

C16 THE ZOMVAZION

A mission by Ian Summerfield

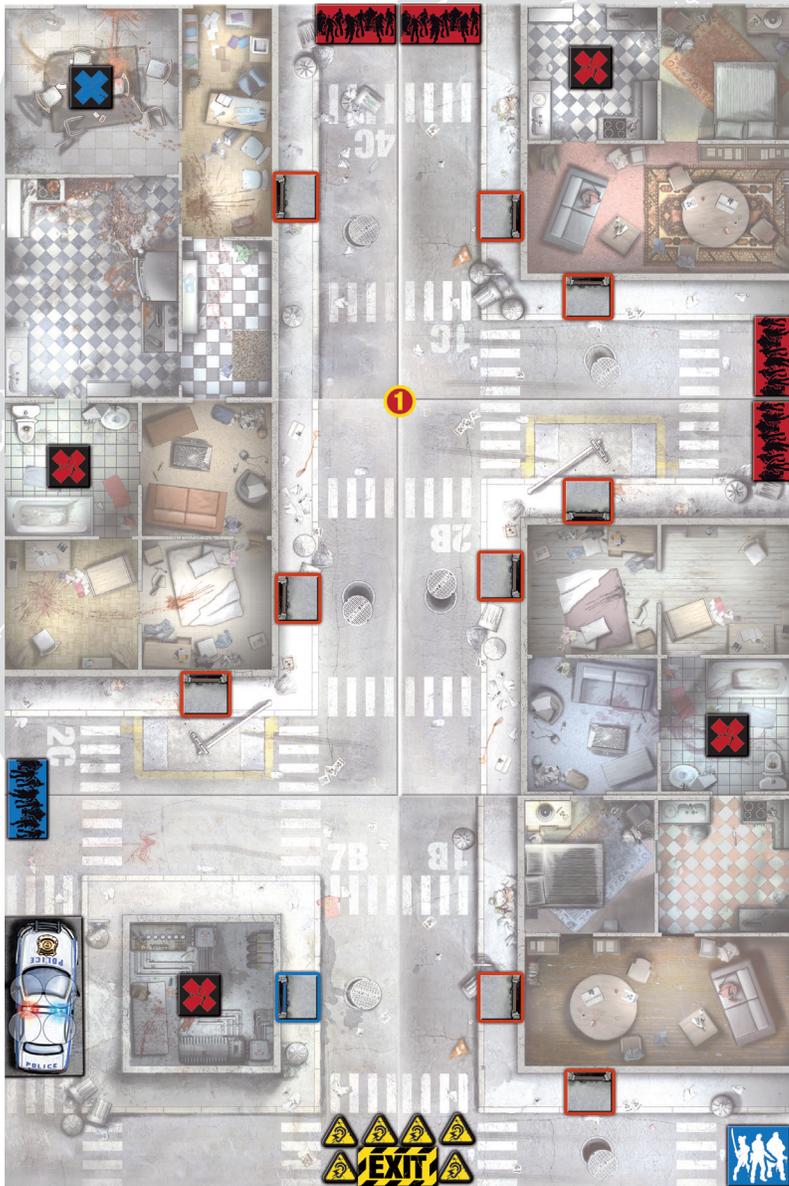
It's lucky for us that zombies are so stupid. We were able to demolish several parts of the city to seal the zombies in and prevent them from spreading, but we miscalculated. We ran out of explosives before closing the last gap in the wall of debris. Now, we need to hold them off long enough to gather up any remaining supplies, and then cut off their escape once and for all.

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

OBJECTIVES

You can use this miscalculation to your advantage. Follow each step of this plan and everything will be fine:

- **Collect explosives and supplies.** Since you must explore the area to find more explosives, you should also take any supplies you can find. There is a red "X" on the map wherever useful stuff can be found. Take all the Objectives.
- **Seal off your little town.** Neutralize the Spawn Zones (see special rules).
- **Additional Objective:** If players wish, after they have neutralized all of the Spawn Zones, they can continue playing until all Zombies left on the board have been killed. However, the Survivors can still lose the Mission should any Zombies escape from the board during this killing spree.



Player starting area	Door
Abomination	Blue door
Blue Spawn Zone	Noise token
Zombie Spawn Zone	Police car you can't drive
Blue Objective (5 XP)	Red Objective (5 XP)

HARD
4+ SURVIVORS
120 MINUTES

SPECIAL RULES

- **Enjoy finding useful stuff.** Each Objective gives 5 experience points to the Survivor who takes it.

- **An Abomination leads the charge.** At the beginning of the game, put an Abomination in the marked Zone.

- **A heavy metal door.** Such heavy doors only protect valuable or dangerous stuff...like explosives! Let's find the key. The blue door cannot be opened until the blue Objective has been taken.

- **So that was what was making so much noise...** The storage area has an alarm that a wandering Zombie triggered. Once you have the blue key, you can shut it down. The blue Spawn Zone starts the game activated and is removed from the board once the blue Objective has been taken.

- **Don't let zombies invade our haven!** The Exit Zone contains six permanent Noise tokens. This Zone represents an entry into the sealed town through which the Zombies might invade—and you don't want that. If a Zombie begins

its activation in this Zone, remove it from the board. Mark down that it has successfully escaped (by either using tokens or by writing it down on a piece of paper). If 10 Zombies leave the board this way, the game is immediately lost.

- **Sealing off your private town.** Once all Objectives have been taken, any Survivor can spend one Action to neutralize a Spawn Zone in the Zone he is in. The Zone must contain no Zombie. Remove the Spawn Zone from the game.

- **You cannot use the car.**

- **Hey, a police car that we haven't searched!** You can Search the police car more than once. Draw cards until you find a weapon. Discard the other cards. The Aaahh! card triggers the appearance of a Walker as usual and interrupts the Search.



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ZOMBICIDE - MISSIONS