

ZOMBICIDE

CHRONICLES

FREE RPG DAY 2!



MISSION
BOOKLET





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CAR CRUSH

It's my first time in a Limo and there are Zombies all around, trying to eat my brain. Can I call this bad luck?

Reginald "Reggie" is a chauffeur, a personal driver for rich people. Reggie worked for Adam W. Clever (the famous singer and quite a nice person) driving his white limo. When the Outbreak started, Reggie was at Mr. Clever's mansion while his boss went to sing somewhere, taking his personal helicopter. Yeah, Adam had that kind of money.

Anyway, Reggie probably won't see his boss anymore. He stayed put in the mansion, eating Mr. Clever's caviar and champagne, but now the pantry is empty as electoral promises, so Reggie must go out to resupply. He knows a place that probably hasn't been ransacked yet, a Shopmart which opened recently. It is quite some distance from the mansion, but the Limo has a full tank of gas, so he can be there and back home in no time. Unfortunately, he didn't notice a red dashboard light on...

- **District:** Suburbia (TL 2)
- **Mission Type:** Seek Item

✖ INTRODUCTION

The Survivors are in a side alley in Suburbia, looking for some food, but so far, they've had no luck. The area has been extensively ransacked and they are running on empty stomachs. Suddenly, they hear shooting from Wallace Avenue, the main road. Going to check out what is happening, they see a curious scene. A bunch of Zombies surrounded a car in the middle of the road, a white limo, the kind very rich people ride around in. A man, dressed like a chauffeur, is standing near the car, trying to defend himself with a pistol, but he is clearly outnumbered.

The Mission supposes the Survivors help the man. The Zombies are a Horde (x1) and the group can dispatch them quite easily.

Once saved, the guy thanks the Survivors heartily. His name is Reginald, but they can call him Reggie. He was driving when the limo suddenly died.



He opens the hood of the car and quickly discovers the problem. The battery died.

Reggie explains to the Survivors that the car isn't his but belongs to Adam W. Clever, the famous singer. And no, he doesn't know what happened to Mr. Clever. He was going to loot a place where he knows there's some food, but without the car, it is just impossible. It is too far for a lone person. At this point, the Survivors notice what's on the opposite side of the road: A huge junkyard, Monster Joe's Used Auto Parts.

It could be a good place to find another battery. Reggie at least seems convinced of this and makes a proposal to the party. If they help him find the battery, he will drive them to the place where he was going to search for food.

Isn't this a good deal?

USING THIS MISSION IN THE ROAD TO HAVEN CAMPAIGN

This Mission can be used as a prequel to *Road to Haven*, the first official campaign of *Zombicide: Chronicles*.

- The Shopmart where Reggie is directed is the one described in the first mission of *Road to Haven*.
- Adam W. Clever is a recurring character in the campaign.

✖ LOCATIONS

Monster Joe's Used Auto Parts

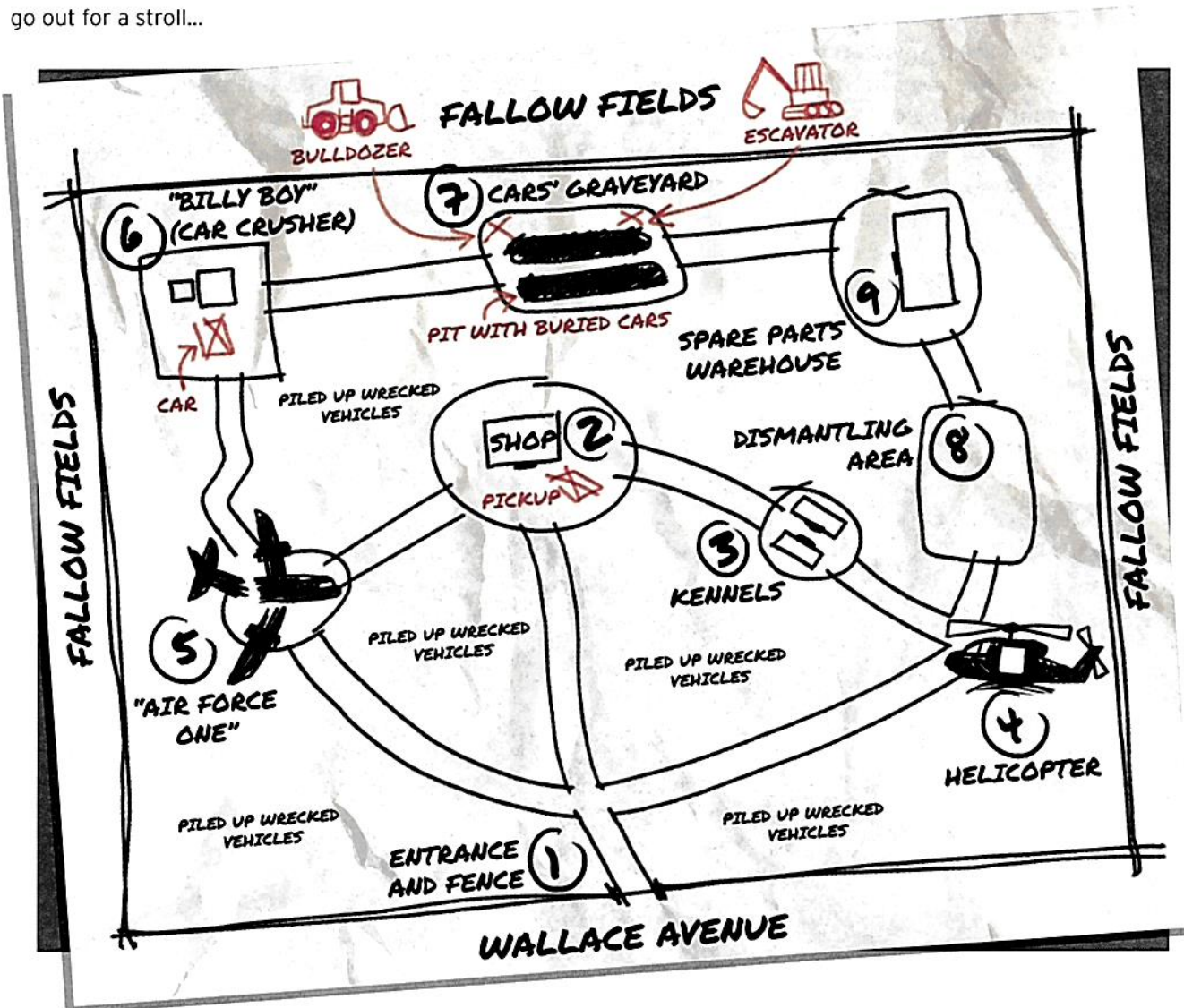
Monster Joe's is the largest junkyard of the District. It's a large, fenced area where hundreds of cars, trucks, buses, and even a helicopter and an airplane are piled up in tall walls of metal or arranged in large graveyards, separated by passages large enough to let one vehicle pass. The place, surrounded by fallow fields, looked desolate even before the Outbreak.

The infection reached the junkyard by night, under the guise of two mobsters, John and Samuel, who came here to dump a body. Unluckily, the body, Marvin, a former drug dealer, sprung up from the trunk, biting the two goons and Joe himself. That was only the beginning. The junkyard is literally filled with bodies dumped from the Mob. And guess what... They are rising from their metal coffins to go out for a stroll...

What do you remember about Monster Joe's?

Monster Joe's was a sort of institution of the area, so it is possible the Survivors know something about him and his fine establishment. A CONTACTS Action provides them with the following information:

- **Success:** Monster Joe is only slightly smaller than a truck and has a bad attitude. He runs the business with his daughter, Raquel, who isn't as big as him, but equally as mean.
- **Superior Success:** Monster Joe keeps a pack of ferocious dogs free in the junkyard. They bit off a boy's face, they say.
- **Outstanding Success:** Monster Joe had a troubled youth and was in prison. Some people say he is still in the business and that the Mob uses his junkyard to dispose of corpses.



1 - Entrance and Fence

The junkyard is protected by a wire fence, four meters tall, and a gate of the same material. The fence was electrified, but the power has gone out since the outbreak, so it is not a problem anymore. An amicable sign says, "NO TRESPASSING. VIOLATORS WILL BE SHOT. SURVIVORS WILL BE SHOT AGAIN." The Survivors can climb the fence with a STUNT Action, while the gate is closed by a bolt which can be forced open with a proper tool or a SECURITY Action.

2 - Shop

The shop is a ramshackle, two-story house facing a muddy courtyard. A pickup is parked in front of the building. Several bodies of Zombies (all Junkyard Zombies, see Events) lay in front of it, killed by gunshots (it was Raquel, see below). The shots wrecked the pickup, puncturing the gas tank, but the vehicle can still be Searched (Any 1).

The door of the ground floor of the shop is open. The place hosts a spare parts shop, but it's a mess. A horde broke inside and Raquel, Monster Joe's daughter, killed four Zombies with a shotgun, but the last one had the upper hand and she is now laying behind the counter with a Runner chewing on her stomach. Incredibly, Raquel is still alive. If the Survivors dispatch the Runner, they can still talk with her (see Events). She holds a still-serviceable Shotgun.

The ground floor can be Searched for a bottle of bourbon (good to craft a Molotov or to make Raquel talk). In addition, there is a key ring over the counter with two keys labeled "DOGS" and "WAREHOUSE".

The upper floor is where Raquel and her dad lived. It hosts a kitchenette, two bedrooms, and a dining room with a couch and empty beer cans. The place is shabby and smells of cabbage, but can still be Searched (Weapons 1, General 1).

3 - Kennels

Monster Joe loved his dogs and the kennels show this. In general, the place is cleaner than Joe's house. One of the kennels is open and empty, while the second is locked and contains Daisy (Tough NPS), a female dog, which is still alive and non-infected.

Daisy is hungry and can be befriended if the Survivors give her some food with a CONVINCE Action, but the kennel's door is locked (must be forced unless the Survivors found the keys). If, for any reason, Daisy barks, the pack of Joe's Dogs (see Events) will come in.

4 - Helicopter

Among the many vehicles that can be found in the junkyard, there is a war helicopter, seriously damaged. It lays in apparently precarious balance on the top of a pile of crashed cars. The weird thing is that there is someone, a pilot in an army uniform, sitting in the cockpit! Reaching the helicopter requires quite a climb (a STUNT Action) and reveals that the "pilot" is a dummy used in crash tests before the helicopter was decommissioned.

The real nature of the pilot can also be understood from the ground, passing an EVALUATE (DL1) Action. A Crowbar, absent-mindedly forgotten by Monster Joe when he scrapped the helicopter, lays in the passenger seat. The problem is that the helicopter is in really precarious balance. Any Survivor getting inside must pass another STUNT (DL2) Action. With a failure, the vehicle collapses, causing 6 damages to the Survivor and 3 to any other Survivor standing under it. A STUNT Action reduces the damage.

5 - "Air Force One"

There is a sort of clearing among the piles of wrecked vehicles, but the carcass of an airliner lays on top of it, making a sort of roof over the brown grass. Some jesters sprayed "Air Force One" in cubital red letters on the fuselage and the name stuck. The clearing is apparently open, but in truth, it isn't. A Horde (x2) of Junkyard Zombies emerged from the top of the mounds of crashed vehicles, climbing over the wings and the fuselage of the metal bird. They are still until someone comes into the clearing, then they drop directly over the head of the Survivors! Due to their position, it is impossible to make an Opening Volley during this fight.

The airliner can be reached, with some difficulty (a STUNT Action). Hanging over the pilot seat there is a lucky charm, a small child's shoe (no Search necessary to find it). A Survivor getting it acquires the Lucky Skill for the rest of the Mission.

6 - "Billy Boy" (Car Crusher)

If Monster Joe loved something more than his dogs and his daughter, it was Billy Boy, his car crusher (he even named it). It is a stationary model, composed of a grapple used to pick up vehicles and put them in the crushing machine, which reduces them into small, metal blocks. In front of Billy Boy is a car, a 1964 Chevy Malibu SS, with the rear window sprayed with blood and the rear hood open, smeared with blood too. The car is almost out of gas, unluckily.

A couple of Walkers in black suits stand nearby. They are John and Samuel, the mobsters who came to dump the body of Marvin (which was in the trunk) while there is no sign of Monster Joe. One of the Walkers still has a Pistol in his belt, while a second one lays in the grass.

Bloody tracks start from the car and go eastward, toward the Cars Graveyard.

Billy Boy is still working. The crushing machine is strong enough to make pulp of any kind of Zombie, Abomination included, but to properly use the grapple arm to grab something requires a TINKER Action.

EXTRAORDINARY WORK!

Smashing Zombies with a vehicle can be extremely satisfying, especially if the vehicle is something big and heavy like an excavator or a bulldozer.

In gaming terms, Survivors piloting a vehicle can attack with it by rolling a STUNT in place of FIGHT.

- The bulldozer, as a weapon, has the following stats. Dice: 4, Accuracy: 5+, Strength: 2.
- The excavator, as a weapon, has the following stats. Dice: 2, Accuracy: 3+, Strength: 2.

Any Trouble rolled in combat causes the vehicle to stop and cease functioning. Complete rules for vehicular combat can be found in the *Zombicide Chronicles: Field Guide*.

OBJECTIVE: DISPATCH MONSTER JOE

The former junkyard owner and criminal turned into an Abomination, making it a major threat to the entire District. If the Survivors manage to put him out of his misery, they achieve an important goal.

7 - Cars Graveyard

The Cars Graveyard is the place where the wreckage is interred. It consists of two long pits where the cars, or the metal blocks resulting from crushing them, are buried. When the pits are full, they are covered over and the graveyard is moved. At the moment, both pits are open and only half-filled. A bulldozer is parked in the northwestern corner and an excavator is in the northeastern one. The pits are crawling with Junkyard Zombies, a total of a Horde (x3), coming out from the partially buried cars. But the worst news is the Abomination in jeans and a dirty tank top standing in the narrow passage in the middle of the pits: Monster Joe. The monster charges towards the Survivors as soon as he sees them. Both the bulldozer and the car excavator are still working and can be used in combat (see box), but they aren't strong enough to kill Monster Joe.

The vehicles in the pits were stripped of any parts, so they are worthless.

8 - Dismantling Area

This large area hosts dozens and dozens of cars, buses, and trucks, which still have to be dismantled for useful parts. It's a job that requires some time, given that several vehicles are surrounded by tall weeds. This area is quite dangerous. Anytime the Survivors cross it, roll on the table below and run the corresponding mini-scene. If an event has already happened, just ignore it.





9 - Spare Parts Warehouse

This metal building is where the spare parts scavenged from the scrapped vehicles are kept. The building has a locked double door. The door is alarmed, and unless opened with the proper keys, the alarm starts, causing a lot of noise for some minutes, enough to lure a lot of Zombies (especially the ones in the Cars' Graveyard). A SECURITY Action disables it, but only if the Survivors checked before the alarm starts going off.

Inside the warehouse, there are dozens of shelves and boxes full of car parts of any kind, including a Limo battery. The problem is that the parts are piled up without any logic, so finding it is an EVALUATE Prolonged Action requiring 9 Successes. Several Survivors can roll at the same time, adding up their successes together, but each roll requires a minute. If Reggie is looking too, the number of Successes required is only 6.

Apart from the spare parts, the Warehouse can be Searched normally. A success lets the Survivors find enough gasoline to craft a Molotov.

EVENTS

What Raquel Knows

Even if she is dying, Raquel is quite talkative. She asks for a cigarette and some bourbon (there is a bottle in the shop) and then tells the Survivors what happened at the junkyard. Two mobsters, John and Samuel, came by night with a body to dispose of. Her father brought them to Billy Boy, the car crusher, but they never came back. Instead, the Zombies, the bodies of the people buried in the junkyard, started appearing. She doesn't know exactly how many bodies there are. Her father started his business in the Nineties. Probably at least one hundred corpses, probably more. If asked where to find a Limo battery, Raquel says there must be one in the warehouse (Area 9).

Raquel dies after the talk and comes back as a Walker.

REGINALD

- **Name:** Reginald aka "Reggie", a British limousine chauffeur
- **Description:** 60 years old, gray hair and mustache, distinguished look
- **Motivation:** Repair the Limo, grab some food, and return home
- **Gear:** White Limo, pistol
- **Enemy Level:** Tough
- **Special Rules:** Reginald is very polite. He grants 1 bonus die when helping a Survivor in an Attitude Action

Die	Event
	School Bus. There are several shapes in this rusty vehicle. A whole Horde (x1) of Zombies rush out and attack!
	Boom, Boom, Boom, Boom!!! Two enormous Brutes (+1 HP) are beating with overgrown fists on the hood of a truck. They are making a lot of noise, which surely is going to lure other Zombies. If the Survivors dispatch them, they see a black cat run away from under the truck.
	The Tire Chewer. The Survivors hear a chewing sound nearby and they see an enormous Zombie Dog eating a pile of truck tires! The monster is the pack leader of Joe's Dogz (+1 Strength). The rest of the pack isn't far away.
	Car Alarm. All these vehicles should be out of service, but when the Survivors approach this black sedan, the car alarm starts, potentially alerting any Zombies around! It sounds for 3 rounds or until stopped in some way with a TINKER Action.
	Work Bench. There is a metalworking bench there, used by Raquel to dismantle the cars. There is a Chainsaw on it.
	Funeral Limo. Hey, that's a limousine! It doesn't matter if it is a funeral car, it can have a working battery! In fact, it does, but the GM secretly rolls a die. If the result is odd, the battery is dead, otherwise, it works just fine. There is a Runner hidden under it, ready to grab the first survivor that gets close.



Joe's Dogs

The rumor that Monster Joe had ferocious guard dogs is true, but he let them run free only at night. During the day, they stayed in the Kennels (Area 3). The problem is that the animals were infected when they ate Marvin (see above). Now, there is a pack of them roaming around. They are a Horde (x2) of Dogz. The GM is free to make them appear when they see fit.

Junkyard Zombies

The junkyard is a real graveyard. Monster Joe could crush only some of the corpses. He had the habit of burying them directly in the Cars Graveyard (Area 7) and it is the source of the Zombie infestation in this Location. For some reason, those Zombies like to crawl among the vehicles and they are quite silent when they do it.

- Unless otherwise stated, when the text says the party meets Junkyard Zombies, the Survivors' attacks suffer DL1 (DL2 at night) during the Opening Volley Phase.

✗ AFTERMATH


If the Survivors manage to find a working limo battery, they can leave the junkyard and fix Reggie's ride. The chauffeur is going to keep his word and leads the Survivors to a small supermarket that has yet to be raided, the Shopmart. Exploring the Shopmart is the first Mission of *Road to Haven*, the first official *Zombicide: Chronicles*' campaign.

Reggie is also available to follow the Survivors as a companion, giving them an extra edge with his driving skills and his British savoir-faire.

✗ ADVERSARIES AND NPS

DOGZ

If you haven't seen a pack of Dogz attacking, you haven't seen anything, believe me. These rotten fleabags are quick as devils and twice as devious. They can drag you to the ground and strip your flesh off before you can tell your mama goodbye.

Type	Speed	Strength/ Hit Points
 Dogz	4	1

Special Rules : Dogz reduce the maximum number of Opening Shots to 1. Then, they attack twice: once before the Survivor Phase and once during the Zombie Phase with all the other Zombies.

OLIVER TWISTED

A group of orphaned children survives by their wits and thievery. The Survivors are tasked to get an item back from the small purloiners. But when they find the kids, they find more than they bargained for and the item, along with one of the orphans, was taken by a remorseless former military unit! What started as a simple retrieval mission seems to be turning into a rescue. And this time around, the living may be as dangerous as the dead!

- **District:** Undercity and Slums
- **Mission Type:** Obtain Item and Rescue Run

✖ INTRODUCTION

A group of orphans stole a valuable radio and codebook from your Shelter. It's up to you to get them back. The radio can be replaced, but the codebook is part of a secret network of shelters whose survivors have been deemed safe. Every Shelter listed in the book, and the codes to contact them, are friendly. They won't rob you, shoot you, or feed you to Zombies. In a world where almost everyone is suspect, the book has high value!

This post-apocalypse Oliver Twist and company get by via thieving. As kids, it's hard to compete with adults for resources and they're not big enough to fight against most Zombies. Stealing has therefore become their means of survival. But the Survivors aren't interested in the kids' innocence. They only want the radio and codebook back.

It's every Survivor out for themselves in the city this winter, and sentiment can't replace pragmatism. The Survivors sent must decide how to deal with the children, as they'll be the ones face-to-face with the thieving rug rats.

What's more, the kids are only part of the problem. The Shelter the Survivors hail from isn't the only one they've burgled. One, run by a former military unit, has had enough of the "little snots" and took one of them captive until they get their stuff back. The thing is, the kid they took, Oliver, is the one with the codebook. So, whether the characters like it or not, they're about to find themselves into the child-rescuing game.

But the soldiers aren't only heavily armed, they've herded Zombies around to help defend their turf. Getting in and out with the wily Oliver isn't any milk run. The Survivors need all their wits and a lot of Zombie-stopping power to pull off a rescue and get the kid and codebook. And who's to say young Oliver, grateful though he may be, is willing to give up the codebook out of his good nature? Kids these days...

The scenario breaks into two parts. The first involves spelunking the Undercity to find the kids' lair. After that, the Survivors discover that the item they need is with a boy who has been kidnapped by the former soldiers. They must then trek to the unit's lair, free the kid, and get the hell out of dodge. No one said the world of the dead would be boring.

Finding the Kids

Finding the kids' lair is a Prolonged Action requiring 6 successes. Each roll takes approximately 30min. The Survivors know the general area where the shelter is, but finding the way in is hard.

Use the usual TL2 of the Undercity for each half-hour to determine any encounters. This should be tense, as Zombies are known to haunt the Undercity, and said Undercity is basically both a trap and a maze.

As the Survivors progress, they see murals and other evidence of the kids on the walls. See the table below for results based on number of successes.

Once the Survivors acquire the necessary successes, they find the entrance to The Pinch (the clubhouse door).

1 Success

A Zombie who has been killed by a slingshot to the eye.

3 Successes

A painting of a movie character tossing Zombies into a sewer.

6 Successes

A door that says Club House: No Girls or Adults (Except Jaimie, Suzie, and Kat).

One way or another, each orphan was left alone. Adults did not come through for them. Parents, authorities, elder siblings... all dead or run off. These kids are decidedly not full of trust. Adults, in their view, are almost as bad as Zombies. These kids resent the adults and a lot of them blame the adults for the Zombipocalypse. Some believe they made it in a lab. Others believe it was judgment for a world of sin. Some just feel the adults didn't do enough. If the mantra in the 60's was, "don't trust anyone over 30," the kids live by, "don't trust anyone over 13."

After making the kids at least less worried, if not friendly, the Survivors learn that Oliver, the one who stole their radio and codebook, was taken by some ex-military unit called the Devils. The kids know where the Devils live and say it's a fortress. Oliver apparently stole something from them while they were on foot and was subsequently captured. The Devils want everything the kids have, or they toss Oliver to the Zombies.

While the radio is here, the codebook is not. The Survivors must rescue Oliver to get it back.

The Kids

The Kids are NPS without stats. They don't participate in this raid. However, the kids think they're the coolest ever. They've got their own mythology based around the apocalypse, superheroes, various bits of pop-culture detritus, and a weird obsession for an 80s movie involving kids and a pirate treasure. They all dress up like characters from that movie and quote it CONSTANTLY. Granted, some also dress as the Amazing Spider-Bat and Iron Bulk but, hey, they're kids.

They are also big smartasses. They make fun of the Survivors for anything that sticks out to them. "Skates? Who wears skates to a Zombicide?" "Your hockey mask looks like the lamest horror villain ever, dude!"

LOCATIONS

The Subway

The subway isn't often used by Survivors, but the kids have a lair down here. However, finding it might lead the Survivors into Zombies as detailed above. The kids live in a ghost station that closed long ago they call The Pinch.

The Pinch

The Pinch is a portion of the metro that was sealed off long before the Zombies came. It's a dead route, one dating back to the late 19th Century and eventually sealed off... mostly. The kids found it, though, and use it as their home. It's safe in their area, which they call the Pinch because it exists in this little pocket of the forgotten subway.

Inside the Pinch, the kids live in tents and in dusty, ancient Pullman cars. The place is largely lit with candles, illuminating the somber, childlike myths the children took up after their caretakers died or fled. The walls are covered with movie posters and superheroes.

Being as the kids don't exactly like adults, a HEARTEN (DL1) Action is required to get them to talk. Up until that point, they're taunting the group. They may threaten them, though they pose no actual danger to the Survivors.

The Soldier's HQ

The Devils are clever in their defense. They made an old bar into a fortified location. The bottom floor is filled with Zombies they keep locked in and fed as guards. That means anyone entering from street level encounters some nasty, often hungry, Zombies.

DEVIL

- **Name:** Devil ex-SOF Unit Member
- **Description:** digital fatigues and body armor. Kitted out with combat webbing and modified assault rifles
- **Motivation:** Dominate the Slums
- **Gear:** Assault Rifles
- **Enemy Level:** Dangerous
- **Special Rules:** Count them as Survivors x2

TACTICS

Given the potentially deadly nature of a direct assault on the Devils' lair, Survivors should be rewarded for clever plans. Luring some of the soldiers out or ambushing some in the streets are some such plans. Clever players might even raid a sports shop and get some gliders to make a roof landing. Hey, it's Zombicide after all!

The Devils themselves live on the upper two levels of the old building. The second floor has another bar, pool tables, and various tables. The level above is all apartments. Getting to the upper two levels gets attackers around the Zombies, but the approach isn't easy.

The Devils access their living floors with bridges made of ladders, railings, and planks. These bridges are retracted each time they cross, sort of like a moat. That means anyone else trying to approach needs to wade through the hordes on the ground floor that the ex-soldiers encourage with human sacrifices.

The soldiers climb through safe areas in two buildings near their own, lower the bridges, then retract them. Of course, they usually leave guards on their own roof, so trying to follow them that way invites gunfire. It may also invite Surprise. That is a situational call the GM must make.

Another option is to find a way to scale the soldiers' buildings (STUNT), but their second-floor windows are all Secured Doors (a SECURITY Action is required to open them). That means Survivors would need to reach the second or third level and climb in, again inviting gunfire, or use the roof and head down the stairs from there. A lot of these guys are former Special Operations Forces and they know how to defend an urban location. They fought in wars overseas and learned a lot. That said, the greatest danger is the Zombies they have on the first floor of the building and those they keep wandering around at street level. An NPS firefight is certainly likely, but the Survivors have some cover. The Devils didn't have the means to eliminate defensible positions around them as would be the normal military doctrine.

Bottom line, saving the wayward orphan is akin to a black ops hostage rescue in the day and age of the living dead.

Outside The Devils' HQ

The soldiers keep Zombies incentivized by loud noises, screaming victims, and fresh meat. As such, a Horde lingers outside their building. That means the Survivors must get through the Horde if they use the street approach. In so doing, it's very likely all the noise rouses the Devils who then prepare their own welcome for the group.

Horde (x3) plus 2 Brutes and 1 Berserker Walker.

First Floor

This was the main bar back before the apocalypse. Now, it's a pen for Zombies. The Devils have a trap door through which they drop "food" for the Zombies and the door and windows are all barred. The Zombies here are content so long as they are fed. Of course, they're kept just hungry enough to go wild on anyone entering from street level.

There's a bar, but it's been emptied. Everything of value was taken upstairs. Some broken tables and furniture litter the floor.

Horde (x2) plus 2 Runners and 2 Berserker Walkers.

Second Floor

The stairs to the second-floor end in a Secure door. What's more, beyond that is a claymore directional mine. The soldiers trigger the mine themselves, so there's no spotting it. It counts as a Devastating Explosion. Being directional, it only affects those in front of it. Thus, the soldiers on this floor do not get hurt by the claymore.

This floor is a kind of secondary bar and pool hall. If once served as the VIP section of the bar. Now, it's the Devils' main space to party. A bar runs along one wall. Molotov cocktails can be improvised there. The pool tables and other furniture offer cover for what could be a volatile firefight. Were the soldiers not enough, they keep an Abomination on the third floor in a locked room (he was once one of their own), whom they release down the stairs to charge the Survivors. He retains some residual loyalty to the Devils in his shrunken brain.

Once past the claymore and Secure door, the Survivors engage in a firefight with the Devils. Treat this as any other combat with NPS combatants and use the stats below for the Devils unit.

This is an intense firefight and should be portrayed as such. The Devils retreat to the Third Floor as their Resolve indicates. From there, they leave 2 men behind to delay the Survivors while the others escape to the roof. At this point, they ditch young Oliver. He's not worth dying for. The 2 left behind also try to make an escape using the grenades (Contained Explosions) and then fall back.

Third Floor

The Devils' living area. It consists of little more than a hallway and flop room. Mattresses sit flat on the floors. Crushed beer cans litter the room and the windows are painted over in black. Candles and lanterns serve as illumination, giving an oddly gothic quality to the area.

The area is worth a Search (Weapons 1). Use the Weapons Search results on page 70 of the core rulebook.

The stairs on the right lead to the roof. The Devils retreat through this path if need be.

OLIVER

- **Name:** Oliver the Orphan
- **Description:** A small, russet-haired kid with a spattering of freckles across the bridge of his nose and cheeks. Maybe ten years old. He wears a yellow raincoat and calls himself "Mikey".
- **Motivation:** Survive!
- **Gear:** Codebook stuffed in his pants.
- **Enemy Level:** Harmless
- **Special Rules:** None

SGT LARRY "PIG IRON"

- **Name:** Sgt. Larry "Pig Iron" Haid—Devils Leader
- **Description:** A large, bearded man with a thousand-yard stare and the bearing of a soldier who's been deployed far, far too long.
- **Motivation:** Keep his unit together.
- **Gear:** Assault Rifle
- **Enemy Level:** Formidable
- **Special Rules:** None

The Roof

The Devils typically access their lair via the roof. They use makeshift bridges to enter from two other nearby rooftops. They then retract these bridges once home. Survivors must find a different way to get across. What's more, if the Devils have been alerted, they have two of their number up here to shoot at anyone trying to get from another roof to theirs.

If the Survivors manage to gain access to the roof without alerting the Devils, they gain a distinct advantage which gives them Surprise in any upcoming fight with the NPS soldiers. They're also likely to avoid the claymore on the second floor.

Conversely, the Devils have ropes up here that they can use to rapidly rappel to street level (known as fast-rope). If they find the tide turned against them, they use this method to get away if possible.

The door on the roof leading to the Third Floor is Secured but not trapped. It takes 3 successes in a SECURITY Prolonged Action to open the door. It is up to the GM whether breaching the door makes enough noise to alert any of the soldiers.

✕ AFTERMATH

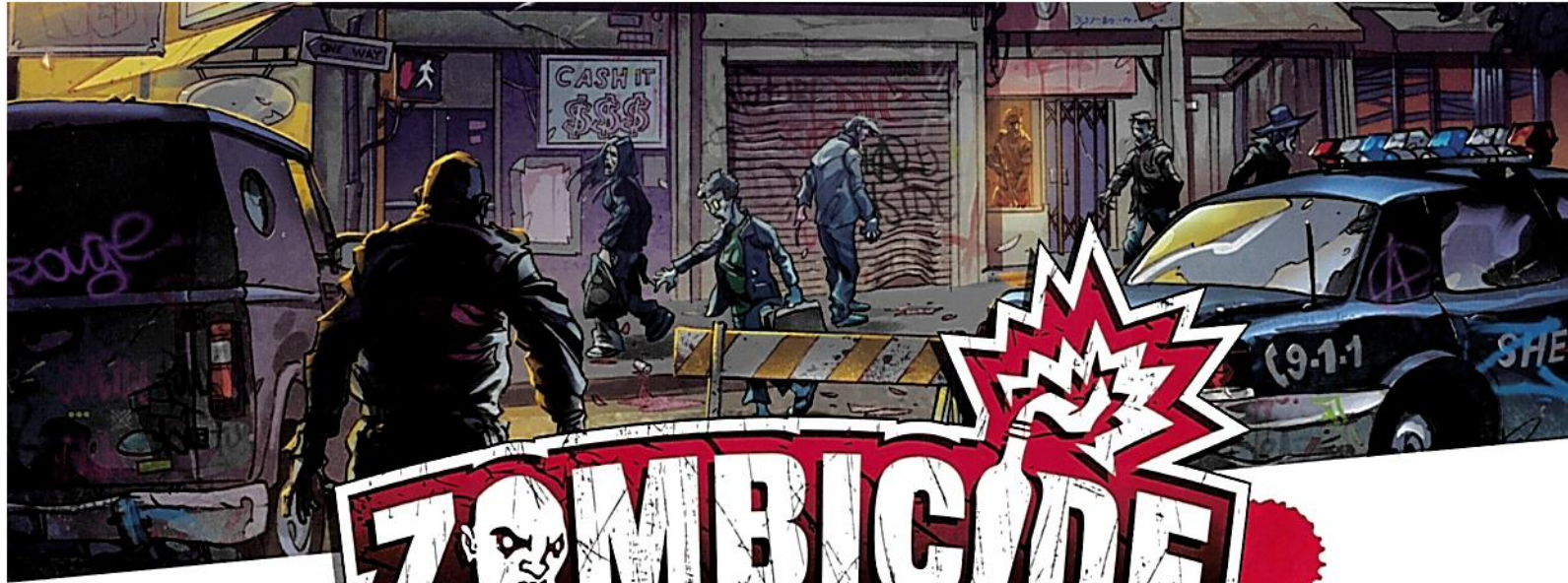
The Survivors hopefully rescued Oliver and got the codebook. If not, their Shelter suffers (at least without the codebook). If Oliver died or wasn't rescued, well, life is rough all over, right?

But if they did save the kid, the other kids see them as heroes. In fact, the Survivors soon appear in their murals and myth. Moreover, they've earned some stealthy allies.

But, if any Devils survive, the Survivors also earn lifetime enemies. The unit lost face. They won't forget it. Sometime in the future, an ambush awaits our Survivors.

Finally, if they cleared the Devils' HQ, they could use it as a shelter. It is very defensible after all. Plus, defeating the soldiers gives the Survivors a rep in the Slums.





ZOMBICIDE

CHRONICLES

MISSION BOOKLET



This booklet contains 2 original missions for **Zombicide: Chronicles - The Roleplaying Game**.

Car Crush lets you explore a junkyard that hides way more than crushed cars. Help a new friend while trying to stay alive, and he might have some surprises for you in the future!

In **Oliver Twisted**, help a group of kids face off against dangers both alive and undead. Their young friend has something of yours, but your group was not the only victim of their schemes. They've fell into the hands of a very dangerous group, and it's up to you to mount a rescue.

These missions were designed and distributed as part of Free RPG Day 2023 and can be played using the downloadable Quickstart rules.

the living may be as dangerous as the dead!

