



Arson is a 7-Mission campaign created for *Zombicide Season 3: Rue Morgue and Angry Neighbors*' Kickstarter. It was designed with all unlocked stretch goals in mind: having extra zombie miniatures (including an extra Abomination) is recommended.

CAMPAIGN RULES

WHAT IF...

- **A Survivor has a Wound card?** It's just a flesh wound. It disappears between Missions. Thanks, Parker!
- **A Survivor is eliminated?** Survivors are hard to kill. He begins the next Mission with a Wound card.

MISSIONS WITH A SPECIAL STARTING DANGER LEVEL

Each Mission has its specified Danger Level. All Survivors begin at the lowest value of the Danger Level indicated in the Mission. For example, *Where It All Began* Mission is set at Yellow Level. The Survivors will therefore begin at the Yellow Danger Level with 7 experience points.



GOING FROM ONE MISSION TO THE NEXT

The campaign begins with the Blue Level Mission *Cornered by Flames*. Some Missions have different Mission Objectives, leading to distinct endings and follow-ups.

A Mission is unlocked when all Mission Objectives leading to it are met. If Objectives leading to several Missions are met, the players choose between the unlocked Missions.

EXAMPLE: According to the Objectives met, the Mission *Cornered by Flames* can lead to *Where It All Began* or *Fireman Works*.

There are three ways to finish the Arson campaign: New Start, Fleeing and Ending. Each Mission has its own conclusion, but only Ending explains the whole plot.

KEEPING EQUIPMENT FROM ONE MISSION TO THE NEXT

A Survivor who reached the Red Level at the end of any Mission can begin the next Mission with a single Equipment card from the previous Mission. Only one card is allowed. This means that, for example, you can't keep a Sniper Rifle. You'll have to choose between the Scope and the Rifle. On the other hand, if you already created a Molotov Cocktail, you can keep it since it's a single card, even though you had to collect two cards (Gasoline and Glass Bottles) to make your cocktail.

Arson is an expert-level campaign. You will face a real challenge and hours of team-oriented fun. Will you be one of the happy few to claim having conquered the *Arson* campaign?

BLUE CORNERED BY FLAMES

BLUE DANGER LEVEL

The city block is on fire and the only fireman remaining is with us. We have to act quickly to contain the flames, or flee. Ah, did you notice fire attracts zombies, too? What an interesting dilemma. What threat should we face?

Tiles needed: 1R, 2R, 3R & 4R

1 Firebreak place

Player starting area

Open door **Event trigger**

1 2 **3 4** **5 6** **Spawn locators** **Spawn Zones**

4R	1R
3R	2R

OBJECTIVES

Make your choice and try to survive:

Fight the flames. You'll need to create a firebreak in each of the four rooms that are the most endangered by fire (see the Special Rules). Fulfilling this Mission Objective leads to *Where It All Began*.

OR

Fight the Zombies. Just kill Zombies until there are no more (see the Special Rules). Fulfilling this Mission Objective leads to *Fireworks*.

SPECIAL RULES

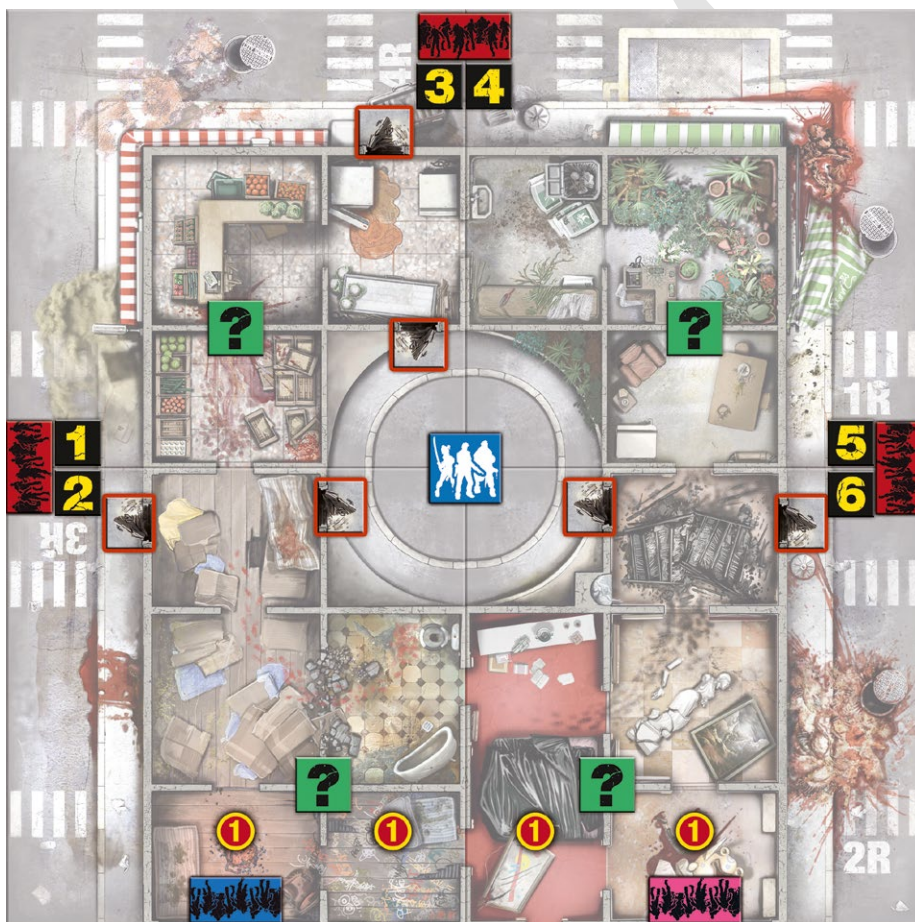
- **Are these Zombies fleeing, or pursuing us?** The blue and the pink Spawn Zones are active from the start of the game.

- **Fire progression.** Shuffle eight red Objectives, a blue and a pink Objective face down to create a fire progression pile. Draw an Objective from the pile each time a Survivor gains a Danger Level. Drawing a red Objective has no game effect: shuffle it back into the fire progression pile.

Whenever the blue or the pink Objective is drawn this way, remove it from the fire progression pile, and remove the corresponding Spawn Zone token off the board as well. It also means the fire is now too great to be contained, and the "Fight the flames" Mission Objective cannot be reached anymore.

- **Creating a firebreak.** A Survivor can spend 4 Actions at once in one of the marked Zones to draw one Objective token from the fire progression pile. The Survivor wins 5 experience points and the token is removed from the Objective pile until the end of the game, **without applying the "Fire Progression" effect**. Once the pile contains no Objectives, the firebreak is created, and thus the first Mission Objective can be met.

- **Killing Zombies.** Once a Survivor reaches the Orange level, don't shuffle the Zombie deck when the last Zombie card is drawn. Eliminating all Zombies allows the fulfilling of the second Mission Objective.



**YELLOW
DANGER
LEVEL**

WHERE IT ALL BEGAN

Dan took a look at the evidence and discovered the fire was voluntarily set. Who did that, and why? The only way to know is to find where it all began. The clues lead to the front of a hospital. You know, THAT type of horrible hospital with a refugee camp, locked doors and lots of cadavers... We must enter, either through the front door or using a helicopter.

6V	4V
5R	7V
1R	8V

Tiles needed: 1R, 4V, 5R, 6V, 7V & 8V.

OBJECTIVES

Where It All Began has two endings, both leading to *Zombie Emergencies*. The selected ending has an impact on *Zombie Emergencies*' Player Starting Area. Choose your way to get in!

By the front door. Find the pink Objective and reach the Exit Zone. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.

OR

Using the helicopter. Get the blue Objective and a Gasoline card, and reach the helicopter with all starting Survivors. The Mission succeeds as soon as all Survivors stand in the same Zone as the helicopter, with no Zombies among them.

SPECIAL RULES

- **It might be useful.** Each Objective gives 5 experience points to the Survivor who takes it.
- **Lost keys.** Put the blue and the pink Objective randomly among the eight Objectives, face down.
- **The pink door key.** The pink door leading to the hospital can be opened once the pink Objective has been found.
- **The blue helicopter key (with Gasoline).** The helicopter can be used as soon as the blue Objective and a Gasoline card have been found. It still can be used if the Gasoline card is discarded, lost or spent.
- **Triggering the problem.** Activating the Event trigger on tile 7V spawns Zombies on all 7V tents. The same rule applies to the Event trigger and tents of tile 8V. Thus, the tent straddling both tiles spawns once for each trigger!

Player starting area (Icon: Blue square with white figures)

Objective (5 XP) (Icon: Red square with white 'X')

Spawn locators (Icons: Yellow squares with numbers 1-6)

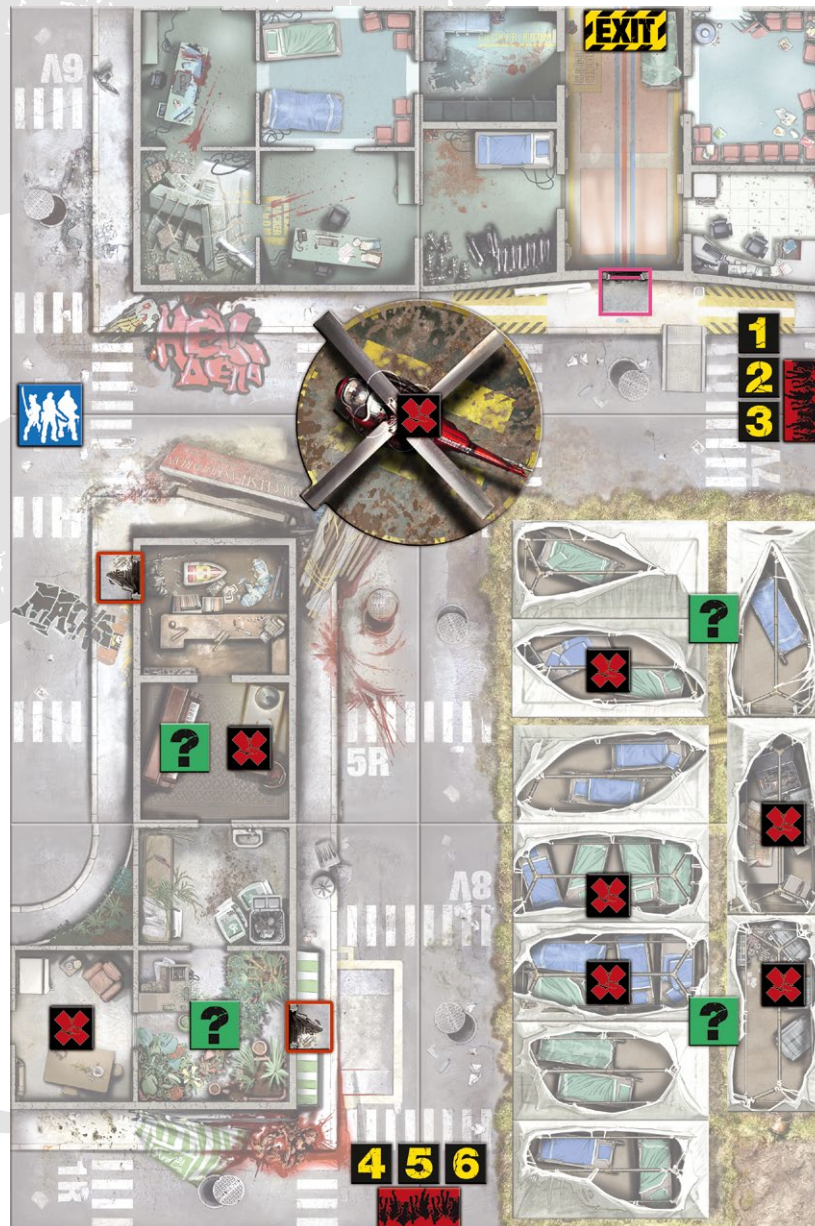
Spawn Zone (Icon: Red square with black silhouettes)

Exit Zone (Icon: Yellow and black striped square with 'EXIT' text)

Event trigger (Icon: Green square with white question mark)

Open door (Icon: Red square with white door)

Door (Icon: Pink square with white door)



YELLOW

DANGER
LEVEL

FIREWORKS

The flames are cracking and illuminating the whole building, attracting zombies from blocks away. Unless we find a way to stop the fireworks, we'll soon have to leave this town before it turns to a blaze.

Tiles needed: 1R, 3R, 4R, 5R, 6R, 7V, 8R & 9V.

OBJECTIVES

Fight the fire, or look for a way to escape? Make your choice and try to survive!

Fight the fire. Dan says there must be some fire extinguishers around. We must find them and come back. Get all the red Objectives and go back to the Player starting area. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it. Fulfilling this Mission Objective leads to *New Start*.

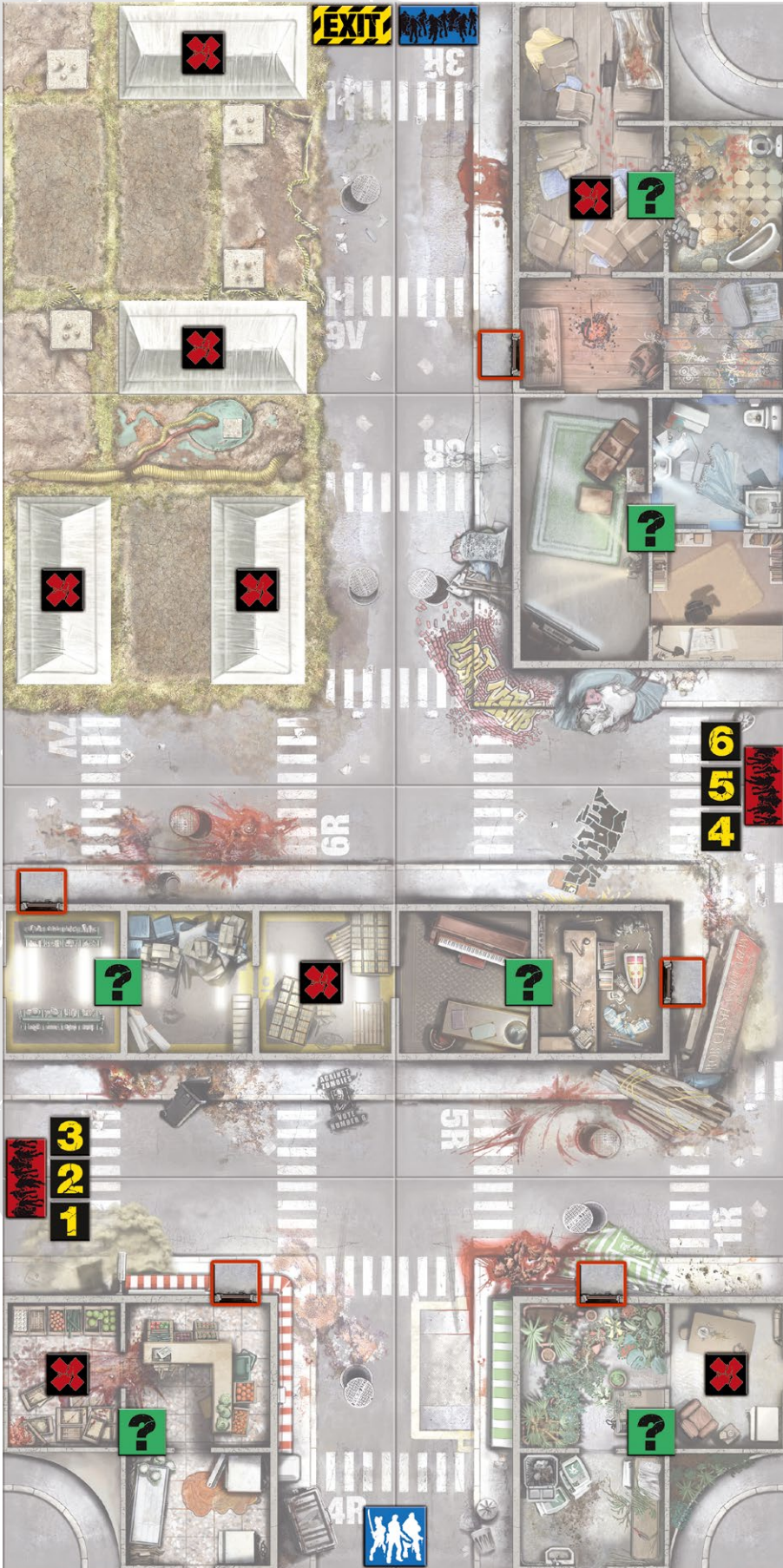
OR

Look for a helicopter. We just shot a fresh zombie wearing a flight jacket and a helmet. There is probably a helicopter a few blocks away. We should scout the area for clues. Find the pink Objective, then reach the Exit Zone. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it. Fulfilling this Mission Objective leads to *Fleeing*.

SPECIAL RULES

- **Hidden stuff.** Put the blue and the pink Objectives randomly among the eight Objectives, face down.
- **We need this!** Each Objective gives 5 experience points to the Survivor who takes it.
- **Working house alarm.** The blue Spawn Zone is inactive until the blue Objective is taken.
- **Raging fire.** Triggers are not revealed by the normal rules. Instead, activate a Trigger of your choice each time an extra-activation card is drawn from the Zombie pile. The building Zones on a Tile featuring an activated Event trigger are on fire. Any Actor ending his Activation in a fiery building Zone endures a Molotov effect. Zombies killed by this special rule don't grant experience points.





9V	3R
7V	8R
6R	5R
4R	1R

 **Player starting area**
 **Objective (5 XP)**  **Event trigger**
 **Spawn locators**  **Door**
 **Spawn Zones**  **Exit Zone**

**ORANGE
DANGER
LEVEL** **ZOMBIES
EMERGENCIES**

We're into the hospital, and seriously think someone is already here. Zombies are really nervous. A lot of them are roaming in the corridors, as if they were looking for an intruder... hiding. We now know we're heading to the heart of this zombie hell. Does it sound like a good idea?

Tiles needed: 1V, 2V, 4V, 5V, 8R & 9R.



OBJECTIVES

Go to the heart of hell. Reach the Exit Zone with ALL Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it. The next Mission is automatically *Ending*.

SPECIAL RULES

• **Where do you come from?** The Player starting area depends on the previous Mission's ending:

- If your team went through the entry door, Survivors begin on the marked Player starting area.
- If your team took the helicopter, it begins on the helipad.

1V	5V
2V	4V
9R	8R

		▶
Player starting area	Event trigger	▶
		▶
Open door	Exit Zone	▶
		▶
Spawn Zone	Spawn locators	▶



**ORANGE
DANGER
LEVEL**

NEW START

Now we can fight this fire. We are just in time to stop it before it destroys the whole area, and maybe the entire city. Attracted by the flames, lots of zombies are already hanging around. They seem to come from a nearby hospital. We will have to investigate this place...

Tiles needed: 1R, 2R, 3R & 4R.

OBJECTIVES

Stop the fire! The Mission succeeds as soon as the fire is stopped (see the Special Rules). You can then stop the campaign here, as the fiery issue is resolved, or look for answers and... investigate!

(Optional) Investigate! Finish the Players' Phase on the Spawn Zone with 1 to 3 Spawn Locators. There must be no Zombie on it. Fulfilling this Mission Objective leads to *Ending*.

SPECIAL RULES

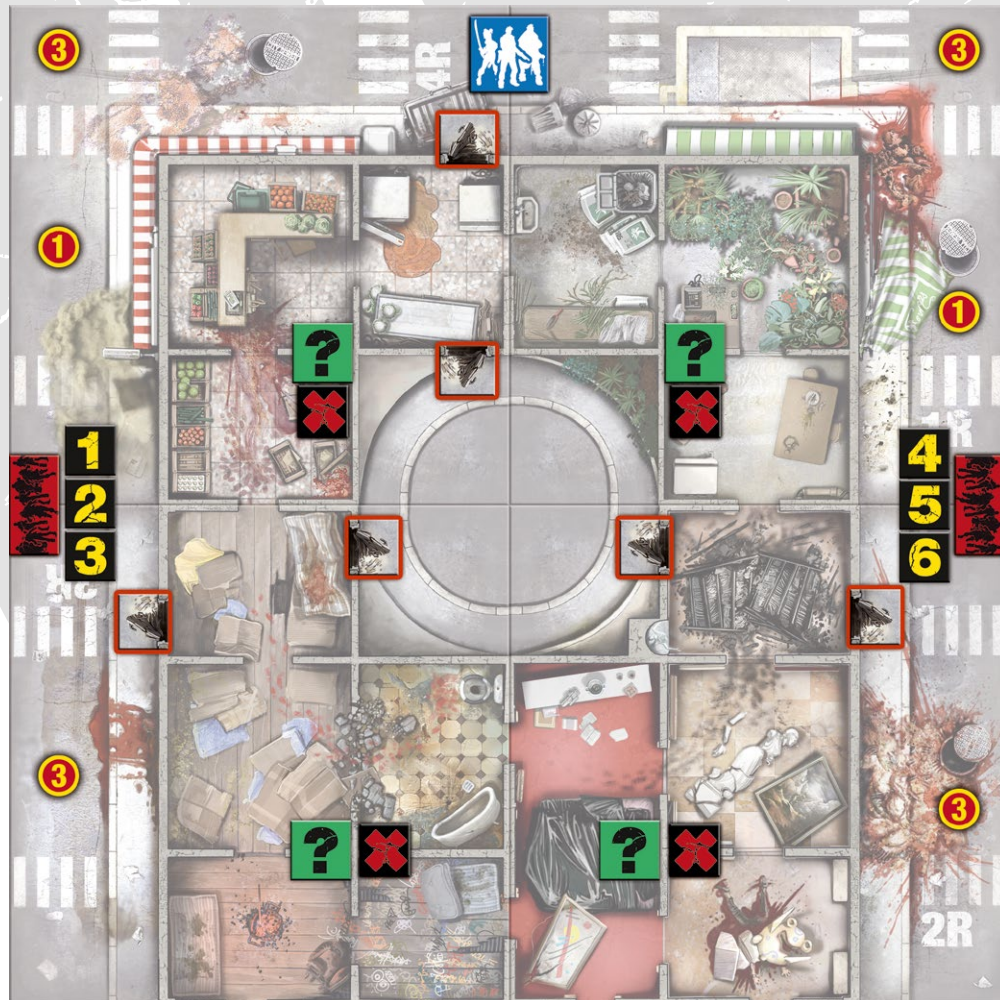
- **Spectators.** The fire attracted Zombies. During Setup, place the indicated Zombies in the marked Zones on the map.

- **You don't want to do that.** Objectives can't be taken and don't grant experience points.

- **Fire progression.** Each time an extra-activation card is drawn from the Zombie pile, remove the Objective of your choice. The building Zones on a Tile containing no Objective are on fire. Any Actor ending his Activation in a fiery building Zone endures a Molotov effect. Zombies killed by this special rule don't grant experience points.

If there are no more Objectives to remove, the fire reaches an uncontrollable scale: the Mission and the campaign are lost.

- **Stopping the fire.** Survivors can spend Actions to extinguish the fire or prevent it from starting again. Spending such an Action on each building Zone of a tile during the same Players' Phase enables the team to put an additional Objective token on that tile. The fire is over as soon as there are 2 Objectives on each tile, thus completing the "Stop the fire!" Mission objective.



4R	1R
3R	2R

- Player starting area
- Objective (can't be taken)
- Event Trigger
- Spawn Zone
- 1 Skinner Runner
- Open door
- 1 Skinner Fatty and 2 Skinner Walkers
- 1 3 5
- 2 4 6
- Spawn locators

ORANGE
DANGER
LEVEL

FLEEING

We found the helicopter. The fire is engulfing everything but if we reach this machine, we're out of trouble. Die, zombie scum! I have a helicopter to take!

Tiles needed: 1V, 2V, 4V, 5V, 8R & 9R.

OBJECTIVES

Reach the helicopter with **ALL Survivors**. You win if, at the end of the Zombies' Phase, all Survivors are in the helicopter Zone without any Zombies in it. The campaign ends as you escape the arson. Congratulations!

SPECIAL RULES

- **You don't want to do that.** Objectives can't be taken and don't grant experience points.
- **Fire progression.** Each time an extra-activation card is drawn from the Zombie pile, remove the Objective of your choice. The building Zones on a Tile containing no Objective are on fire. Any Actor ending his Activation in a fiery building Zone endures a Molotov effect. Zombies killed by this special rule don't grant experience points. If there is no more Objective to remove, the fire reaches an uncontrollable scale: the Mission and the campaign are lost.



1V	5V
2V	4V
9R	8R



RED DANGER LEVEL ENDING

Here we are, and it's like a bad horror movie. We found the poor folks who started the arson. We don't know them, don't know what they were doing around here, and probably never will. Children, don't play with a flamethrower. Anyway, we're on the same spot they stood, and facing the same zombies. No time for question: action!

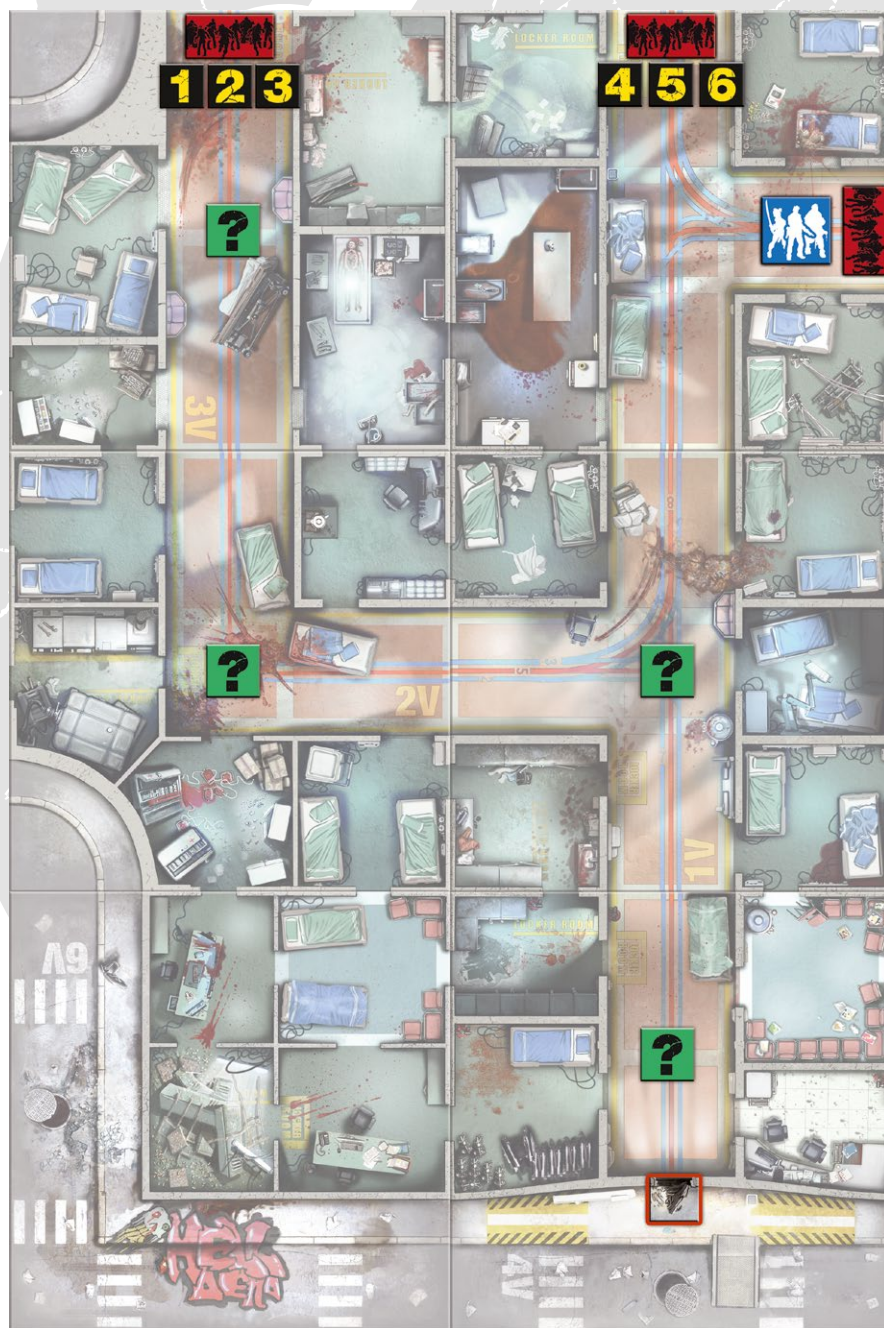
Tiles needed: 1V, 2V, 3V, 4V, 5V & 6V.

OBJECTIVES




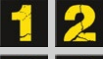


Kill all Zombies. 'Nuff said. The game is won as soon as all Zombie miniatures have been set apart.

SPECIAL RULES

- **The last Zombies.** The miniatures of eliminated Zombies are set apart, and can't be used to resolve Zombie Spawns. Beware the extra activations!



3V	5V
2V	1V
6V	4V

	
Player starting area	Spawn Zone
	
Open door	1 2
	
Event trigger	3 4
	
	5 6