



GAMING NIGHT #1: DEEP BREATH

There is something wrong with the ventilation system. The base we valiantly fought for against the Xenos is slowly turning into a suffocating oven. The air itself reeks of mold. The maintenance network shows the Xenos overran our friends at the oxygen generator, and are now using it for their own benefit. We must react as quickly as possible or we'll die a slow and painful death!

Deep Breath is a three-Missions campaign designed to let you play *Zombicide: Invader* all night long. A *Zombicide: Invader* Core Game box is needed to enjoy it. Just play the Missions in order!



Deep Breath is about timing. Oxygen is a precious resource and has to be spent in an optimal way to reach the objectives and win the campaign. Make sure you all agree on the best way to use it!

01 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 with their friends. The goal here is simple: never being left out of a game because your Survivor was defeated! To play with the Gaming Night Mode, apply these rules: When a Survivor is defeated, lay their miniature down. Ignore them for all game effects until they return, as if they were removed from the board. At the beginning of any following Player's Phase, before the First Player acts, return the Survivor. Discard all of their Equipment cards and heal all their Wounds. They lose their experience points as well. Upon their return, they gain:

- As many experience points as the least experienced Survivor on the board. You don't have to choose the same Orange and Red Skills that the Survivor previously had.
- Equipment: Draw Equipment cards until you find 2 weapons. Discard the other cards (including Aaahh!! cards). The Survivor also gains an equipped Oxygen Tank.

Ongoing game effects previously applied to the Survivor no longer apply.

ZOMBICIDE INVADER - GAMING NIGHT #1

MO1 THE O2 DILEMMA

EASY / 6+ SURVIVORS / 60 MINUTES

Somehow, the Xenos managed to damage the oxygen generator. It became difficult and rare to find fully-loaded oxygen tanks so we could go outside. And things will get worse as the base we are occupying starts to run out of oxygen. So, we must get out, reach the oxygen generator, find what's going on, and fix it.

The problem is that the factory is far away. We will need as many oxygen tanks as possible. But if we spend too much time looking for these, we will have to use the oxygen to breath here instead of spending it going to the factory. On the other hand, if we don't have enough oxygen to reach it... Well, breathing suddenly became a luxury.

Tiles needed: 01-R, 03-V, 05-R, 06-R, 08-R, & 09-R.

OBJECTIVES

Solve the O2 dilemma.

1- Find and take some Oxygen Tanks. Take at least 1 Red Objective. If the Xenos destroy all Red Objectives, the Mission and the campaign are lost.

2- Start the journey to the O2 generator. Reach the Exit with all Survivors. Any Survivor may escape through this Zone at the end of their Turn as long as there are no Xenos in it. Note how many Red Objectives (Blue and White don't count) the team picked up. They will be used in the next Mission!

05-R	01-R
03-V	06-R
09-R	08-R



SPECIAL RULES

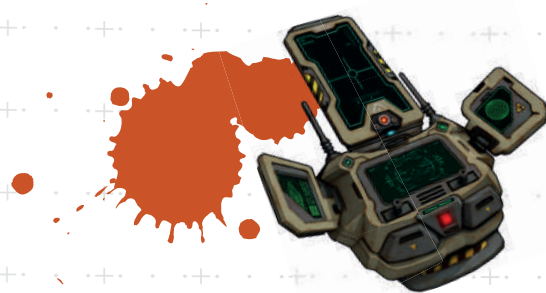
• Setup.

- Place the Blue and the White Objectives among 6 Red Objectives, facedown. Then, randomly place 6 of these 8 Objectives. Do not look at the 2 Objectives you have put aside

- Each Survivor starts with an equipped Oxygen Tank.

• **Tanks and weaponry.** Each Objective gives 5 Experience Points to the Survivor who takes it. The Blue and the White Objectives provide a random Prototype weapon as well.

• **Were they waiting for us?** The Green Spawn Zone activates as soon as a Survivor goes through an Airlock.



MO2 HEAVY BREATHING

SPECIAL / 6+ SURVIVORS / 60 MINUTES

We've reached the oxygen generator. There's mold everywhere. Oxygen tank's almost depleted. We need air. And ammunition. Kill the Xenos!

Tiles needed: 01-R, 02-R, 03-R, 04-R, 05-R, 06-R, 07-R, & 09-R.

OBJECTIVES

Enter the oxygen generator. Reach the Exit with all Survivors. Any Survivor may escape through this Zone at the end of their Turn as long as there are no Xenos in it. Note how many **Red** Objectives the team owns at the end of the Mission. They will be used in the next Mission!

SPECIAL RULES

• Setup.

- Place the Blue, Green, Purple and White Objectives randomly among the Red Objectives, facedown.
- Each Survivor starts with an equipped Oxygen Tank.

• **Lacking O2.** At the end of each Game Round, discard 1 Red Objective if at least 1 Survivor stands in an exterior Zone. If no Red Objective is available, discard an equipped Oxygen Tank from each Survivor standing in an exterior Zone. If the latter cannot be done, the game is lost.

• **Polluted air. Switching to filtering...** The air in the buildings is too polluted to be used to fill Oxygen Tanks. Oxygen Supply Rooms don't provide Oxygen Tanks.

• **This guy won't use his tank anymore.** Each Objective gives 5 Experience Points to the Survivor who takes it. Taking a Red Objective provides an Oxygen Tank to a Survivor who has none (even if the chosen Survivor didn't take the Objective). If all Survivors still have one, the Objective is set in the Red Objective reserve to be spent later.

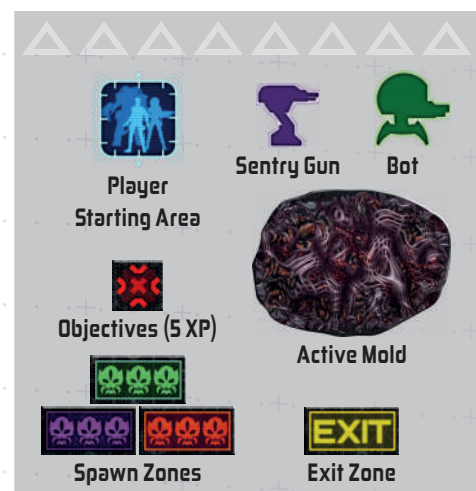
• **Locked Airlock.** The door on the Airlock set on tile 09R cannot be opened until the Blue and/or the White Objective has been taken. They represent access cards.

• **Mold-welded door.** The door on tile 07R cannot be opened as long as both Mold Zones from either side of it are active.

• **It looks like a trap.** The Green Spawn Zone activates when a Survivor takes the Green Remote Control. The Purple Spawn Zone activates when a Survivor takes the Purple Remote Control.



09-R	07-R
02-R	03-R
06-R	04-R
05-R	01-R



MO3 AIR CENTRAL

HARD / 6+ SURVIVORS / 60 MINUTES

For some reason, the Xenos have built... something... on the core oxygen generator. Luckily for us, the machines seem to be still functional, but we need to destroy the mold covering them to get them running again. We'll have to be careful with the mold in this sector. It's highly toxic and our oxygen reserves are running very low.

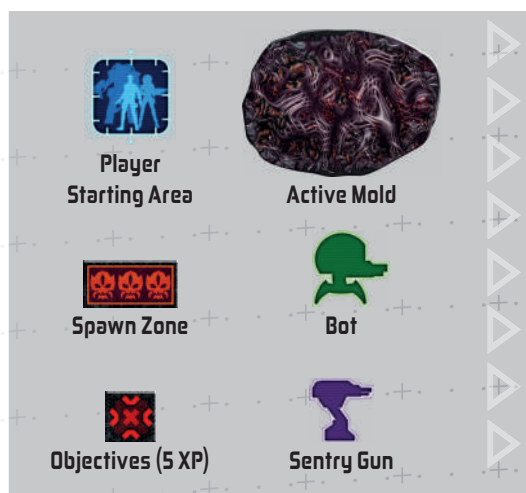
Tiles needed: 01-V, 02-V, 06-V, & 09-V.

OBJECTIVES

Destroy the mold to get the oxygen generator online again. Destroy all Mold from the indicated Zones on tiles 01V, 02V, 06V, & 09V (see Special Rules)

SPECIAL RULES

- **Setup.**
 - Randomly place the Green and the Purple Objectives among the Red Objectives, facedown.
 - Set two Active Mold tokens on top of each other on each of the four indicated Zones. This way, you will be able to see which Zones have to be destroyed to finish the Mission. These Mold Zones follow the usual rules, with the exception mentioned in "Two-step Mold destroying method".
- **Endgame.** Joining two Spawn Zones with Mold doesn't end the Mission.
- **Someone came before us. And never left.** Each Objective gives 5 Experience Points to the Survivor who takes it. Taking a Red Objective also provides a Prototype Weapon (but no Oxygen reserve this time!).



- **Polluted mold.** Whenever a Survivor stands in a Mold Zone (Active or not) during an End Phase, discard either one of their Oxygen Tanks, or a Red Objective still on the board. If it cannot be done, the Survivor is eliminated.

- **Two-step Mold destroying method.** All Mold must be destroyed to win the game.
 - First step: Generate a Hellfire effect in the Zone. Set the upper Mold token on its inactive side. If, for any reason, the Mold is set again on its active side, the process has to start again.
 - Second step: To strip out the destroyed Mold, Survivors must spend 9 Actions in the Zone without any Xenos in it. Set a Noise token in the Zone for each Action spent this way. These specific Noise tokens are not removed during the End Phase but are removed whenever a Xenos enters the Zone. Once the 9 Actions have been spent, remove both Mold tokens from the Zone. Mold can't be created here anymore.

