



The survivors have caught the attention of a vicious necromancer nicknamed **Dreamcatcher**. This name has nothing to do with the sweet little charm used to catch children's bad dreams. It refers to the nasty way he wages war on the living: by turning their dreams into hellish nightmares. Once a victim has been killed again and again in the endless maze of illusions, his mind shatters easily with any zombie passing by. Being restless turns anyone into easy prey.

However, Dreamcatcher has never fought survivors. Until now, his victims did half the work for him by giving way to despair and fear. Survivors are made of a tougher stuff: a night full of zombies seems like any other day to them, and the mind of a mischievous necromancer is just another battleground. They are survivors, even when they sleep.



Nightmares is a three-Missions campaign designed to let you play Zombicide: Black Plague all night long. A Zombicide: Black Plague Core Game box is needed to enjoy it.

Your player team begins with Q1 *The First Nightmare*. Depending on your performance, you may start again or move to Q2 *The Key's Nightmare*. Then, you may win and go to Q3 *The Ending Nightmare*, restart, or lose and go back to the start once again. Don't let anyone die in their sleep!

Nightmares is about the survivor spirit. Your team will face Zombie hordes in situations anyone would find desperate. Survivors naturally have, or grow, an iron will. They might even enjoy this!



GAMING NIGHT MODE

The Gaming Night Mode allows you to play all night long without being bothered by sudden death. Defeated Survivors rise up in the middle of the battle to keep on fighting with their friends. The goal here is simple: never being left out of a game because your Survivors are defeated! To play with the Gaming Night Mode, apply these rules.

When a Survivor is defeated, lay down his miniature. Ignore him for all game effects until his return, as if he was removed from the board. At the beginning of any following Player's Phase, before the First Player acts, return the Survivor. Discard all of his Equipment cards and heal all his Wounds. He loses his experience points as well. Upon his return, he gains:

- As many experience points as the least experienced Survivor on the board. You don't have to choose the same Orange and Red Skills as the Survivor previously had.
- Equipment: Draw Equipment cards until you find two weapons. Discard the other cards (including Aaahh!! cards). Ongoing game effects previously applied to the Survivor no longer apply.

QUEST 1:

THE FIRST NIGHTMARE

HARD / 6+ SURVIVORS / 90 MINUTES

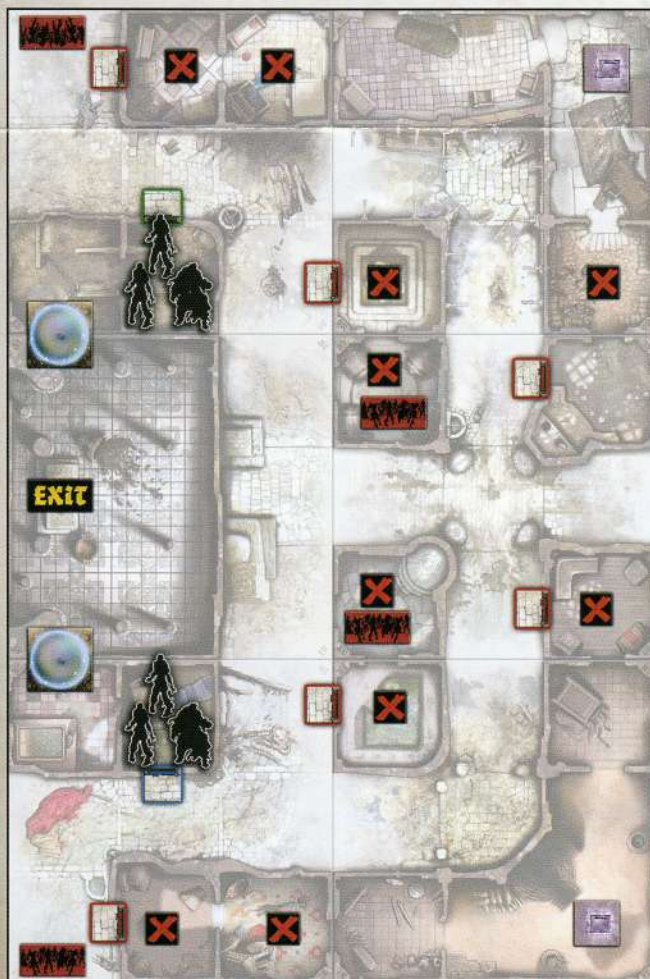
*What? Where? This... This can't...
Am I dreaming? Are we all dreaming?*

No, it's a nightmare. I can feel the necromancers' presence in everything. Somehow, they managed to send us into a bad place of their own creation. We must find the exit.

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

OBJECTIVES

Reach the temple's altar. You win the game when all starting Survivors are in the Exit Zone during an End Phase, without any Zombie with them.



SPECIAL RULES

• Setting.

- Put the blue and the green Objectives randomly among the red Objectives, face down.
- Put one Fatty and two Walkers in the marked Zones.

• **Waking in your coffin.** The player starting area is in the violet Vault.

• **Maddening truths.** Each Objective gives 5 experience points to the Survivor who takes it.

• **Forbidden doors.** The blue door cannot be opened until the blue Objective has been taken. The green door cannot be opened until the green Objective has been taken.

• **Magic barriers.** The temple's access is blocked by a pair of magic barriers. They are maintained by the Fatties and Walkers placed during Setup. Remove both tokens as soon as both Zombie groups are eliminated. Then, immediately spawn Zombies in the temple's Zone.

• **We've been through this.** Survivors moves to Quest Q2 *The Key's Nightmare* if there are 4 Spawn Zones on the board when they reach the Quest objectives. Otherwise, play this Quest again.



3V	9R
1V	4V
2R	7R



QUEST 2: THE KEY'S NIGHTMARE

HARD / 6+ SURVIVORS / 60 MINUTES

Dreamcatcher's mind is all about locks, keys, and small areas. I guess he counts his steps when dancing. Part of our group literally fell into a vault, and we don't know where our friends are right now. There is another temple under the black sky, and we see a blinding light. I guess we're like mice trapped in a maze. We may survive this if we don't lose our temper. Let's reunite and spring the trap right into the cat's face.

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

OBJECTIVES

Reach the temple's altar. You win the game when **all** starting Survivors are in the Exit Zone during an End Phase, without any Zombie with them.

2V	1V
5V	8V
7R	9R



SPECIAL RULES

- **Setting.**
 - Put one red Objective in the Exit Zone.
 - Put the blue and the green Objectives randomly among the other red Objectives, face down.
- **Fear or pain?** There are two player starting areas. Divide the Survivors randomly between them.
- **Black access.** Necromancers ignore Vault doors to determine their route and resolve Movement. They cross doors without opening them.



- **These keys feel hot to the touch.** Each Objective gives 5 experience points to the Survivor who takes it. Finding a red Objective anywhere teleports the Survivor to the Zone with magic barrier #1. If this aisle of buildings was not opened previously, spawn Zombies as if this was the case. Finding the blue Objective anywhere teleports the Survivor to the Exit Zone, with magic barrier #2. Immediately spawn Zombies in the Exit Zone, even if it was done before. Tip: the Survivor can take the red Objective to escape to the other magic barrier Zone.

• **A lock from beyond.** The green door cannot be opened until the green Objective has been taken. Spawn Zombies in the temple Zone upon opening it, even if Zombies were spawned here before (see the “These keys feel hot to the touch” special rule).

• **We’ve been through this (again).** Survivors move to Quest Q3 *The Ending Nightmare* if there are 4 Spawn Zones on the board when they reach the Quest objectives. If there are more than 4 Spawn Zones on the board when the objectives are reached, play this Quest again. Otherwise, replay Q1 *The First Nightmare*.

QUEST 3:

THE ENDING NIGHTMARE

HARD / 6+ SURVIVORS / 60 MINUTES

The secret passage led us to this strange, dark, gory, haunted, and rotted pit of a town. Such streets can only be created by an insane individual. We are probably right in the middle of Dreamcatcher’s mind. Yuck!

Hey! What happens when you kill a necromancer in his own head?

Tiles needed: 1R, 3V, 4V & 9V.

OBJECTIVES

Break the spell and Dreamcatcher’s mind. Roll a die each time a Survivor kills a Necromancer. You win the game whenever the result is less than the number of Objectives your team took during the Quest.



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GAMING NIGHT - NIGHTMARES



1R	9V
3V	4V

SPECIAL RULES

- **With zombies in mind.** Before the game starts, resolve two Zombie Phases.
- **Tell me about your necromancer.** The player starting area is in the Violet Vault.
- **Psychic puzzle.** Each Objective gives 5 experience points to the Survivor who takes it.
- **Zombies out of thin air.** When a Survivor enters a building containing no other Survivors, Spawn Zombies as if a door had been opened.
- **Too insane for you.** The game is lost as soon as there are six or more Spawn Zones on the board or if a Survivor is eliminated. Start again with Q1 *The First Nightmare*.