



2025 EVENTS' CAMPAIGN

This Campaign is designed to be played with a Party of 4 **Survivors** and takes 30-40 minutes per Quest. There is a total of 4 Quests.

Important Note: If the whole Party failed the previous Quest, all Survivors start the current one with 2HP.

Content needed:

- 1 Zombicide White Death Core Box
- 16 Print and Play Campaign Cards:
 - 3x Quest 1 Cards
 - 4x Quest 2 Cards
 - 5x Quest 3 Cards
 - 4x Quest 4 Cards

CAMPAIGN RULES

In Campaign Quests, some Objective tokens are replaced with Objective cards. These cards are designed to be set in specific Zones. Their back of the card blends in with the illustration on the tile. **Do not flip and read an Objective cards until a Survivor takes them, as it would spoil the gaming experience!**

SETUP

Each Campaign Quest has its own set of **Objective cards** gathered into an **Objective set**.

Make sure to take the right set for the chosen Quest and place the Objective cards as described on the Quest map. **For easier setup, Objective cards display the number of the tiles they should be placed on.**

Some Objective cards, called **Notes**, are placed facedown close to the board. They may be read during the Quest, depending on the decisions the Survivors makes.

TAKING AN OBJECTIVE CARD

Taking an Objective card works the same way as picking up a normal Objective token.

NOTE: Unless otherwise stated, taking an Objective card does not grant AP.

Whenever an Objective card is taken, read it out loud for the whole team and apply the game effects described on the card. On the card, "the Survivor" refers to the Survivor who took the Objective card. Some cards may require the team to talk about what decisions to make. Zombicide is a cooperative game!

CAMPAIGN INTRO

The best time of the year is finally here: Gemcon! This once-a-year gathering draws adventurers from across the kingdoms for four days of tournaments, tavern brawls, game scrolls, overpriced meat pies, and of course, enchanted gems. As always, we arranged to meet our friends from far and wide at this incredible event. But when we arrived, something was terribly wrong. Torn banners and broken stands were scattered everywhere. Snow drifted through shattered windows, and bloodstains marked the floors. The celebration had turned into a nightmare. What happened here? Did our friends survive? What caused this destruction? Only one thing is certain: We must find our friends and uncover the truth.... and most importantly, we must survive.



DAY 1:

WELCOME TO THE END

Our friend Samson asked us to meet him in the entrance hall, but when we arrived, we found it in ruins. Shattered barricades, dried blood, and a heavy silence greeted us. Then came the sinister sounds, heavy footsteps echoing through the corridors. There was no doubt: zombies.

There was no time to hesitate, our mission was clear: find our friend and escape before the undead could reach us.

Tiles needed: 29R, 30R, & 33R.

30R 33R 29R

OBJECTIVES

- ♦ **Rescue our friend.** First, meet both these Objectives:
 - Find Samson.
 - Find a Rope Ladder.
- ♦ **Then,** reach the Exit with all Survivors. Any Survivor may escape through this Zone with the Exit token at the end of their Turn as long as there are no Zombies in it.



SPECIAL RULES

- ♦ **Setup.**
 - Remove all Necromancer spawn cards from the Zombie deck.
 - Place Quest 1 Objective cards 1 and 2 as indicated on the map.
 - Set aside the Quest 1 Note #1 card.
- ♦ **GEMcon Exclusive.** The Red Objective gives a random Vault Weapon to the Survivor who takes it, and ALL Survivors gain 5 AP.
- ♦ **Look Out!** Zones containing Objective cards cannot be Searched.



DAY 2:

THE LAST MEAL DEAL

After a harrowing night, we pressed on. Our next goal: find Asim, who was supposed to meet us at the food stall alley. But when we arrive, we realize we're trapped.

Fortunately, a group of festival Guards is still standing, the last line of order in this chaos. We'll need their help to navigate the twisted stalls and track down our friend, who's likely caught somewhere in the maze of horror.

With the Guards' knowledge of the grounds, we might also uncover a safe path out... if we're lucky.

Tiles needed: 26R, 28V, 29V, & 30V.

28V	29V
30V	26R

OBJECTIVES

- ♦ **Rescue our friend.** First, meet both these Objectives:
 - Find and save Asim.
 - Find the secret passage.
- ♦ **Then,** reach the Exit with all Survivors. Any Survivor may escape through this Zone with the Exit token at the end of their Turn as long as there are no Zombies in it.

SPECIAL RULES

- ♦ **Setup.**
 - Place Quest 2 Objective cards 1, 2 and 3 as indicated on the map.
 - Set aside the Quest 2 Note #1 card.
 - Players choose one Survivor to start the game with Note #1 Samson card from Quest 1.
 - If this Party lost Quest 1. All Survivors starts the game with 2HP.
- ♦ **GEMcon Exclusive.** The Red Objective gives a random Vault Weapon to the Survivor who takes it, and ALL Survivors gain 5 AP.
- ♦ **Festival Guards.** Survivors cannot take Objective cards unless a Guard is in the same Zone as an Objective. When a Guard is in a Zone with an Objective card, a Survivor in that same Zone may spend 1 Action to read the card.
- ♦ **Loyal Companions.** If a Guard is killed, the game is over.
- ♦ **Look Out!** Zones containing Objective cards cannot be Searched.



DAY 3:

THE GEM ARTIFICER

Another day, another desperate hunt for a friend. We know Clovis came to GEMcon hoping to meet the legendary Gem Artificer, Ragnar Kneazle. We found Ragnar - terrified, crouched in a corner where the meet-and-greet was supposed to be. His fine cravat was askew, and gem dust clung to his trembling hands. But Clovis was nowhere to be found.

Now, we need to navigate the chaos and find a way to rescue them both before this cursed festival consumes them.

Tiles needed: 26V, 28V, 30R & 33V.



OBJECTIVES

- ♦ **Rescue the Gem Artificer and our friend.** First, meet both these Objectives:
 - Find a Rope Ladder.
 - Escort the Gem Artificer (represented by the Beacon) to the Exit Zone.
 - Find and save Clovis.
- ♦ **Then,** reach the Exit with all Survivors. Any Survivor may escape through the Zone with the Exit token at the end of their Turn as long as there are no Zombies in it.

SPECIAL RULES

- ♦ **Setup.**
 - Place Quest 3 Objective cards 1, 2, 3 and 4 as indicated on the map.
 - Set aside the Quest 3 Note #1 card.
 - Players choose which Survivors start the game with Note #1 Samson and Note #1 Asim from previous Quests.
 - If this Party lost Quest 2. All Survivors starts the game with 2HP.
- ♦ **Look Out!** Zones containing Objective cards cannot be Searched.
- ♦ **Escort the Artificer.** A Survivor in a Zone with the Beacon with no Zombies may spend 1 Action to move the Beacon to an adjacent zone in Line of Sight.



DAY 4:

THE SOURCE OF THE PLAGUE

*A*s we discover how the undead overran the festival, it becomes clear that Megan - the last of our missing friends we were meant to meet, is likely tracking the source of this plague.

A clue leads us to the festival game stalls, where carnival games once brought joy. She's somewhere among the destroyed booths, and she holds the knowledge we need to fight back.

We must find her and find a way to restore life to this dying celebration.

Tiles needed: 29R, 32R, 33V & 34R.

33V	34R
29R	32R



OBJECTIVES

- ♦ **Save GEMcon.** Accomplish the Objectives to win the game:
 - Find the Source of the plague.
 - Find our last friend, Megan.

SPECIAL RULES

- ♦ **Setup.**
 - Place Quest 4 Objective cards 1, 2 and 3 as indicated on the map.
 - Set aside the Quest 4 Note #1 card.
 - Survivors start the game with Note #1 Samson, Note #1 Asim and Note #1 Clovis from previous Quests. Players choose who starts with each card.
 - If this Party lost Quest 3. All Survivors starts the game with 2HP.
- ♦ **GEMcon Exclusive.** The Red Objective gives a random Vault **Weapon to the Survivor who takes it, and ALL Survivors** gain 5 AP.
- ♦ **Look Out!** Zones containing Objective cards cannot be Searched.



PROLOGUE

EMcon finally falls silent. Phew! We saved our friends and cleansed the source of the plague. Order, or something like it, has been restored. But wait... did you hear that? Moans and dragging footsteps in the distance. Looks like some party crashers still haven't gotten the memo. I guess it's time to leave. But don't worry, we'll be back next year, stronger and more even prepared for any challenge that might arise!



2025 Events' Campaign

Cards Front

Under a table with torn banners, there is a collector of war items holding a ladder in his hands. "I think this ladder will be quite useful for anyone who manages to carry it to the exit, but I'm a collector. What do you have to offer me?"

The Survivor earns 5 AP keep this card revealed. A Survivor in this Zone may discard a Weapon card to gain a **Rope Ladder** and discard this card.

We climbed the wall and there he is. Samson, swinging his axe, cutting down the dead like old firewood.

"Took you long enough!"

He's alive, holding strong and now, we fight together again.

The Survivor earns 5 AP and reads **Note #1**.

Samson

The Survivor with this card has: **Armor 3+** and **Low Profile Skill**.

This card can be traded as an Equipment card, but does not occupy an inventory slot.

We discover marks on the floor indicating a possible trapdoor. As we push a cart aside, it collapses, rotten through, producing a loud crash. The noise immediately attracts zombies! We need to find another exit, but first, we must survive.

The Survivor earns 5 AP. Then, draw 1 Zombie card for each Spawn zone.

We round the corner and there he is. Bloodied, breathing hard, but alive.

"Asim!"

He looks up, eyes wide with disbelief.

"You actually made it..."

The Survivor earns 5 AP and reads **Note #1**.

A guard taps the wall in a specific pattern. A hidden catch clicks. A narrow, shadowy passage appears as stone grinds open. He whispers, "Safe passage through here."

The Survivor earns 5 AP and finds the secret passage. Place the Exit token in this Zone.

2025 Events' Campaign

Cards Front

Asim



The Survivor with this card has:
+1 Free Guard Action

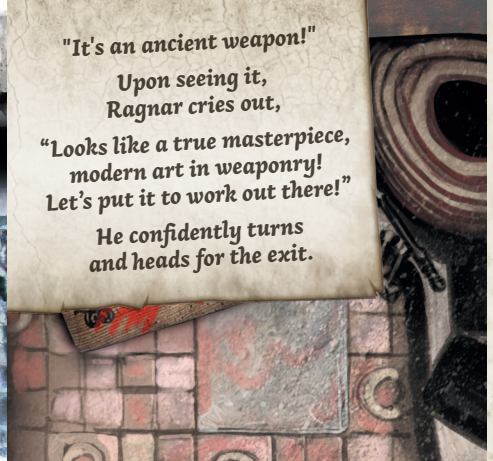
This card can be traded as an Equipment card, but does not occupy an inventory slot.

"Mr. Ragnar, over here!
We can escape through the wall."
Ragnar looks in my direction
and rushes toward the exit,
eyes glimmering with hope.




The Survivor earns **5 AP**.
Then, move the Gem Artificer
1 Zone ignoring Zombies.

"It's an ancient weapon!"
Upon seeing it,
Ragnar cries out,
"Looks like a true masterpiece,
modern art in weaponry!
Let's put it to work out there!"
He confidently turns
and heads for the exit.



The Survivor earns **5 AP**.
The Survivor who took this card,
draws 1 card from the Vault deck.
Then, move the Gem Artificer
1 Zone, ignoring Zombies.

Behind an improvised shield
that also camouflaged him,
there stood Clovis exhausted,
but with dignity and firmness
in his voice, his shout echoes,
"The end of the world?
The end of yours, not mine!"
His confidence inspires Ragnar
to advance toward the exit.



The Survivor earns **5 AP**
and reads **Note #1**. Then,
move the Gem Artificer
1 Zone, ignoring Zombies.

"Hey, guess what I just
found in this old dusty box
in the corner? A completely
broken ladder! But with
a bit of improvisation,
we can definitely fix it!"



The Survivor earns **5 AP**.
Keep this card revealed.
A Survivor in this Zone
may discard an Equipment
card to gain a Rope Ladder
and discard this card.

Clovis



The Survivor with this card has:
+1 Die: Melee

This card can be traded as an Equipment card, but does not occupy an inventory slot.

2025 Events' Campaign

Cards Front

You stumble upon a classic GEMcon attraction: a tall wooden contraption with a heavy mallet at its base and a bell perched high above. A sign reads "Test Thy Might, Win a Prize!" It looks dangerous... but still tempting.

The Survivor earns **5 AP**. The Survivor rolls a die and performs the following:

- **1:** Spawn 1 Walker in each Corruption Zone.
- **2-3:** Gain one Apple or Salted Meat Equipment card.
- **4-5:** Gain a Dagger Equipment card.
- **6:** Draw a Vault Weapon card.

If any of these cards cannot be drawn, draw one Equipment card from the top of the Equipment deck.

A deeper chill than frost creeps in. The walls shake. From the darkness, it emerges, twisted, massive, wrong. Not just an Abomination, but the very plague itself. Maybe even its source. But we're not alone. With our friends, we end this here and now!

The Survivor earns **5 AP**. Place the **Spawn token #3** on **Tile 33V** as indicated, draw a Zombie card, and spawn an Abomination in it. If there is already an Abomination on the board, move it to **Spawn Zone #3**. This is the Final Abomination. It cannot be killed by the cauldron or Dragon Fire.



New Objective. Kill the Final Abomination to win the game.

We break through the last gate, and there she is. Megan, standing atop the rubble, staff raised, channeling a wave of flame that scorches a swarm of undead. Her eyes meet ours. "I was starting to think you forgot me." Not a chance. She's been tracking the heart of the plague - and now, we're here to finish it together.



The Survivor earns **5 AP** and reads **Note #1**.

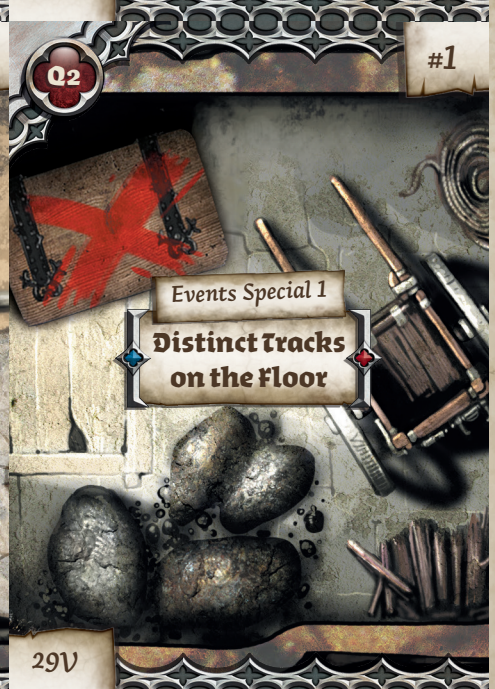
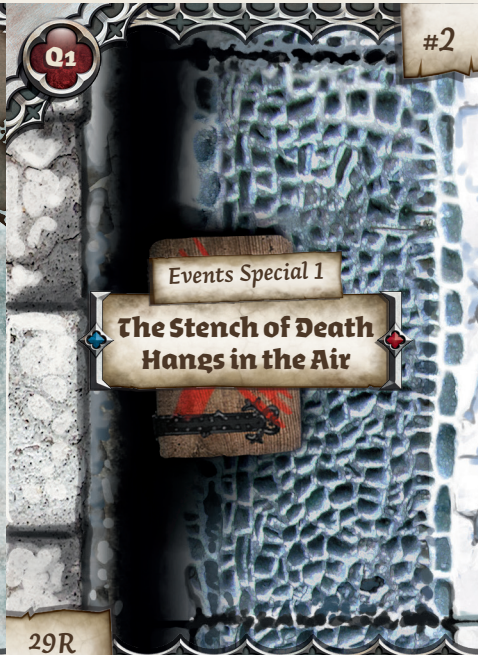
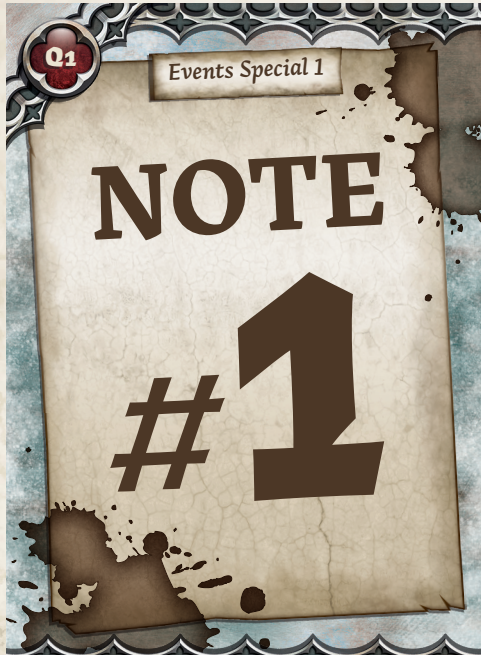
MEGAN

If a Survivor is carrying ALL Rescued Heroes, all Survivors within Range 0-1 gain:

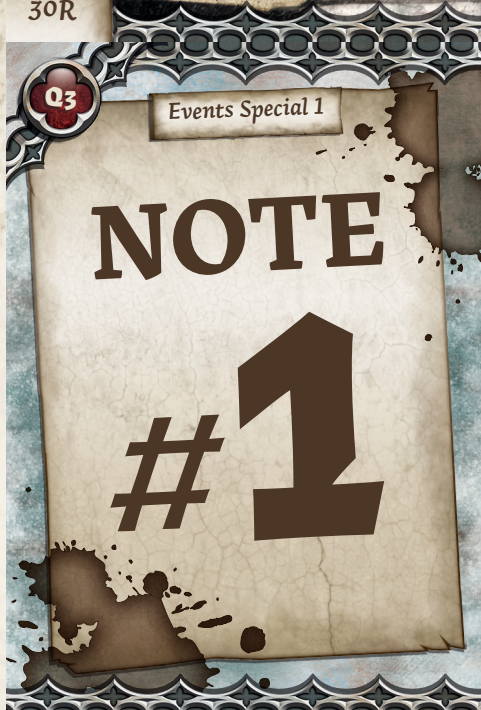
+1 Damage: Melee

This card can be traded as an Equipment card, but does not occupy an inventory slot.

2025 Events' Campaign Cards Back



2025 Events' Campaign Cards Back



2025 Events' Campaign Cards Back

