

#10 MISSIONS

The following pages contain a Tutorial Mission to help get you acquainted with the game and ten Missions to thoroughly put your Zombicide survival to the test! You can play these Missions in sequence, or you can tackle whichever one suits you best at the time, given that they vary greatly in style, size, difficulty, and play time. Special rules detailed in Missions supersede common rules and cards rules.

These Missions are just the beginning; the Zombie invasion has only started! Head over to www.guillotinegames.com and you'll find a constantly updating roster of new Missions up for free download. Or get our map editor to create your very own Missions and share them with the Zombicide community!

00 TUTORIAL

TUTORIAL / 4+ SURVIVORS / 20 MINUTES

We were with some friends when the first siren began to wail, quickly followed by countless others. In less than an hour, everything changed. The television and the radio announced horrible news. We decided to take shelter at our neighbor's house, which was much safer. We just had to cross the street. But THEY were already there...

Tiles needed: 2B & 1B.

OBJECTIVE

- Take the Objective token.

SPECIAL RULES

- **Reduced Zombie deck.** Use only the Zombie cards numbered 1, 2, 3, 4, and 41 to make the Zombie deck. Put the other ones in the box.
- **Special starting equipment.** Do not give the Pistol, Fire Axe, and Crowbar cards as starting equipment. Instead, put them at the top of the Equipment deck. They will be the first three cards drawn when Survivors search a Zone. Pan cards are dealt as usual.

