

WM51 - BEER RUN

Hard / 6 Survivors / 90 min

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Beer Day was supposed to be a celebration. Before the zombie outbreak, this place was set to host the biggest beer festival in town. Now, the crowds are gone but a forgotten brewer's stash still lies hidden among the frozen streets.

With traditional ingredients nowhere to be found, the survivors must gather supplies and brew a final batch of beer using rice instead. It may not be the perfect recipe, but it will do.

Collect the ingredients, brew the beer, and make sure every survivor escapes with a pint in hand. If this truly is the end, it deserves a proper toast.

Material needed: Zombicide: 2nd Edition.

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

2R	6R	1R
3V	9R	7R

• OBJECTIVES

Beer Day. Accomplish the Objectives in this order to win the game:

1. **Ingredients.** Find the ingredients (Objectives).
2. **Beer Pint.** Brew a Beer (See special rule).
Then,
3. **Toast!** Reach the Exit with all Survivors. **Each Survivor must have a Beer Pint (Noise token) before leaving.** A Survivor may escape through this Zone at the end their Turn as long as there are no Zombies in it.

• SETUP

- Create a deck with 2 Bag of Rice, 2 Water and 2 Canned Food Equipment cards. This is the Ingredients deck. Place it next to the board.
- Place 2 Runners on their respective Zones.
- Place 2 Walkers on their respective Zones.

• SPECIAL RULES

- **Ingredients.** Objectives give 5 AP to the Survivor who takes it and 1 card from the Ingredients deck.
- **Brewing.** A Survivor holding both a Water card and a Bag of Rice card may spend 1 Action and discard both cards to

brew a Beer. When a Survivor brews a Beer, ALL Survivors gain 5 AP, then place 3 Noise tokens next to the Survivor's dashboard. These Noise tokens represent Beer Pints. A Beer Pint doesn't occupy an inventory slot and can be traded like an Equipment card.

• **Beer Pint.** A Survivor holding at least one Beer Pint (Noise token) token has the +2 Dice: Combat skill. Whenever that Survivor performs a Combat Action and rolls any unmodified result of "1", lay down their miniature. A Survivor cannot perform any Action, except an Action to get up. Then, they resume their Turn normally. A downed Survivor can still be chosen by other Survivors for Reorganize/Trade Actions, still attract Zombies, and can still be attacked!

• **Drunken Zombies.** The Green Spawn Zone is inactive and becomes active as soon as the first Beer Pint is brewed.

! +2 DICE: COMBAT

Each of the Survivor's weapons rolls 2 extra dice with Combat Actions. Dual weapons each gain 2 dice, for a total of +4 dice per Dual Action.





		6x 	2x 	6x 	6x 	1x 
Survivor Starting Zone	Exit Zone	Noise tokens	Walkers	Epic Weapon Crates	Objectives	2x 
			2x 			1x 
			Runners			Spawn Zones

