

C58 ALARMING PLAN

HARD / 4+ SURVIVORS / 180 MINUTES

A Mission by Samuel Udd

There it is, Evergreen Trading and Financing Corp. Ever since the outbreak, another group has used this as their protective shelter, given the immense security at the former corporate headquarters. Two or three weeks ago, that group was overrun due to an experiment gone wrong. Apparently they were working on a signal that would keep the zombies away, but it turns out it actually had the opposite effect. It attracted berserker zombies, along with causing the whole security system to collapse for nearly an hour. The sole survivor joined us. After returning from a day spent searching for supplies, we found our shelter besieged by a horde of berserkers! Fighting such a massive pack of infected would attract a lot of attention for sure. We need to pull them away. Who knew that a failed experiment would come in so handy? At least it seems like a good plan at the moment. Let's go!

Material needed: **Zombicide Season 1, Zombicide Season 2: Prison Outbreak.**

Tiles needed: **1C, 2B, 4C, 4D, 5B, 5P, 6C, 6P & 17P.**

OBJECTIVES

Make a stand. Empty the Berserker Zombie card pile (see the Special Rules) and kill every Berserker on the board.

SPECIAL RULES

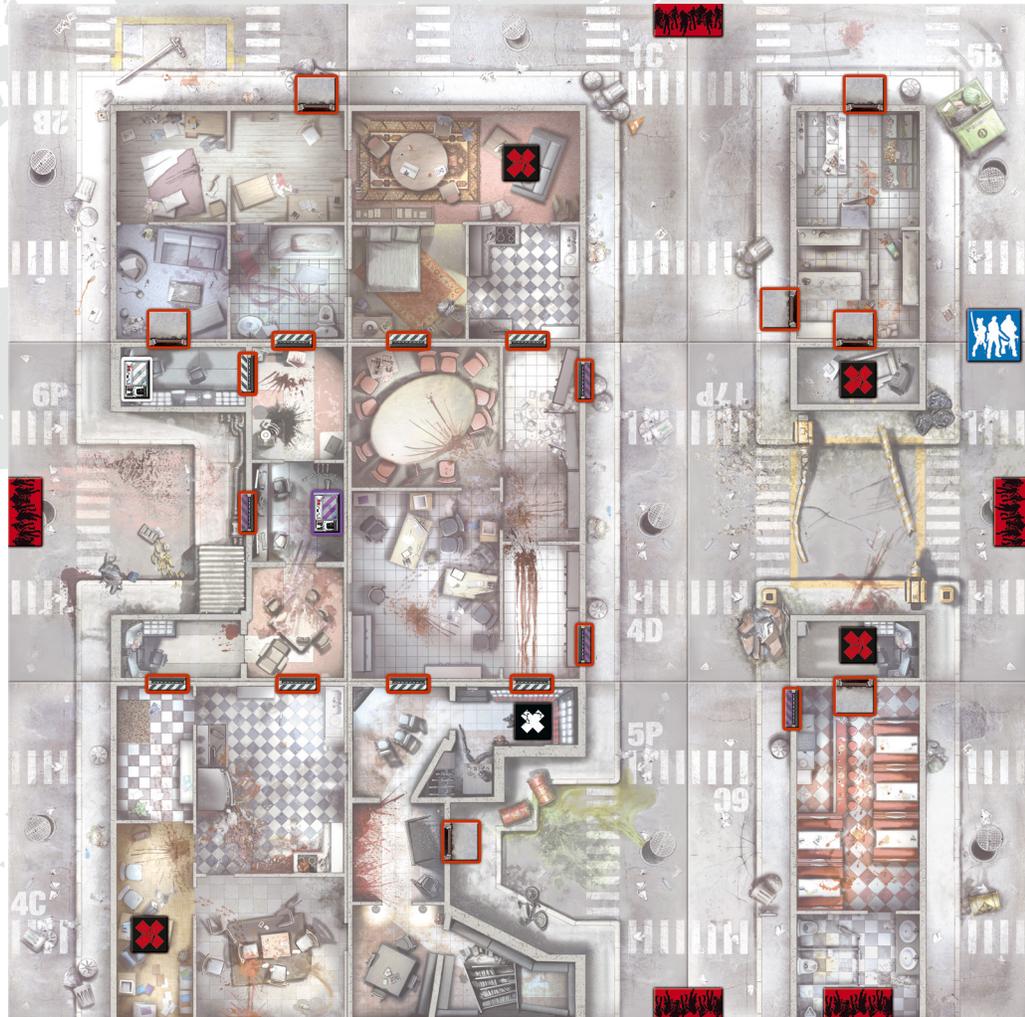
• During Setup:

- Place three red, one purple, and one white Spawn Zone randomly on their red face. Do not look where the purple and the white Spawn Zones are!
- Create a separate Berserker Zombie card pile with the Berserker cards (#79 to #90). Do not use these cards when spawning Zombies.
- Put two green Objectives randomly among the red Objectives, face down.



Legend for mission setup icons:

-  Player starting area
-  Doors
-  Switches
-  Spawn Zone
-  Objectives



- **Tools of the trade.** Each Objective gives 5 experience points to the Survivor who takes it. Taking a green Objective also grants the Survivor a random Pimpmobile weapon (Evil Twins, Gunblade, or Ma's Shotgun).

- **A foolproof system.** The white Switch can only be used after the white Objective has been taken. Activating the white Switch opens all white doors. The white doors all close when the white Switch is returned to its original setting.

- **Is this really a good idea?** The violet Switch can be used only once. When it is used, open all violet cell doors. Then, flip the Spawn Zones, and remove all of them except the purple and the white. From now on, during the Spawn Phase:
 - Violet Spawn Zone: Spawn four Berserker Zombie cards from the Berserker Zombie pile. When the Berserker Zombie pile runs out, don't reshuffle its cards to create a new one. It's now empty!
 - White Spawn Zone: Spawn one Zombie card from the Standard Zombie pile.

