

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.

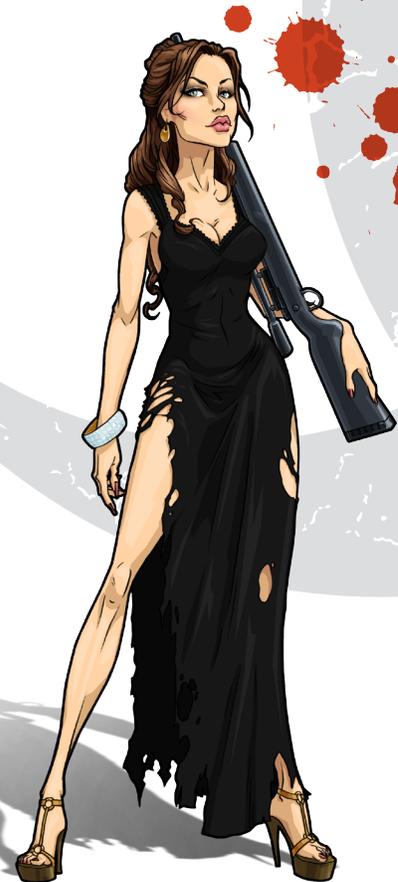
- **Don't let zombies invade our haven!** The Exit Zone contains six permanent Noise tokens. This Zone represents an entry into the sealed town through which the Zombies might invade—and you don't want that. If a Zombie begins

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.



HARD
4+ SURVIVORS
120 MINUTES

C16

ZOMBICIDE - MISSIONS