

C19 A LITTLE SETBACK

A mission by Andrea Marccone

We had the key. We were close to the generator. Why did I have to use the damn toilet? Splitting up is rarely a good choice, especially when there are only two of you, but it was a relatively safe part of town...

Now, one of us is trapped and cornered with the only key to the generator room, which was the whole point of coming out here. We need that generator. Better solve this quickly before the others learn about our stupid mistake, or they are going to laugh at us for years!

You will need the following tiles for this mission: **5B, 6B & 7B.**

OBJECTIVES

This is a quick mission, suitable for one or two players. There are only two Survivors in play.

- 1 - Reunion.** Have both Survivors stand together in the same Zone. You can't take the red Objective until this is done.
- 2 - Reactivate the generator.** The generator room is marked with a red "X". Take the red Objective.
- 3 - Reach the Exit Zone.** Reach the Exit Zone shown on the map with both Survivors. If one of them dies, the mission fails.



SPECIAL RULES

- **The generator.** The Objective gives 5 experience points to the Survivor who takes it.
- **It's quiet, for the moment at least.** Use only Zombie Cards #1 to #24 from Zombicide Season 1.
- **Wandering threat.** At the beginning of the game, place three Walkers in the Zone marked on the map with a "3".
- **Split without enough weapons.** Survivors start in different locations and with specific Equipment. The one on tile 6B starts with a Crowbar. The one on tile 7B starts with a Fire Axe.
- **Where is the key?** Only the Survivor starting on tile 6B can open the green door. He has already taken the key (*that's why I have to rescue the dum@&%Ss*), so he starts with 5 experience points.



EASY
2 SURVIVORS
45 MINUTES