

Switch City is a 6-Mission campaign meant to be played with the *Zombicide* Kickstarter Abomination pack (http://www.kickstarter.com/projects/coolminiornot/zombicide). Guillotine Games is glad to offer its backers this free campaign!

All *Switch City* Missions were made with *Zombicide*'s Map Editor. Discover and download this great software at:

http://guillotinegames.com/en/blog-map-editor

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, *Fast food* Mission (Cf. P. 6) is set at Yellow Level. The Survivors will therefore begin at the Yellow Danger Level with 7 experience points.

Beginning the campaign

The campaign begins with one of the two Blue Level Missions: *Pull the Switch* (Cf. P. 3) or *The Skyscraper* (Cf. P. 4). Choose your starting Mission freely.

Going from one Mission to the next

Except for *...Abandon all hope*, the last Mission, all the Missions end on one or more Exit Zones. Each Exit Zone determines the next Mission played: the one with the matching starting area.

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.
Advice: the Molotov cocktail is a goooood choice, maybe the best one for the last Mission.

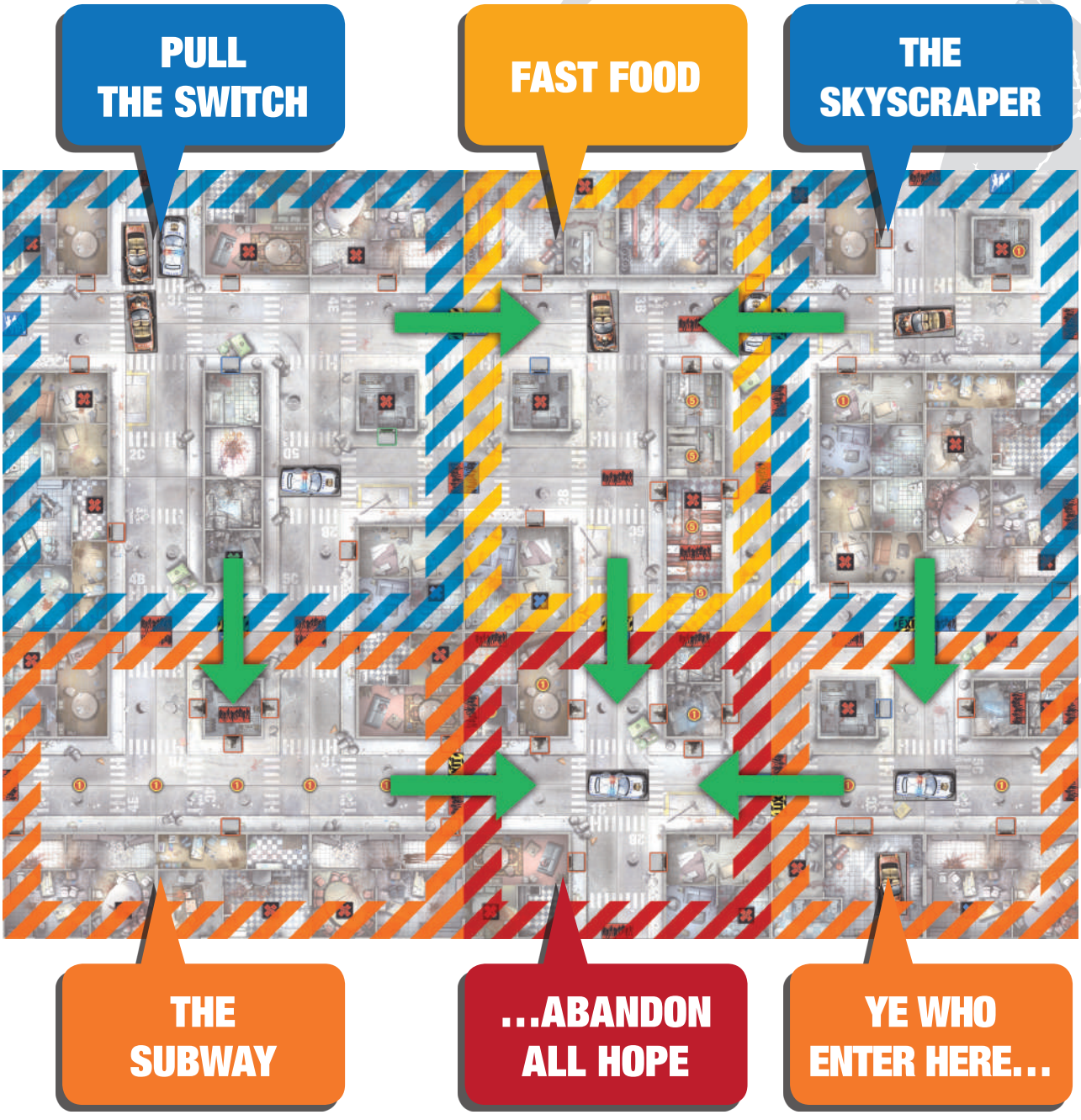
Switch City is an expert-level campaign. Expect a real challenge and hours of team-oriented fun. In the end, you could be one of the happy few to claim "My crew has finished *Switch City*. Did yours?"

WHAT IF... A SURVIVOR IS ELIMINATED?

Survivors are hard to kill. He begins the next Mission with a Wounded card.

WHAT IF... A SURVIVOR ENDS A MISSION WITH A SINGLE WOUNDED CARD?

It's just a flesh wound. The Wounded card is removed between Missions. Guys may keep a cool scar. Women, of course, don't (except Amy, who thinks it looks good).


PULL THE SWITCH
FAST FOOD
THE SKYSCRAPER
THE SUBWAY
...ABANDON ALL HOPE
YE WHO ENTER HERE...

BLUE DANGER LEVEL

PULL THE SWITCH

Switch City. This town has its own power plant. The area offers all the basic blessings of civilization: electricity, tap water, air conditioning, all the stuff that makes us human. We just have to pull the right switch to get the juice flowing.
Then... Hot water!

You will need the following tiles for this scenario: 1B, 1C, 2B, 2C, 4B, 4E, 5D, 5C & 7B.

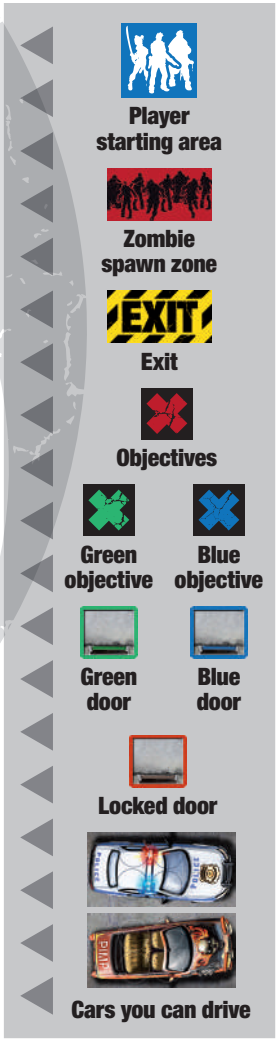
OBJECTIVES

Accomplish the following tasks in this order:
1– Take all the objective tokens.
2– Reach any Exit Zone shown on the map with the surviving characters. The Zone must contain no Zombies.

SPECIAL RULES

- Each objective token gives 5 experience points to the Survivor who takes it.
- The blue door cannot be opened until the blue objective has been taken.
- The green door cannot be opened until the green objective has been taken.
- You can use cars.
- You can search a pimpmobile only once. It contains either *Ma's Shotgun* or the *Evil Twins* (choose randomly). Some Missions may contain many pimpmobiles. In this case, you can only get the weapons that haven't been obtained yet. When there're no more...there are no more.
- You can search a police car more than once. Draw cards until you find a weapon. Discard the other cards. The "Aaahh!" cards trigger the appearance of a zombie as usual and interrupt the search.
- There are two Exit Zones but only one can be used. All the surviving characters must be on the same Exit Zone to achieve the last objective. The chosen Exit Zone determines the next Mission either *Fast food* or *The Subway*.





BLUE
DANGER
LEVEL

THE SKYSCRAPER

We got the power plant running, and we've traced the grid controls to this skyscraper. If we can find the switch, we can get power back. Then it's air conditioning and cold beer, baby! Hey, did you hear that? Gunshots. There must be other survivors in the building. We've got to rescue them before they drink all the beer!»

You will need the following tiles for this scenario: 1B, 2B, 2C, 4E, 4C & 7B.



OBJECTIVES

Accomplish the following tasks in this order:
1– Take all the Objective tokens.
2– Reach any Exit Zone shown on the map with the surviving characters. The Zone must contain no Zombies.



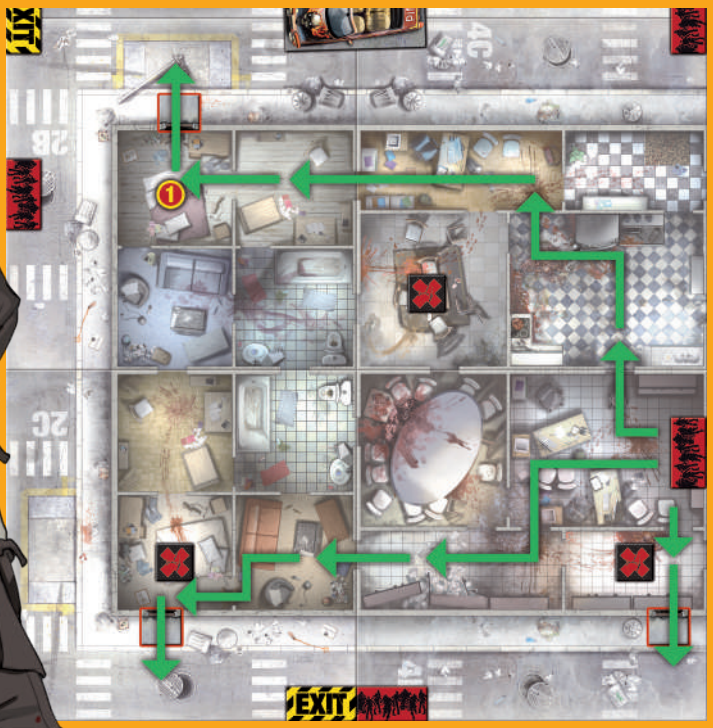
SPECIAL RULES

• Each objective token gives 5 experience points to the Survivor who takes it.
• Each time you take one of the first three objective tokens, you gain a new Survivor. The player who controls the fewest Survivors randomly chooses a new Survivor and puts him in play in the objective's Zone. In case of a tie, the player who took the objective chooses which player controls the new Survivor. The new Survivor may now be played as normal. He starts at the Orange Danger level but with no equipment. This rule applies only to the first three objective tokens.
• You can use cars.
• You can search a pimpmobile only once. It contains either *Ma's Shotgun* or the *Evil Twins* (choose randomly). Some Missions may contain many pimpmobiles. In this case, you can only get the weapons that haven't been obtained yet. When there're no more…there are no more.
• Place an Abomination on each Zone marked with a yellow "1" in a red dot.
• There are two Exit Zones, but only one can be used. All the surviving characters must be on the same Exit Zone to complete the mission. The chosen Exit Zone determines the next Mission either *Fast food* or *Ye who enter here…*

ZOMBIES IN A SKYSCRAPER

The big building with a Spawn Zone in it is going to generate a lot of different ways for Zombies to get out, no matter where they want to go. It will get even worse with the opening of the first door, since all Zones will receive Zombies. Marked below are the shortest routes from the Spawn Zone to each door.

Inside a closed building, Zombies move as usual. They follow the shortest route to the noisiest Zone but stop behind the doors.



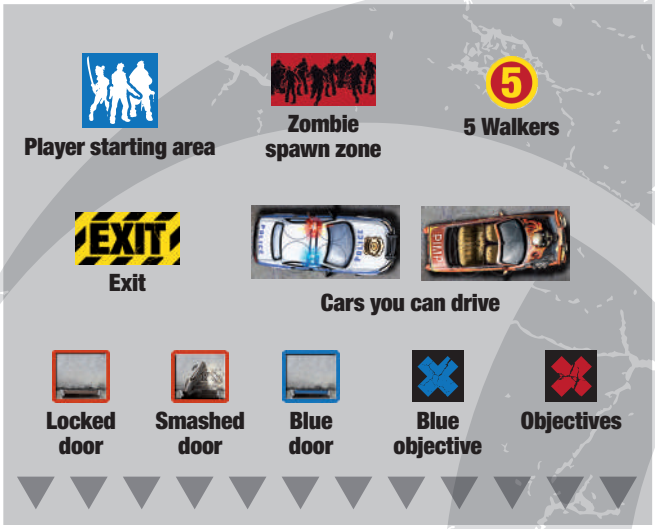


YELLOW DANGER LEVEL

FAST FOOD

We have no electricity for now except here, in this little burger joint. Maybe it has access to the power grid or even its own generator. Wanda thinks its freezers are still working and offered to make us some burgers! There is only one thing between me and civilized food: the shop is crowded with zombies. This time, I'm skipping the line.

You will need the following tiles for this scenario: 2B, 3B, 3C, 5B, 6C & 7B.



OBJECTIVES

Accomplish the following tasks in this order:
1– Take all the objective tokens.
2– Reach the Exit Zone shown on the map with the surviving characters. The Zone must contain no Zombies.



SPECIAL RULES

- Yellow Danger Level: The Survivors begin this Mission at the Yellow Danger Level, not the Blue Danger Level.
- Place five Walkers on each of the four Zones marked with a yellow "5" in a red dot.
- Each objective token gives 5 experience points to the Survivor who takes it.
- The blue door cannot be opened until the blue objective has been taken.
- You can use cars.
- You can search a pimpmobile only once. It contains either Ma's *Shotgun* or the *Evil Twins* (choose randomly). Some Missions may contain many pimpmobiles. In this case, you can only get the weapons that haven't been obtained yet. When there're no more…there are no more.
- You can search a police car more than once. Draw cards until you find a weapon. Discard the other cards. The "Aaahh!" cards trigger the appearance of a zombie as usual and interrupt the search.
- There are two starting areas but only one can be used. All the Survivors begin on the Zone corresponding to the previous Mission.

ORANGE DANGER LEVEL

SUBWAY



We headed for the subway station. Subways run on electricity, so we may find a power source there. Unfortunately, subways are dangerous. There were so many people stupid enough to believe they would be safe underground. I always hated rush hour!

You will need the following tiles for this scenario: 1B, 1C, 4E, 4C, 4D & 7B.

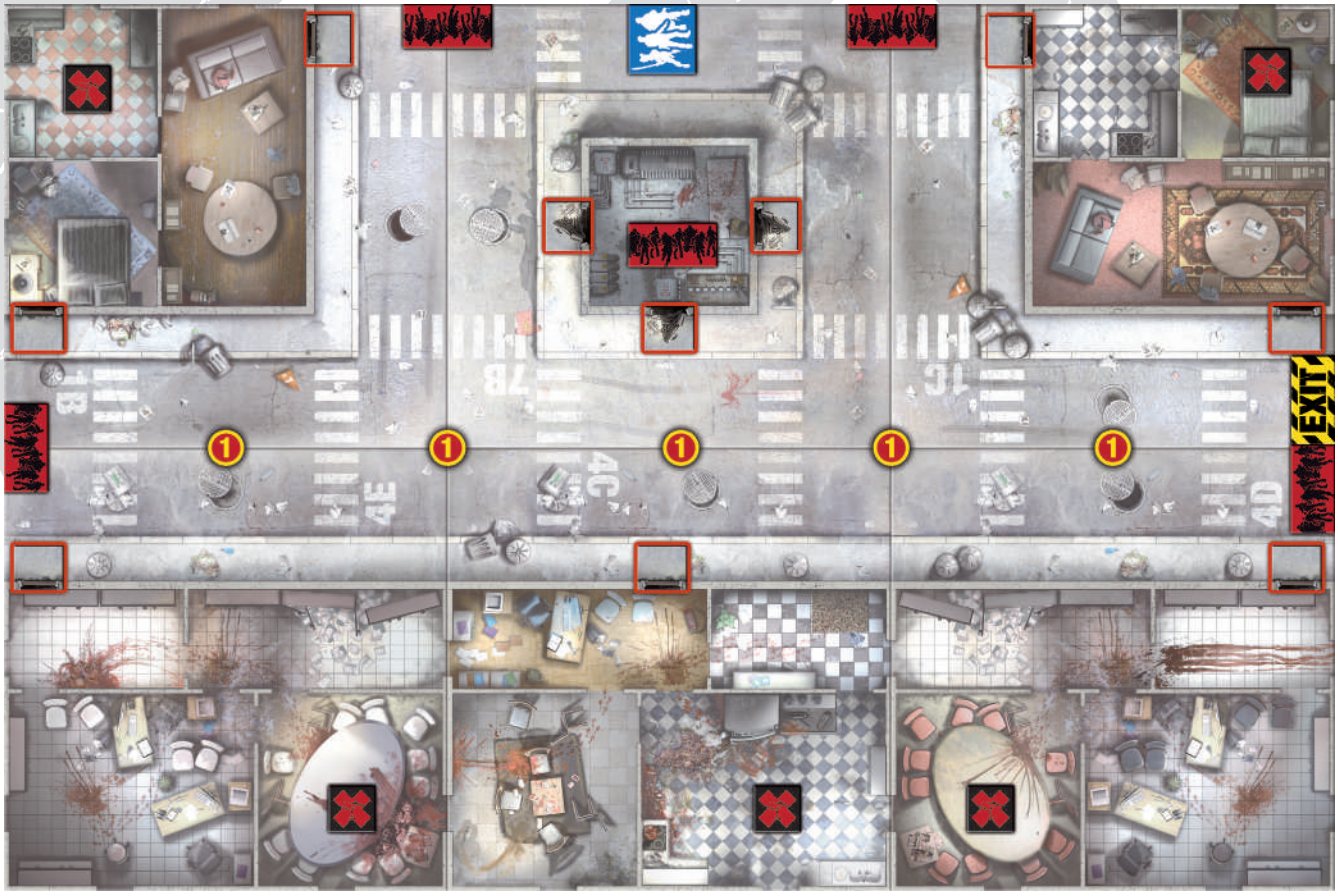
OBJECTIVES

Accomplish the following tasks in this order:
1– Take all the objective tokens.
2– Reach the Exit Zone shown on the map with the surviving characters. The Zone must contain no Zombies.



SPECIAL RULES

- Orange Danger level: The Survivors begin this Mission at the Orange Danger Level, not the Blue Danger Level.
- Each objective token gives 5 experience points to the Survivor who takes it.
- Place a Runner on each of the five Zones marked with a yellow “1” in a red dot.



ORANGE DANGER LEVEL

YE WHO ENTER HERE...



We still haven't got air conditioning or cold beer. We hope the power controls are somewhere around here, but exploring this area isn't going to be easy. A smart ass gathered all the infected in a little building here, probably just before he discovered that he was infected too. The place is full of zombies and more are coming. What wouldn't you do for cold beer?

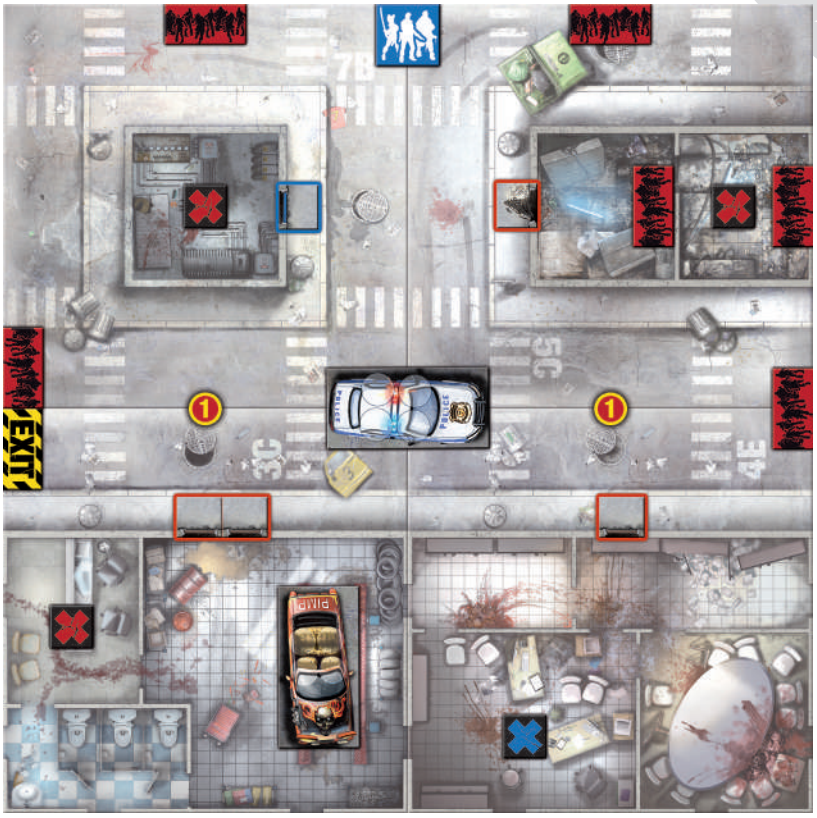
You will need the following tiles for this scenario: 3C, 4E, 5C & 7B.

OBJECTIVES

Accomplish the following tasks in this order:
1– Take all the objective tokens.
2– Reach the Exit Zone shown on the map with the surviving characters. The Zone must contain no Zombies.

SPECIAL RULES

• Orange Danger Level: The Survivors begin this Mission at the Orange Danger Level, not the Blue Danger Level.
• Each objective token gives 5 experience points to the Survivor who takes it.
• The blue door cannot be opened until the blue objective has been taken.
• You can use cars.
• You can search a pimpmobile only once. It contains either Ma's *Shotgun* or the *Evil Twins* (choose randomly). Some Missions may contain many pimpmobiles. In this case, you can only get the weapons that haven't been obtained yet. When there're no more…there are no more.
• You can search a police car more than once. Draw cards until you find a weapon. Discard the other cards. The "Aaahh!" cards trigger the appearance of a zombie as usual and interrupt the search.
• The cars in the garage zone can go out into the street if the two garage doors are opened. Cars can go back into the garage Zone but can't enter other building Zones.
• Place an Abomination on each Zone marked with a yellow "1" in a red dot.



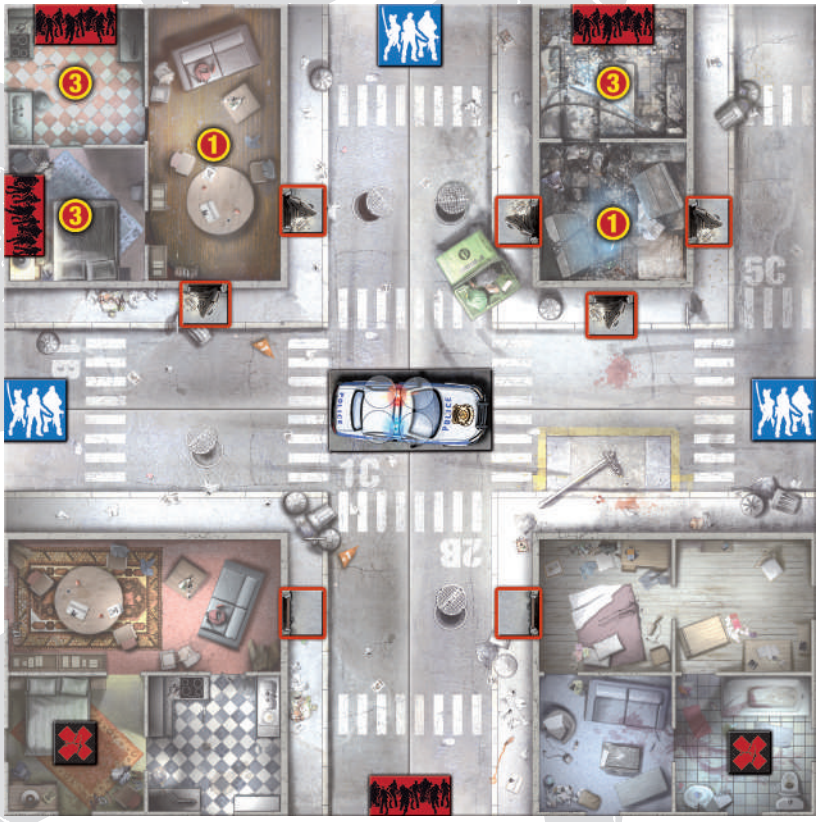


RED DANGER LEVEL ...ABANDON ALL HOPE!

Finally, we found the main power source! Lots of zombies around here, probably the guys that used to work in this area. It seems that the last switches are here. We are going to pull them and then, we will be human again!

You will need the following tiles for this scenario: 1B, 1C, 2B & 5C.





OBJECTIVES

Take both objective tokens. It's as simple as that.

SPECIAL RULES

- Red Danger level: The Survivors begin this Mission at the red Danger Level, not the Blue Danger Level.
- You can search a police car more than once. Draw cards until you find a weapon. Discard the other cards. The "Aaahh!" cards trigger the appearance of a zombie as usual and interrupt the search.
- Place an Abomination on each Zone marked with a yellow "1" in a red dot.
- Place a Fatty (with its two Walker escorts) on each Zone marked with a yellow "3" in a red dot.
- There are three starting areas but only one can be used. All the Survivors begin on the Zone corresponding to the previous Mission.

It was here. The master switch to power this whole town . Now we have access to all the comfort our old civilization had to offer.
It could've been like heaven, but we hadn't thought about all the stuff we'd be activating again. City lights. TVs. Industrial tools. And above all else, alarms. The whole city is now screaming like it's being eaten alive. The noise can be heard from miles away and the lights brighten the night sky like a beacon. I know what's happening right now: right now: from every direction, hundreds of zombies are turning their blood-filled eyes to Switch City. They're waking up to join the feast. Maybe we have time for a hot bath and a beer. Then, we will go back to the Zombicide!

ARE YOU AFRAID? NO? WANT ME TO SCARE YOU?

This Mission was designed for players that have the extra Walkers, Fatties, and Abomination featured in the Kickstarter's Abomination pack. It can be played without these extras but it becomes a real challenge. You are warned!

THE FINALE

...Abandon all hope! is *Switch City*'s final Mission. Of course, you could reach it with another team, choosing a different path!