

ZOMBICIDE



We are leaving the last city of the Kingdom. In front of us, stretch the unknown territories where the Orcs live. Have they been hit by the same disease than the one that has devastated our own people? Is the origin of the Black Plague to be searched among these green hordes? We have no choice but to enter this dangerous land and find the source of evil.



CAMPAIGN RULES

◆ ULTIMATE SURVIVORS

If this campaign is played as a follow-up of the campaign *To The Kingdom Borders*, it is recommended to use the Ultimate Survivors. They start the first Quest at blue Level with Starting Equipment from *Zombicide:Green Horde*.

◆ MASSIVE DARKNESS

Some Quests of this campaign use Tiles from *Massive Darkness*. In addition, the Dead Eye Walkers miniatures can be replaced by the Goblin Archers miniatures from *Massive Darkness* to better fit the theme.

Beyond Borders is a four-Quests campaign for *Zombicide:Black Plague* and *Zombicide:Green Horde*. It also uses some Tiles from *Massive Darkness*. It can be played as a standalone campaign or as a follow-up of the campaign *To The Kingdom Borders*.

WHAT IF...

- . A Survivor dies? Put his Equipment Cards in the Zone where he died. The other Survivors can spend an Action to pick one of these Cards when in the Zone.
- . A Survivor is wounded? Wounds are kept between Quests.

◆ ULTRA RED

The Survivors keep their Equipment and Experience Points between the Quests. This campaign uses the Ultra Red mode.

QUEST 1:

THE SWAMPS

HARD / 6+ SURVIVORS / 120 MINUTES

We have left the Black Gate behind us. We're entering this small village in the Orcs territory. Some human were used to live here, in the swamps, and they trained animals to protect them against Orcs. Perhaps some of them are still living...

Material needed: **Zombicide: Black Plague, Zombicide: Green Horde, Friends and Foes, No Rest for the Wicked, Horde Box, Abominar, Rat King and Swamp Troll.**

Tiles needed: 12R, 13R, 14V, 15R, 16V, 17R, 18R, 20V.

OBJECTIVES

Find the two Familiars. Take the blue and green Objectives.
Leave the village. Any Survivor may escape through the Exit Zone at the end of his Turn, as long as there are no Zombies in it.

SPECIAL RULES

• Setting.

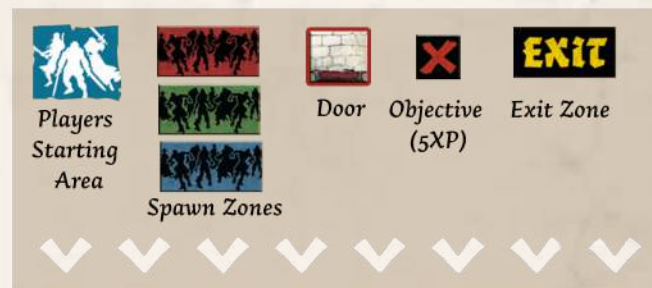
- Use the Equipment Cards from Zombicide: Green Horde.
- Make a Familiars deck with the Familiar Cards from Friends and Foes.
- Make a first Spawn deck with the Spawn Cards from Zombicide: Black Plague and add the Fatty Burst, Ratz, and Rat King Spawn Cards.
- Make a second Spawn deck with the Spawn Cards from Zombicide: Green Horde and add the Swamp Lurker and Swamp Troll Spawn Cards.
- Put the green and blue Objectives randomly among the red Objectives, face down.



• **Humans and Orcs.** The first Spawn Deck is used with the red Spawn Zones. The second Spawn Deck is used with the blue and green Spawn Zones.

• **Good Boy!** Each Objective gives 5 experience points to the Survivor who takes it. When taking the green or blue Objective, the Survivor gains a Familiar. He draws a Card from the Familiars Deck. The Familiars are happy when an Handler finds them and they bark and meow. This attracts green inhabitants from the countryside. The blue Spawn Zone becomes active when the blue Objective is taken. The green Spawn Zone becomes active when the green Objective is taken.

17R	14V	16V	18R
20V	13R	16V	12R



QUEST 2:

THE DARK TOWER

HARD / 6+ SURVIVORS / 180 MINUTES

As we are going deeper in the Orcs territory, we see the dark shape of a mountain in the horizon. An heavily guarded tower protects the entry of the underground terrains that go deep in the mountain. Let's attack it!

Material needed: **Zombicide : Green Horde, Wulfsburg, Abominalpha, Horde Box, Deadeye Walkers.**

Tiles needed: **10R, 13V, 15V, 17V, 18V, 19V.**

OBJECTIVES

Enter the tunnels under the tower. Any Survivor may escape through the exit Zone at the end of his Turn, as long as there are no Zombies in it.

SPECIAL RULES

• Setting.

- Put the green and blue Objectives randomly among the red Objectives, face down.
- Use the Equipment Cards from Zombicide: Green Horde.
- Make a first Spawn deck with the Zombicide: Green Horde Spawn cards, the Wulfsburg Spawn Cards, the Abominalpha Spawn Cards and the Werezombie Spawn Cards.
- Make a second Spawn Deck with the Deadeye Walkers Spawn Cards.

19V	13V	18V
15V	10R	17R



- **Find the tools.** The green Door can't be opened until both the green and blue Objectives are taken.
- **They come from everywhere!** The first Spawn Deck is used with the red Spawn Zones. The second Spawn deck is used with the green Spawn Zone.
- **Heavily guarded.** When they move, the Deadeye walkers don't follow the standard rules. They just try to spread in all Zones of the Tower. To do so, when several Deadeye Walkers are in a given Zone, they split to fill as many adjacent Zones as they can with the following constraints: at the end of the Move, the adjacent Zones can't contain more Deadeye Walkers than the initial Zone. When they split, no additional Deadeye Walkers are added on the board. As soon as the green Door is opened, the Deadeye Walkers move again as per the standard rules.



QUEST 3:

UNDER THE MOUNTAIN

HARD / 6+ SURVIVORS / 120 MINUTES

From the Dark Tower, we enter in the tunnels, under the mountain. We feel the powerful magic deep in our bodies. We feel the Evil everywhere. But we have move forward, deep in the darknesses...

Material needed: **Zombicide: Green Horde, Friends and Foe, No Rest for the Wicked, Horde Box, Rat King, Massive Darkness.**

Tiles needed (from Massive Darkness): **1V, 4V, 5V, 6V, 7V, 9R.**

OBJECTIVES

Open the Magical Barrier. Kill the Vault Warden.

Find the Siege weapons. Take all Objectives.

Leave the tunnels with the Siege Weapons. Any Survivor may escape through the Exit Zone at the end of his Turn, as long as there are no Zombies in it.

Setting.

- Use the Equipment Cards from Zombicide: Green Horde.
- Make a first deck with the Zombicide: Green Horde, Vault Guardian, Horde Brother and Rat King Spawn Cards.
- Make a second deck with the Ratz and Spectral Walkers Spawn Cards.
- Mix one red, one green and one blue Objectives. Put two of them randomly, face down.

1V	4V	9R
6V	7V	5V

- **Green Horde.** The first Spawn Deck is used with the red Spawn Zones.
- **The Magical Barrier.** The Magical Barrier is impassable and block Line of Sight. The Magical Barrier is opened when the Vault Warden is killed. When the Magical Barrier is opened the blue and green Spawn Zones become active.
- **Behing the Barrier:** The second Spawn Deck is used with the green and blue Spawn Zones.
- **Siege Weapons:** each Objective gives 5 experiences points to the Survivor who takes it. The blue and green Objectives represents Balistas. When taking a green or a blue Objective, replace it by a Balista miniature. Depending on the setting, the Survivors can find one or



QUEST 4: DRAGONS LAIR

HARD / 6+ SURVIVORS / 180 MINUTES

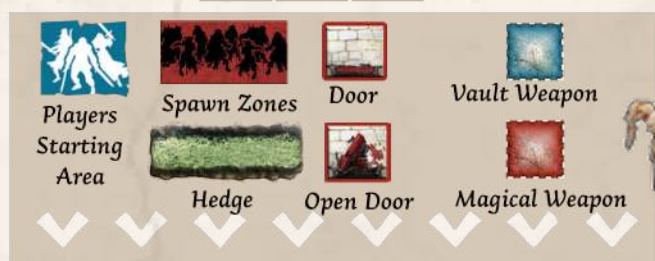
Through the underground tunnels, we've reached the other side of the mountain.

We are now facing the root cause of the disease that devastated our Kingdom: a huge Dragon, that became Necromantic by the demonic work of several Necromancer and that spews armies of Zombies. We are in the middle of the Dragon's lair! Wait! Do you feel the heat? There is another Dragon. A feral Dragon that breathes fire! We are in the middle of the Dragons' lair!

Material needed: **Zombicide : Green Horde, Zombicide: Black Plague, Friends or Foes, No rest for the Wicked, Horde Box, Sean A. Murray Guest Box, Queen Severa Necromancer.**

Tiles needed: 6R, 15V, 16V, 17V, 18V, 21V, 23V, 24R, 25R.

15V	23V	17V
6R	24R	25R
18V	21V	16V



OBJECTIVES

Kill the Dragons.

SPECIAL RULES

• Setting.

- Put randomly a Vault Weapon in each blue Zone, face down. Put randomly a Magic Weapon from Wulfburg in each red Zone, face down. There isn't Equipment deck in this Quest.
- Make a Spawn deck with the Zombicide: Green Horde Spawn cards and add the Feral Dragon, Necromantic Dragon and Siege Braker Spawn Cards. Keep 1 Orc Necromancer Spawn Card, and add 1 Necromancer, 1 Queen Severa, 1 Queen Medea, 1 Grin, and 1 Grand Inquisitor Insmouth Spawn Cards.
- Put the Balista(s) the Survivors have escaped with in the previous Quest in the Player Starting Zone..

- **A Magic Place.** Each Building Zone can be searched once. The Survivor who spends one Search Action in a Building Zone takes the Vault Weapon Card or the Magic Weapon Card in the Zone. The Players Starting Area can't be searched.

