

C64 THREE KINGS

HARD / 6+ SURVIVORS / 180 MINUTES

A Mission by Fábio M. Roncaratti

We finally found a good place to stay, under the protection of a couple of watchtowers. We discovered that a trio of Abominations seemed to control the surrounding zombies, ruling their hordes like kings. We managed to keep the great mass of zombies away for a long time, but now our supplies have run out. We have no option but to venture back into the zombie world, even knowing that those Abominations are waiting. To ensure our survival, these three kings must fall!

Material needed: **Zombicide Season 2: Prison Outbreak, Toxic City Mall.**

Tiles needed: **1P, 3P, 4P, 8M, 17P & 18P.**

OBJECTIVES

Reach these objectives to win the game. The first two can be done in any order.

- **The three kings shall fall.** Kill the Berserker, Standard, and Toxic Abominations.
- **Plunder the infected kingdom.** Food reserves are marked with the great red "X". Take all the Objectives.

THEN

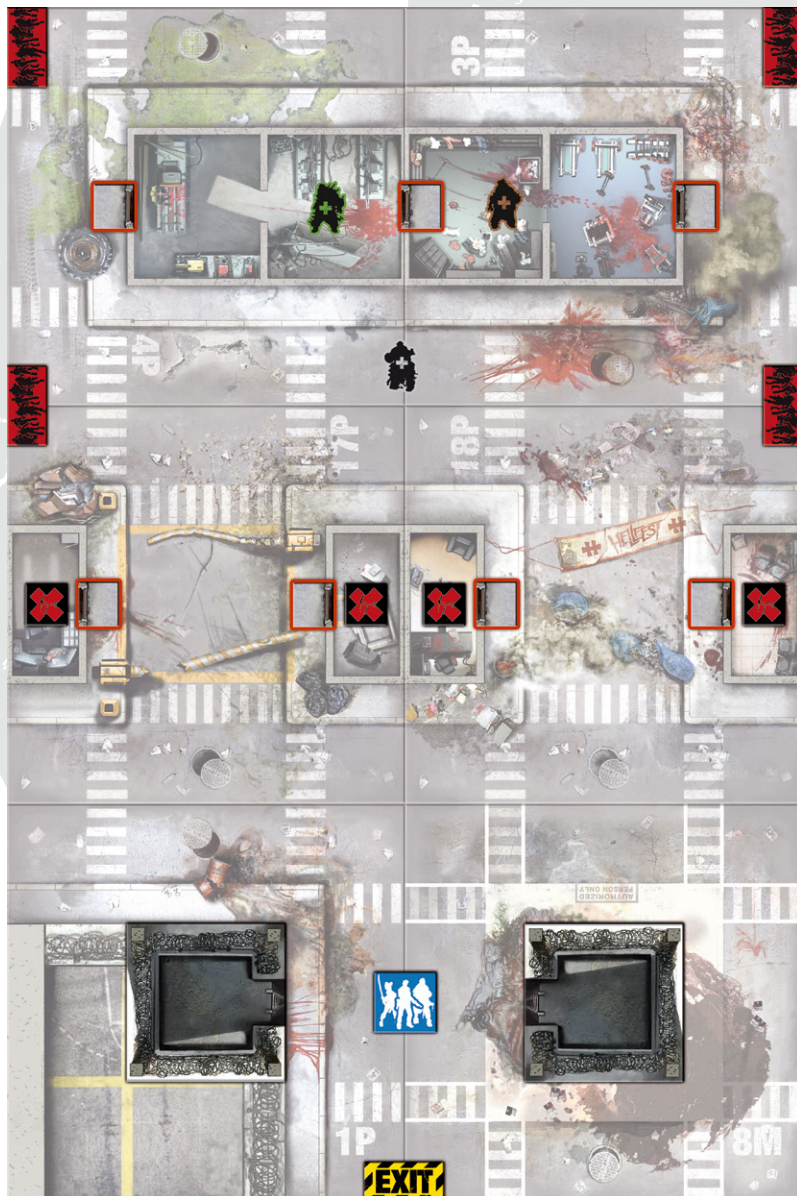
- **Return to your castle.** Reach the Exit Zone with at least four Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.

SPECIAL RULES

- **Happy Meal.** Each Objective gives 5 experience points to the Survivor who takes it.

- **Three kings enthroned.** Before the game start, place the Abominations as indicated on the map. Additional Abominations can't spawn during this Mission; spawn Fatties and their Walker escorts instead. The Abominations placed in building Zones don't move until their building is opened.

- **Me, Myself, and I.** When a building's doors are opened for the first time, don't Spawn Zombies in the Zones that contain an Abomination.



4P	3P
17P	18P
1P	8M

▶			
▶	Player starting area	Provisions (5 XP)	The three Kings
▶			
▶	Spawn Zone	Exit	Door