

Option 2: It’s a slug fest!

A single survivor must pass Melee (14).

- **Success:** +2
- **Failure:** +1
- **DOOM TRACK +2**

- **Special:** Option 1 Success: +2

Option 3: You are a shadow, a ghost, a really really quiet thing.

A single survivor must pass Sneak (14).

- **Success:** +5
- **Failure:** +3
- **DOOM TRACK +3**

- **Special:** Option 1 Success: +2

5. Convenience Store

What’s easier than stopping in to pick up that last minute bag of ice for the party or grab batteries for the toy that needs to make booping noises until 3 AM? If you’re lucky there might be a package of yellow crème-filled cake snacks left somewhere.

What used to be a cute small-town shop is now the lair of a crazy person who rearranged the shelving to make a barricade. Despite the babbling crazy-talk, this hoarder may have some valuable loot. The conundrum- do you talk them out of their hidey-hole, or do you risk getting shot to storm the barricade, knock them out, and resuscitate them later in handcuffs?

Option 1: You trust that your rational mind will win. That or you speak their brand of crazy.

A single survivor must pass Talk (14).

- **Success:** +5
- **Failure:** +3
- **DOOM TRACK +3**

- **Special:** Option 1 Success: +2

6. Laundromat

This is a strange spot to head to on first thought. Sure there may be a king’s ransom in loose change, but they aren’t going to buy you a darn thing anymore. However, they may make a decent weapon when wrapped in a sock. Come to think of it, clean socks would be a nice experience. Once inside you find someone crouched at the back door. Behind the spider-webbed window a gas station attendant looks at you, then points to the back. Here’s the problem: it looks like that door may not hold for much longer. Do you ninja your way around back hoping not to get seen and be fast enough to get every scrap of goodness inside before the door comes down, or do you wade in crackin’ skulls, and take the loot after?

Option 1: You are a shadow, a ghost, a really really quiet thing.

A single survivor must pass Sneak (11).

- **Success:** +4
- **Failure:** +1
- **DOOM TRACK +3**

- **Special:** Option 1 Success: +2

Option 2: Get that wall in place, you’ve got to rustle up some bleach!

A single survivor must pass Mechanics (11).

- **Success:** +4
- **Failure:** +1
- **DOOM TRACK +1**

- **Special:** +2 for all survivors in the scavenging party.
2. STRIP MALL OF ZBURBIA (EAST)

Your party has chosen to go East to the Strip Mall of Zburbia.

**D6 LOCATION FOUND**
- Coffee Shop
- Salon
- Chain Restaurant
- Pet Store
- Toy Store
- Military Recruitment Office

### 1. Coffee Shop

You know what would be great right now? A steaming hot cup of Joe… or the eradication of the undead. You know, whatever’s handy. Hedging your bets you enter the former temple of the java god and find a fellow caffeine junkie! You talk them about joining forces, but they have hidden the precious beans. They aren’t sure if you are friend or foe, and you’re really not sure either.

**Option 1:** Convince the assailants they are not your enemy and would be bettered suited to join you

_A single survivor must pass Talk (14)._ 

**Success:** +1 

**Failure:** +2 

**Special:** Option 1 Success +1

**Option 2:** Ready the weapons - time for someone to get a beat down! Let’s hope it’s not us!

_A single survivor must pass Melee (14)._ 

**Success:** +4 

**Failure:** +2 

**Special:** Option 1 Success +1

### 2. Salon

There are staples in every strip mall. You have your convenience store - that location is completely ransacked. Then you can find the game-pet-laser-tag-child-occupying store, which might be surprising if there wasn’t a giant hole through the pane glass. Finally, there’s the hair and nail place. Inside you find a stylist brandishing a pair of scissors. With slow a calm demeanor, you talk your way into a haircut. Lack of food, sleep, and sanity makes for shaky hands though. Before you can say “Van Gogh” you’ve been stabbed in the ear! There is only one thing to do.

Wrap it up to finish later.

_A single survivor must pass Firstaid (12)._ 

**Success:** +4 

**Failure:** +3 

**Special:** to one survivor in the mission, DOOM TRACK +3

### 3. Chain Restaurant

As you round the corner past the drive-thru a chunk of concrete slams into the wall beside you. “Don’t go in there,” the assailant calls. “There’s a lot of zeds in that place.” You grin and say, “Come with and I’ll share the loot. There’s a cinnamon-apple pastry monstrosity in it if you do.” Just like that, there’s an addition to the roster. But how are you going to handle this scenario? Are you going in with glocks or bats?

**Option 1:** Shoot ‘em in the head!

_A single survivor must pass Firearms (9)._ 

**Success:** +3 

**Failure:** +2 

**Special:** DOOM TRACK +1

**Option 2:** Smash ‘em up!

_A single survivor must pass Melee (11)._ 

**Success:** +3 

**Failure:** +1 

**Special:** New Survivor takes 2, DOOM TRACK +2

### 4. Toy Store

Oh! Toys! Like the one with the blinky lights, that makes all the fun noises! Why are you going in there? What’s wrong with you? The average person might not see the potential of all those mechanical fun things, but they would make a good alarm system. More importantly, they all need batteries. Also, fuzzy soft animal pillows and glitter! Sadly the building is surrounded with the undead. You’re about to try elsewhere when you hear muffled calls for help inside. You scan around and see a lighter concentration near one of the trucks out back. If you are a runner you could scale the cab, to the storage crate on the back and jump up to the roof. Or, with a little knowhow, you could hotwire it and ram through the warehouse in the back to save them… after rolling over some undead.

**Option 1:** Climb to the roof.

_A single survivor must pass Sneak (12)._ 

**Success:** +3 

**Failure:** +2 

**Special:** Option 1 Success or Failure DOOM TRACK +1

**Option 2:** Get that truck in gear.

_A single survivor must pass Mechanics (9)._ 

**Success:** +3 

**Failure:** +2 

**Special:** Option 1 Success or Failure DOOM TRACK +3

### 5. Pet Store

It ain’t fancy, but the pet store has food. This thought may have grossed you out before the zombie apocalypse, but then there was that time when your brother dared you… so you know for a fact that the biscuits aren’t all that bad.

Inside are all the puppies! Oh, but these aren’t the cute friendly kind. These are the feral, eat-the-week-kill-all-strangers kind. You see they’ve cornered someone, and while you probably should just shoot them… well you watched Ol’ Yeller one too many times as a kid. You just can’t. So, do you shoot while they’re preoccupied, or do you try and see if they remember “Sit! Stay!”

**Option 1:** Do some quiet shopping.

_A single survivor must pass Sneak (12)._ 

**Success:** +3 

**Failure:** +2 

**Special:** Option 1 Success or Failure DOOM TRACK +2

**Option 2:** Pull off some dog whisperer moves.

_A single survivor must pass Talk (15)._ 

**Success:** +3 

**Failure:** +2 

**Special:** Option 2 Success: Search the survivor deck for one of the dog survivors if not already allocated to a squad.

### 6. Military Recruitment Office

This seems like a good move – where else might you find weaponry in this area? It’s not as obvious as a police station, so it may have been overlooked. All choices considered, you think this is a good one. That is until you find the zealot inside. Someone has picked this spot to defend America and apple pie against all enemies, foreign, domestic, living or dead! However, if you can disassemble and reassemble your weapon in less than 60 seconds, then you’re obviously a solid upstanding citizen of the US of A.

**Option 1:** Shoot this joker in the arm and deprogram them later.

_A single survivor must pass Firearms (9)._ 

**Success:** +4 

**Failure:** +3 

**Special:** DOOM TRACK +1

**Option 2:** You know your way around a firearm just fine. Offer to do it blindfolded.

_A single survivor must pass Mechanics (13)._ 

**Success:** +2 

**Failure:** +1 

**Special:** Option 1 Success or Failure DOOM TRACK +2

Option 2 Success: +1

Option 2 Success: +2
### 1. Hallway

These hallowed halls, full of disinfectant and floor wax smells, are a comforting reminder of the mundane tortures of bygone days. You’re on the lookout for animal crackers and apple juice… and listening for the pitter-patter-squish of little feet. You just had to think about that, didn’t you? Sure enough you hear them. What do you do?

**Option 1:** Quick into the classroom and let them pass. **A single survivor must pass Sneak (10).**

- Success: +4
- Failure: +3
- Special: Option 2 Success or Failure: DOOM TRACK +2.

**Option 2:** Ready the weapons - this should be a cakewalk. **A single survivor must pass Melee (12).**

- Success: +4
- Failure: +3
- Special: Option 2 Success or Failure: DOOM TRACK +1

### 2. Playground

The climbing structure, swing set, and open field remind you of a carefree time when your biggest worry was getting picked last for t-ball. On home plate you see a figure, pointing to the outfield when you realize they’re trying to warn you of the incoming zombies emerging from under the dilapidated bleachers.

**Option 1:** Yank the Lynch pin and those bleachers will go down like when you played Jenga. **Pass a Mechanics challenge of (13).**

- Success: +4
- Failure: +2
- Special: Option 2 Success or Failure: DOOM TRACK +2.

**Option 2:** It’s time for target practice. **Pass a Firearms challenge of (9).**

- Success: +4
- Failure: +2
- Special: Option 2 Success or Failure: DOOM TRACK +3

### 3. Cafeteria

Let’s face it, cafeteria food was never good, but no matter how long it’s been around, it probably tastes just the same. There’s a huddle of undead in the pantry. Their clawed hands claw at the refrigerator, and you hear sobs from behind the door. There’s someone alive in there!

**Option 1:** FOOD FIGHT! Rescue that poor soul. **Separate survivors must each pass the following challenges: Melee (13), Sneak (5).**

- Success: +3
- Failure: +2
- Special: Option 1 Success: +1

**Option 2:** Grab what you can and get out! **Separate survivors must each pass the following challenges: Sneak (11), Melee (6).**

- Success: +3
- Failure: +2
- Special: Option 1 Success: +1

### 4. Gymnasium

While you hate to admit it, dodgeball ended up benefiting you in life. You learned how to attack others, improve your aim, and that life is definitely not fair. You would still like to give coach a wedgie for all the heartache, but who knew that terrible game would be so useful? Enough with the fond reminiscing! You need to look around; there has got to be baseball bats and hockey sticks somewhere in here.

A gunshot cracks and the edge of the mat you were standing next to puffs out of existence. “That’s far enough!” you hear through the ringing in your ears. Looking at the back of the room eyes peer out of the coach’s office. You stare them down.

**Option 1:** They haven’t fired another round. But they’re low on bullets. **A single survivor must pass Melee (15).**

**Option 2:** Maybe you can convince them to come with you. **A single survivor must pass Talk (15).**

- Success: +4
- Failure: +3
- Special: Option 1 Success: The who completes this challenge gains 1 random perk. Option 2 Success: +1

### 5. Principal’s office

Yeah, zombies have taken over the planet, and each day is a living hell. Sure, your cute little place in the city was bombed and you’ve been living in the same clothes for weeks now. In case we haven’t forgotten, you’ve almost died so many times now it’s hard to keep track. And STILL you’re nervous to walk into the principal’s office. Go figure. You see movement, and almost shoot when you see a survivor, covered in blood babbling in a panic while waving their own gun. Whoa, boy.

**Option 1:** Use your soothing tones to wrestle that gun away from them. And see if that’s a zombie bite while you’re at it. **Separate survivors each pass the following challenges: Talk (6), Melee (5), Firstaid (5).**

**Option 2:** Ignore the gun and go help! **Separate survivors each pass the following challenges: Firstaid (9), Sneak (10).**

- Success: +4
- Failure: +4
- Special: Option 1 Success: +1

### 6. Classroom

It’s funny how teachers always seemed to have a stash of snacks hidden somewhere in their room and an endless supply of hand sanitizer. That stock is yours now! Entering the room of endless testing-er, enlightenment, you find a fellow knowledge-seeker. They seem happy to see you, maybe because you have a pulse, or maybe because they are trapped under a stack of filing cabinets. This is one botched barricade.

**Option 1:** Use some simple machines, like a wedge and lever, to extract the survivor while talking them through it. **Separate Survivors each pass the following challenges: Mechanics (6), Talk (6).**

**Option 2:** Yank and deal with the damage. **A single survivor must pass Firstaid (10).**

- Success: +3
- Failure: +2
- Special: Option 1 Success: +1

---

**D6 LOCATION FOUND**

- Hallway
- Playground
- Cafeteria
- Gymnasium
- Principal’s office
- Classroom
1. Model Home of Subdivision

You get past the combo lock with the key inside by looking under the welcome mat, only to find the real estate agents of the apocalypse inside freaking out. There is a deep gash in the arm of one from the kitchen knife the other was wielding. To make matters worse, a deader is wading in and drag them away from this terrible awful place, back to the zombie apocalypse, and try to patch them up… or you can try to make the kill shot from where you stand with all the visual distractions in the way.

**Option 1:** While the knife wielder takes care of the zombie, take care of that laceration. **A single survivor must pass** Sneak (10).

**Option 2:** They are lunatics. Forget the survivors and look for cozy blankets. **A single survivor must pass** Sneak (10).

- **Success:** +5, +5, +1, DOOM TRACK +1
- **Failure:** +3, +3, DOOM TRACK +3
- **Special:** Option 1 Success: +1, +1

2. Daycare

Think of the children! Oh won’t you please think of the children? You head to the entrance of the subdivision where parents dropped off their small humans before heading out to the workforce and see— a brightly colored and somewhat sparkly fortress. The daycare is a primary colored bastion of safety. There are definitely people in there. How do you want to handle introductions?

**Option 1:** Open the friendly negotiations with a sing along? **A single survivor must pass** Talk (12).

**Option 2:** Take it by force! **A single survivor must pass** Melee (14).

- **Success:** +4, +4, +1, DOOM TRACK +2
- **Failure:** +3, +3, DOOM TRACK +4
- **Special:** Option 1 Success: +1, +1

3. Dance/Yoga Studio

What does incense have to do with survival? Well it make your fellow humans easier to smell. Now is not the time to be picky. Actually, you never get to be picky again, can I get an om? Inside the once serene space there are some limber inhabitants ready for a fight. Do you tussle with these headband warriors or move on by to the froyo place?

**Option 1:** I love air flavored ice cream! Forget those yogis. **A single survivor must pass** Sneak (10).

**Option 2:** Namaste bitches. **A single survivor must pass** Melee (15).

- **Success:** +4, +3, DOOM TRACK +1
- **Failure:** +2, +1, DOOM TRACK +2
- **Special:** Option 1 Success or Failure: +2. Option 2 Success: +1

4. Grandma’s House

The front yard is littered with every kind of kitch known to mankind. Flamingos are crammed next to inspirational signs saying, “I didn’t retire, I became a professional grandparent!” The lawn ornamentation, while an affront to taste and humanity, has the side benefit of holding the undead at bay. Unfortunately that recalcitrant gnome in the corner was asleep on the job, and a zombie has someone hanging out the window, screaming bloody murder. You could run in and drag them away from this terrible awful place, back to the zombie apocalypse, and try to patch them up… or you can try to make the kill shot from where you stand with all the visual distractions in the way.

**Option 1:** Wade in there killer! But mind the hydrangea. **Separate Survivors each pass the following challenges:** Melee (11), Firstaid (6).

**Option 2:** This is just like that duck shooting game at the county fair. No problem! **A single survivor must pass** Firearms (9).

- **Success:** +3, +4, DOOM TRACK +2
- **Failure:** +2, +3, DOOM TRACK +4
- **Special:** If Rose Lucky is part of the scavenging party, you may auto complete option 1. Option 1 Success: +1, +1, +2

5. Yard Sale

You shake your head to make certain you’re seeing clearly. It appears that someone has either won the hoarding championships, or is the world’s best scavenger. What was once a lovely black shattered ranch with an in-ground pool, is now a compound surrounded by barbed wire and filled with every weekend warrior toy this neighborhood once owned. The entrepreneur inside has a friendly, but wary disposition. You see a few items that catch your eye. One in particular is that duck shooting game at the county fair. Yes you can get it back into working order for some bargaining sway. However, you’re the friendly type; maybe you can haggle a good deal on charm alone?

**Option 1:** Can we fix it? Yes we can! **A single survivor must pass** Mechanics (9).

**Option 2:** Time to turn on the charm. **A single survivor must pass** Talk (12).

- **Success:** +2, +2, +1, any combination of 2 DOOM TRACK +1
- **Failure:** +2, +2, +1, DOOM TRACK +3
- **Special:** Option 2 Success: +1

6. Backyard Shed

While wandering down an ransacked cul-de-sac, you hit the jackpot. Tucked away behind debris of torn up cars and an overgrown briar patch, is a shed with a lock still on it. Inside is a treasure trove of tools and equipment that someone once lovingly cared for. You are about to celebrate your glorious haul when you hear someone scream, “Horde! Run! Get out of here!” The image of your newfound best friend running toward you, a wave of the undead trailing behind will haunt you for the rest of your short life. If you hadn’t just found the mother load… looking around you see a car that might work which would carry all of your new loot. Then there’s always the ballistic solution.

**Option 1:** Get that car in gear. **Separate Survivors each pass the following challenges:** Mechanics (9), Melee (9).

**Option 2:** Aim for their heads, and make those shots count. **A single survivor must pass** Firearms (12).

- **Success:** +2, +3, DOOM TRACK +3
- **Failure:** +2, 1 survivor suffers a critical wound, DOOM TRACK +4
- **Special:** Option 1 Success: +1, +1. Option 2 Success: +1
You're not thrilled about it, but it's time to head back to the city. You have unfinished business there.

### URBAN SCAVENGING ZONES

To travel to an Urban zone, your party must have completed the Fix the Truck scavenging upgrade from the crafting deck.

Just like the normal scavenging locations, first the scavenging leader decides on a direction (North, South, East, and West), and then rolls a die. Each location within the far zones corresponds to two possible die roll outcomes. Make a note of the locations you travel to. You can only visit a location once per campaign; re-roll if your roll result would take you to a location you've already been to.

If the looting or special information of a location tells you to search for a specific item card, first search for and remove that card, then reshuffle the deck before drawing the normal random loot. If the specific item card is not in its deck, search that discard pile next. If it's not in the deck or the discard pile, you are out of luck.

Skill checks labeled as “group” must be completed by all members of the scavenging party. In order to complete a firearms check, the chosen survivor(s) must have a firearm equipped.

### 1. NORTH URBAN ZONE

Your party has chosen to go to the Northern zone of the city.

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#### 1-2. The Post Office

Why not? Everywhere else in the city is either picked over or trashed. You walk through the destroyed town and start to get lost. Not that you would normally, but with all the changes you land in the worst part of town. Well, it was the worst part of town before. Now it's just as bad as everywhere else. On the upside, being in a location of violence means you find a cache of weapons. But then back to the downside...your search has drawn the attention of the undead. But then back to the downside...

**Option 1:** You don't want to draw the attention of a potential hoard, get out quick and quiet-like.

*All survivors must pass Group Sneak (1). A single survivor must pass Melee (13).*

**Option 2:** If you can find a way to get up to a rooftop, you will have the height advantage. *Separate survivors must each pass the following challenges:* Mechanics (10), Firearms (10).

- **Success:** +1 player, +5 DOOM TRACK +2
- **Failure:** +1 player, +3 DOOM TRACK +4
- **Special:** Optional - *Throwback Throwdown!* Risk a clash with zombies for a chance at extra rewards. See "Throwback Throwdown!" on page 19
- **NOISE!** Place an X token on hour 3. When reached, spawn +1 zombie per player.

#### 3-4. The Cop Shop

This station is just a pile of rubble. The sign out front is the only indication of what once stood here. Ironically, the donut shop next door is nearly untouched. Your mouth waters at the thought of tasty donuts….mmmm donuts. You get to the door and pull on the handle. It doesn't budge—

**Failure**

From the looks of it the frame is warped, sealing the door shut. With the superhuman strength of someone who knows there may be the last donuts on earth found on the other side, you pry open the door. It gives, and the sound of metal screeching echoes in the urban canyon around it. Every zombie in the down town area is heading your direction.

**Trap:** Donuts over everything. Even with the undead pouring in, you'd be risking your life to get the Boston cream. Create the action pool for the scavenging party now. *All survivors must pass Group Melee (5) before proceeding.* There is only one course of action in The Cop Shop.

- **Success:** +4 , +4 , +1 player, +1 DOOM TRACK +3
- **Failure:** +2 , +3 , +1 DOOM TRACK +5
- **Morale Boost!** All survivors in the scavenging party roll 1 die and add their Firearm skill to the result. The survivor with the highest combined total gains 1 random perk card.

#### 5-6. The Police Station

The closer you get to downtown, the less you want to be there. A haze of dust and toxic fog shroud the city. Buildings, solid edifices that had stood the test of time, have been demolished by the nuclear blast. At times like this it would be good to find a police station. There it is!

**Trap:** The station looks surprisingly in tact. You listen for the shuffling of the undead inside, but hear nothing. Slowly you ease open the door, only to see the shotgun booby trap at the last minute! *Each survivor in the scavenging party rolls a die, and adds their speed stat to the result. The survivor who rolled the smallest combined total must take 4 , Re-roll for ties. Inside, three people look at you with open hostility. “Get out,” one of them says flatly. It looks like negotiations are not part of the plan this time.*

**Option 1:** It's a good ol' fashioned free-for-all!

*All survivors must pass Group Melee (7).*

**Option 2:** Shoot 'em up, and then patch 'em up.

*Separate survivors must each pass the following challenges:* Firearms (9), First Aid (6).

- **Success:** +5 , +3 , +3 , DOOM TRACK +4
- **Failure:** +3 , +2 , DOOM TRACK +6
- **Struggle!** All survivors in the scavenging party roll 1 die and add their Sneak skill to the result. The survivor with the lowest combined total takes 2 . Re-roll for ties.
2. EAST URBAN ZONE

Your party has chosen to go to the Eastern zone of the city.

D6 LOCATION FOUND

- The Public Library
- Downtown
- Possum City

1-2. The Public Library

You like to read so you stop by the local library. When you get there you find someone in a corner of the stacks, with tears running down a grime and grief covered face muttering, “All these books...and I broke my glasses...all I wanted to do was read…”

- Trap: You turn to head towards them, when a soft spot in the floor gives way. Each player rolls an ammo die for each survivor they have in the scavenging party. If any of those rolls results in a 6, the trap is failed for everyone.
  - Fail: That’s one way of getting to the basement without stairs. All survivors in the scavenging party take 3 damage. Then proceed to the challenge as normal.
  - Success: Sauntering over like you didn’t just scramble out of a potential death trap, you strike up a conversation with the distraught reader.
    - Option 1: Convince them to come back with you, only after promising a read-aloud before you go. May be completed by a single survivor, or two different survivors: Talker (10), Talker (10).
    - Option 2: Fix their glasses and tell them there may be books here, but there are people with skills who also love books where you’re going. Separate survivors must each pass the following challenges: Talker (15), Mechanic (7).

3-4. Downtown

You search downtown trying to find a building that doesn’t look completely destroyed. All the hospitals and supermarkets seem to have been looted. Then you see the history museum. It wouldn’t be your first choice normally but it looks intact. Good thing you looked. There’s a lone docent hiding near the woolly mammoth. And there’s an exhibit on military history! Now how do you get a tank, circa 1943, out the front door?

- Option 1: Bash down the that door! All survivors must pass Group Melee (7).
- Option 2: Take the door of its hinges, but you are out in the open, so you better be fast. Separate survivors must each pass the following challenges: Mechanic (11), Sneak (9).

5-6. Possum City

You see a road sign that says, “Possum City, 5 miles East.” You decide it could be worth the trip. As you reach the top of a hill, there is a deserted military check point. Down the hill you can see that the city has been completely vaporized. There’s not a standing structure in sight.

- Option 1: Let’s take a look, the radiation can’t be too bad anymore. All survivors must pass Group First Aid (1), then a single survivor must pass Sneak (10).
- Option 2: Since suicide is not on the docket for the day, you choose NOT to go down there and decide to slim jim your way into the military trucks that were once a road block. Separate survivors must each pass the following challenges: Mechanics (10), Melee (12).

- Success: +1 damage/player, +4 damage, +1 damage, DOOM TRACK +4
- Failure: +1 damage/player, +4 damage, +1 damage, Each survivor in the scavenging party gains a random critical wound, followed by a random perk card. DOOM TRACK +6
- Trap: You get all you think you can carry, when you’re startled by a monstrous member of the undead who pops out from under a pile of rubble and starts at a dead sprint towards you. Using only the unspent dice in your action pool, pass a Firearms (6) . If you fail, spawn a random mutate on the following Night of combat, in addition to anything else dictated by the Doom Track.
- NOISE! Place an X token on hour 3. When reached, spawn +1 zombie per player.

Option 2 Failure: DOOM TRACK +2 (+7 total)

Special: Optional - Throwback Throwdown! Risk a clash with zombies for a chance at extra rewards. See “Throwback Throwdown” on page 19

- Struggle! All survivors in the scavenging party roll a die and add their speed stat to the result. The survivor with the lowest combined total takes 2 damage. Re-roll for ties.
3. SOUTH URBAN ZONE

You party has chosen to go to the Southern zone of the city.

D6 LOCATION FOUND

- 🛍 Diner
- 🍭 Candy Store
- 🛒 Supermarket

1-2. Diner

You check out a small diner despite the fact the roof is crumbling and a car is lodged in a wall. You climb inside through the gaping hole next to the ruined vehicle and into ankle-high water. Suddenly, a shooter pops up from behind the counter and a bullet grazes your left ear. “What the heck!” you yell ducking. “Whoops. I thought you were one of those dead ones,” says the shooter. They don’t seem particularly sorry. In fact, you’re wondering about going for your gun, when another head pops up from behind the counter. “There they are!” they shout, pointing behind you. Sure enough, zombies have shown up to the party. No matter how this goes down, you’re not leaving without a slice of pie.

Option 1: Make a pack to strap to the roof of the truck. All survivors must pass Group Mechanics (4).

Option 2: Get creative with the packing...why is focusing so hard? Separate survivors must each pass the following challenges: Mechanics (9), Sneak (10).

- Success: +5 🛠️, +1 🛠️, DOOM TRACK +3
- Failure: +3 🛠️, DOOM TRACK +5
- Morale Boost! All survivors in the scavenging party roll 1 die and add their Melee skill to the result. The survivor with the highest combined total gains 1 random perk card.

3-4. Candy Store

Aw yeah! The candy store! You wonder if your favorite sweets are still there. Tooth decay is really low on your spectrum of worries these days. Plus, what is going to last longer than processed sugar? Besides the cockroaches?

- Trap: You open the door and find the floor a colorful wash of scattered candies. You immediately grab the closest piece and pop it in your mouth. All players roll 1 ammo die for each survivor they have in the scavenging party. If a survivor rolls a 1 or a 2, that survivor fails the trap.

Fail: Maybe time, maybe radiation, maybe an intentional sprinkle of arsenic, but that was poisonous candy. That survivor takes 2 ☠️.

Success: The sugar hits your bloodstream and you are flying. Not since the days of Saturday morning breakfast cereal have you felt this giddy. You start scooping up candy and giggling like the care-free, unhinged, broken human you are. Suddenly you realize, you aren’t going to have space for all the sugar. Sugar! MUST HAZ ALL THE SUGAAAAAARRRR!

Option 1 Success: Gain 1 ❤️

Option 2: The survivor with the highest combined total gains 1 random perk card.

5-6. Supermarket

You think about checking out a town north of the city. It’s in a tucked-away valley off the beaten path, maybe it has been missed by the looters and deaders. The outskirts of the city are toxic, but it’s worth the trip as you find yourself in front of a supermarket, and it’s boarded up tight. As you walk around the building, banging and listening for zombies inside, a fog starts to roll in. It touches your skin, and you start to feel a tingling. Strange but not unpleasant at first, it starts to sting after a moment. Could it be acid fog?

Option 1: Send someone over to chat them up, and maybe convince them to come with you while the rest take food during the distraction. Separate survivors must each pass the following challenges: Talker (10), Sneak (9).

- Success: +6 🛠️, +1 🛠️, DOOM TRACK +2
- Failure: +3 🛠️, DOOM TRACK +6
- Option 1 Success: +1 ❤️.

- NOISE! Place an X token on hour 3. When reached, spawn +1 zombie per player.

Option 2: Send someone over to patch them up. While they are there, maybe slip them something to help them relax, then snag the food while they’re passed out. Hey, at least you took care of that leg for them first. A single survivor must pass both Talker (9), First Aid (6).

- Success: +6 🛠️, +1 🛠️, DOOM TRACK +2
- Failure: +6 🛠️, DOOM TRACK +6
- Option 1 Success: +1 ❤️.

- NOISE! Place an X token on hour 3. When reached, spawn +1 zombie per player.
4. WEST URBAN ZONE

Your party has chosen to drive the truck to the Western zone of the city.

D6 LOCATION FOUND

- Hospital
- Haunted House
- Cemetery

1-2 Hospital

You enter the radioactive wasteland in search of a hospital. Sure enough, you find the remains of one. The undead mill around in almost every room, and flying under the radar is painstakingly difficult.

- Trap: You head to the pharmacy when you hear a crunch below you and feel a sharp pain. Each survivor in the scavenging party rolls a die and adds their speed stat to the result. The player with the lowest combined total becomes the victim. Re-roll on ties.

- Victim: It was a needle full of something... oooo, twirly. That survivor can no longer participate in the scavenging challenge, and does not add dice to the action pool. The party ducks into a room before tunnel vision sets in, when one of you gets sideswiped by something that looks almost human. It leaps out the window—no time to think about the creature now!

Option 1: Perform emergency surgery. All survivors must pass Group First Aid (3).

Option 2: Patch it up and make a gurney. Separate survivors must each pass the following challenges: Mechanics (10), First aid (10).

- Success: +1 /player, +6 / + Search the resource discard pile for any first aid or antibiotics and add them to the loot, DOOM TRACK +2

- Failure: +2 / +4 , DOOM TRACK +4

- In addition to any other zombies, spawn an extra random mutate on the next night of combat.

3-4 Haunted House

The world has moved on and you have followed... you approach a boarded up house. Breaking through the door you see absolute blackness, not even light bleeds in. Making our way deeper into the front room, you come across a figure, shrouded in black. You hold still, silent as your eyes adjust. It is then you notice the... person huddled in front of you appears blind. Their features are blurred and they have definitely experienced some effects from the radioactive waste in this area... or maybe biological? They pause and turn their face towards you. "Are you here to play at riddles?" their breathy voice creaks in askance.

Option 1: They're talking to themselves. Stick to the shadows and search in the darkness. All survivors must pass Group Sneak (3).

Option 2: Who doesn't love a good riddle challenge? Nothing bad ever comes of this kind of situation. All survivors must pass Group Talker (5).

- Success: +1 / /player, +4 , +2 , DOOM TRACK +3

- Failure: +2 / +3 , DOOM TRACK +5

- Option 2 Success: +1 Reveal cards from the perk deck until you find a mutation. The new survivor comes with that mutation already equipped.

- Trap: You are ready to leave when you see a dust cloud coming from further west. You squint against the setting sun and realize it's not a dust storm, but... other vehicles. Raiders have caught you on their land! Using only the unspent dice in your action pool, a single survivor must pass a Melee (5). If you fail, all survivors in the scavenging party take 2 . You do not gain the morale boost.

- Morale Boost! All survivors in the scavenging party roll 1 die and add their current HP to the result. The survivor with the highest combined total gains 1 random perk card.

5-6 Cemetery

You have been triple dog dared— the only thing you can never back out of. You have to retrieve the welcome sign from the cemetery. You are getting liquored up, when you hear shots in the distance. So you get your game face on! You arrive at the storage shed and climb through the window in the back to find the caretaker and sole proprietor of this well appointed makeshift home struggling to close the front door to keep out the undead. On the worktable, alongside some nicely cared for tools are guns that have been taken apart for cleaning. "Didn't have time to reassemble," gasps the cemetery dweller their back against the groaning door. And as you look through the door you see absolute blackness, not even light bleeds in. Making our way deeper into the front room, you come across a figure, shrouded in black. You hold still, silent as your eyes adjust. It is then you notice the... person huddled in front of you appears blind. Their features are blurred and they have definitely experienced some effects from the radioactive waste in this area... or maybe biological? They pause and turn their face towards you. "Are you here to play at riddles?" their breathy voice creaks in askance.

Option 1: Start hacking away and bandage when you can. Separate survivors must each pass the following challenges: Melee (12), First Aid (10).

Option 2: Get the guns working and start firing away! Separate survivors must each pass the following challenges: Mechanics (11), Firearms (11).

- Success: +3 / +5 , +1 / /player, +1 The new survivor comes with two random perk cards. DOOM TRACK +4

- Failure: +1 / +3 , +1 / /player, +1 All survivors in the scavenging party suffer a random critical wound. DOOM TRACK +6

- Special: Optional - Throwback Throwdown! Risk a clash with zombies for a chance at extra rewards. See "Throwback Throwdown" on page 19

- Struggle! All survivors in the scavenging party roll a die and add their defense stat to the result. The survivor with the lowest combined total takes 2 . Re-roll for ties.
ZPOCALYPSE 2 CAMPAIGN RECORD SHEET V1.0

PLAYER ROSTER
Enter the names of your players here.

<table>
<thead>
<tr>
<th>Id</th>
<th>Color</th>
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<th>VP total</th>
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SAFE HOUSE UPGRADES
Check off upgrades as you complete them. If you lose an upgrade, erase the check.

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<thead>
<tr>
<th>Built Day</th>
<th>Upgrade Name</th>
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<td>Workbench</td>
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<td>Lookout #2</td>
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<td>Infirmary #1</td>
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<td>Upgraded the Truck</td>
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<td>Infirmary #2</td>
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<td>Cleared the Tunnels</td>
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<td>Other</td>
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SURVIVOR POPULATION
Add survivors as they are found to this list. Use the above Player Roster to mark the Id of the owner in owner column. If a survivor dies, mark the day they died (1-30) in left most column.

<table>
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<th>#</th>
<th>Owner</th>
<th>Survivor Name</th>
<th>HP</th>
<th>Rads</th>
<th>Bio</th>
<th>Perks/Mutations</th>
<th>Criticals</th>
<th>Found</th>
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www.greenbriergames.com/z2_campaign
### Survivor Armory
When saving your game, write down each card owned by a player or in the Public Stash.

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<th>Owner card#</th>
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### Campaign Journal
At end of the neighborhood meeting, update your journal progress below.

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<th>Chapter</th>
<th>In-game Day</th>
<th>Scavenged Location</th>
<th>Chosen Option</th>
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**NOTES**

Last modified: September 8, 2016 1:29 PM
THROWBACK THROWDOWN

Optional: Requires additional content. You may choose to skip these challenges.

If you have tiles from the original Zpocalypse or expansions, you may take out any four of those retro tiles and use them for a mini combat scenario.

See Example 05

1. Arrange those four tiles in a square.
2. Place the North, East, South, and West spawn location tokens in their designated locations.
3. Each player with a survivor in the scavenging party places their squad mini on or adjacent to one of the center four spaces, where the four tiles converge (shown in orange on the example graphic). In this throwdown, the squad mini only represents the survivors in that player’s squad who are scavenging - the other survivors can not help during this encounter and do not count in any way. Flip the active survivor(s) to the Night side of their card, and leave the non-active survivors on the day side.
4. Each player sets their squad’s defense wheel equal to the combined value of their active survivor(s), ignoring the others. Players should note the speed limits of their active survivor(s). Every turn players will only roll 2d6 for each active survivor in the scavenging party to create their action pool.
5. Spawn 1 weak zombie for each player in the game.
6. Spawn 1 fresh zombie for each survivor in the scavenging party.
7. Set the turn clock on the horde card to hour 3. At the end of hour 5, spawn 1 fresh zombie for each player in the game.
8. When the 5th round ends, progress the Doom Track as normal for any zombies left alive. If there are no zombies that flee, reduce the Doom Track by 1 per player.
9. At the end of the throwdown, all players who participated gain an additional 2 VP, and may choose to draw their choice of 1 random armory card or 2 random resource cards.
**Level-Up Phase**
Did anyone in your party reach a milestone during the Day? If so, enter a Level-Up phase before proceeding to the Night phase.

See “The Level-Up Phase” on page 33.

**Dusk**
Spawn zombies based on the Doom Track, including 1 mutate per milestone. Flip all survivors to their Night side, and reset defense wheels.

See “Dusk Step” on page 22.

**Neighborhood Meeting**
Determine a new first player for the following Night. The current last player chooses any skill to contest the current first player. Play proceeds clockwise from the new first player.

See “Neighborhood Meeting” on page 29.

**Afternoon**
All survivors must be fed. Any survivor that doesn’t eat loses 2 HP. Some traits make feeding time more or less difficult. Crafting the Trash Can Kitchen will make eating much easier.

See “Afternoon” on page 29.

**Midnight**
Combat begins. After all players have taken a turn, the zombies take a turn. Move the round tracker forward after the zombies attack.

See “Midnight Step” on page 22.

**Sunrise**
When round 5 ends, combat is over. Refer to the horde card for a reminder on how to progress the Doom Track based on how many zombies survived.

See “Sunrise Step” on page 22.

**Morning**
Flip all survivors to their Day side. Assign survivors to tasks on the Action Board, and perform each task in order. Scavenge, then craft, then guard, then rest. Players are free to access stashes.

See “Morning” on page 29.

**Level-Up Phase**
Did anyone in your party reach a milestone during the Night? If so, enter a Level-Up phase before proceeding to the Day phase.

See “The Level-Up Phase” on page 33.