

ZOMBICIDE

CHRONICLES

STORIES FROM
THE OUTBREAK



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ZOMBIE TALES

Every Survivor has a story to tell...

This volume contains 10 complete Missions for **Zombicide Chronicles**. Every adventure takes place in a different District of the City and challenges the Survivors with 1 of the 10 Mission types presented in the core book.

If you are planning to play as a Survivor, we strongly advise you to STOP READING RIGHT NOW, as you would spoil yourself the excitement of delving into the unknown!



If you are going to be the GM, welcome! These Missions are designed to guide and teach you about the game mechanics and the setting. In this regard, we recommend you play the Missions in the order they are presented in this volume. They feature an increasing level of complexity to allow you and your players to familiarize yourselves with the rules and various Mission types.

Before you endeavor to run a Mission, read it carefully and write down the things that may be the most useful during each session on a piece of paper. Copy the names of the various NPS and any meaningful details. Plan ahead where you need to emphasize descriptions or build tension. Study the encounters that your players will face. Try to guess the decisions that they'll make to avoid getting caught totally unprepared... That will still happen occasionally, by the way. But don't panic and just go with the flow!

Try also to familiarize yourself with the District in which the Mission takes place (see the core book, Chapter 5), so you can better set up the scenes and describe the surrounding environment.

If you forget something, don't worry! These adventures are structured to guide you from beginning to end, so just have fun!

✖ MISSION PRESENTATION

The Missions contained in this volume are presented using the following structure:

● Introduction

This entry details the reasons why the Survivors take the Mission on and what they might already know about it. It includes specific events that could happen as the team travels to reach the main locations the Mission is set in.

● Locations

Every location featured in the Mission is presented in detail. Every setting locale presented in this volume is new and in addition to those included in the core manual. A map or sketch is provided when required.

● Events

This is a list of additional things that may happen during the Mission, in chronological order, if any is required. Otherwise, the GM may use them in any order desired.

● Aftermath

These are the possible consequences that the Survivors' actions may have on the game world.

● Adversaries and NPS

When not included in the core book, any opponent and NPS the Survivors might encounter during the Mission is listed here, with their profiles and special abilities. This section may be omitted if the Mission does not offer unique adversaries or NPS.

● Objectives

All Missions feature 1 or more Objectives. They indicate the possibility for Survivors to obtain 5 Experience Points and an Adrenaline Boost if they achieve the specified goal (see pages 48 and 95 of the core book).