

# GAMING NIGHT #5

## BLUEHAND PROTOCOL: ZOMBICIDE

Do you know the guy we call Bluehand? He's awesome! Bluehand is the last hope of humanity. He knows exactly what we need to do to get rid of the zombies once and for all... Wait. Actually, he thinks he knows a way to do that, but first he needs some data and stuff to be sure. We must help him! And protect him, of course. Should he die, humanity is doomed.

*Bluehand Protocol: Zombicide* is a four-Mission campaign designed to let you play *Zombicide* all night long. A *Zombicide Season 3: Rue Morgue* Core Game box is needed to enjoy it.



### 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 beside their friends. The goal here is simple: never get left out of a game because your Survivors are defeated! To play with the Gaming Night Mode, apply these rules.

**1** – Gaming Night rules replace Resurrection rules (featured in *Angry Neighbors*).

**2** – 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 subsequent Players' Phase, before the first player acts, return the Survivor (in his Survivor or Zombivor aspect, you choose). Discard all of his Equipment and Wounded cards. 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 are removed. Remember: getting killed intentionally is for wimps.

If the odds seem too steep after a team wipe, don't be afraid to start the Mission again. *Having fun shall be the ultimate rule.*

### SPECIAL RULE: RANDOM PLANS

So, what's the plan? Take four Objective tokens: a blue, a pink, and two reds. Shuffle them, face down, and draw one randomly.

**Blue:** play "Follow Bluehand".

**Pink:** play "Protect Bluehand!".

**Red:** play "The War Room".

After each Mission, shuffle the remaining Objective tokens, and draw a new one to discover your next Mission. Once you have played all the Missions at least once, play the last Mission "Protocol: Zombicide". It's a victory? Congratulations, you saved the smartest man in the universe!

ZOMBICIDE - GAMING NIGHT #5

## FOLLOW BLUEHAND

Where does Bluehand want to go? The hospital, naturally. He needs some stuff from there. Of course, this kind of place is crawling with zombies, but I'm sure he has a good reason. He may know everything about everything, but he still needs us to survive.

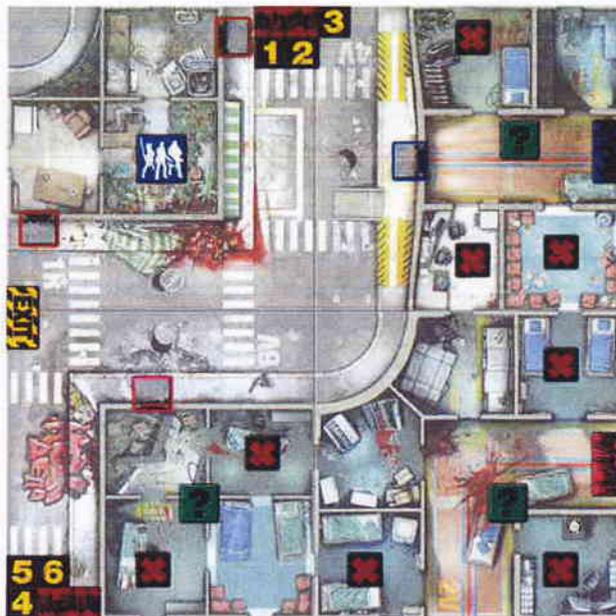
Tiles needed: 1R, 2V, 4V & 6V.

### OBJECTIVES

Just protect Bluehand while he's collecting his stuff.

**1 - Find Bluehand's stuff.** There are red "X"s where it could be. Check every spot until you find the blue and the pink Objectives.

**2 - Get Bluehand out.** Reach the Exit Zone with at least one Survivor and Bluehand. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it. If Bluehand dies, the Mission fails. It's the end of humanity.



**Victory!** A random Survivor gains the Medic Skill for the next Mission.

### SPECIAL RULES

- **COLLECTOR!** Put the blue and the pink Objectives randomly among the Objectives. Each Objective gives 5 experience points to the Survivor who takes it.

- **My name is Bluehand.** Choose an unused Survivor. This is Bluehand. He starts the game in the player starting area. Bluehand counts as a Survivor in every respect, save that he doesn't have Skills and is eliminated when he receives a single Wound. Bluehand plays by himself, following these rules:

**Move:** After all other Survivors have activated, move Bluehand two Zones toward the nearest Objective. In case of a tie, choose one. Bluehand stops his Move whenever he gets in a Zone with a closed door or a Zombie. Once the pink and the blue Objectives have been found, Bluehand moves back toward the Exit Zone, following the shortest path (ignore doors to determine the route). In case of a tie, choose one.

**Open doors:** If Bluehand begins his Activation in front of a closed door, he spends all of his Actions to open it.

**Taking an Objective:** If Bluehand begins his Activation in a Zone with an Objective, he spends all of his Actions to take it (and gains the experience).

**Melee Combat:** If Bluehand begins its Activation in a Zone with Zombies, he spends all his Actions to kill one Zombie of your choice, except Abominations.

- **Bluehand knows.** Whenever Bluehand finds the blue or the pink Objective, remove the corresponding Spawn Zone.

- **Alarms!** When the blue door is opened, the blue Spawn Zone activates. When the pink door is opened, the pink Spawn Zone activates.

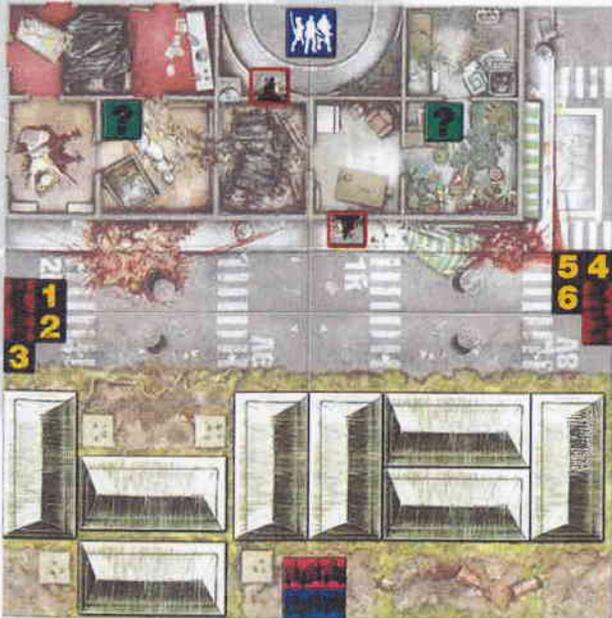
## PROTECT BLUEHAND!

Bluehand just found a scientific device of critical interest, but it's noisy as hell. He only needs us to hold off the zombies for a short time, so he can get what he came here for.

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

### OBJECTIVES

**Protect Bluehand until he gets his job done.** The Mission succeeds as soon as the 24th Work counter (see the special rules) has been set on the player starting area.



## THE WAR ROOM

Bluehand says that valuable information is worth a thousand guns. We're heading to the last war room, a crisis HQ used by the authorities, to get all the intelligence we can about the zombies. We find it, take pictures, and get out. Simple, right? It always sounds so simple...

Tiles needed: 1R, 2R, 3R, 4R, 5R & 7R.



**Victory!** Add a weapon of your choice to the Starting Equipment for the next Mission.

### SPECIAL RULES

- **Tents.** Set the tents randomly. As soon as four tents have been revealed, remove the pink Spawn Zone. Once all tents have been revealed, remove the blue Spawn Zone.
- **Work counters.** At the beginning of each Game Round, set a Work counter on the player starting area. Use a Skill counter to represent one Work counter, and a Noise token to represent five Work counters (and don't remove them in the End Phase). If the pink and Blue Spawn Zones are removed, and there are no Zombies on the board, add five Work counters instead. Bluehand isn't quiet about his work, however, and each Work counter acts just like a Noise token.
- **Bodyguards!** Remove all Work counters as soon as Zombies reach the player starting area. If a Zombie stands in the player starting area, and there are no Work counters left, the game is lost. Bluehand just died!



## OBJECTIVES

- 1 – Take pictures of the war room.** Take at least one Objective. **Do not look at it until the end.**
- 2 – Get out!** Reach the Exit Zone with at least one Survivor. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.
- 3 – Check the pictures.** Reveal the Objectives you took. The Mission is a success if the blue Objective is among them.

**Victory!** Remove a blue or pink Spawn Zone (your choice) in the next Mission.

## SPECIAL RULES

- **The war room.** Gather eight Objective tokens, including the blue and the pink. Put them randomly, face down, in the designated Zone. Any Survivor standing in the war room can spend three Actions to take pictures and receive an Objective token (keep it hidden!). The token takes up no space in the Survivor's inventory, can't be traded or lost to a Wound, and is discarded if the Survivor is eliminated.



## FINALE - PROTOCOL: ZOMBICIDE

At last, Bluehand has developed Protocol: Zombicide, his ultimate zombie extermination method. Let's give it a try! For glory, science, and baby powder!

Tiles needed: 1R, 2R, 3R, 4R, 6R, 7R, 8R & 9R.

## OBJECTIVES

It's a two-step protocol:

- 1 – Redirect the herd.** The blue and pink doors can be opened like neutral doors. Whenever one of them is opened, remove the corresponding Spawn Zone.
- 2 – Zombicide!** Once both colored doors are opened, the Zombies you kill can't come back to the board. Set their miniatures aside. If there are no Zombies on the board at an End Phase, the Mission is a success. Congratulations!

No Special Rules.

