

# C4 SAVE THE CHEERLEADER

A mission by Regis Lutter

While your team goes to a hospital to scavenge for supplies, you hear screams and cries for help in a nearby building, coming from the second floor! You won't miss the opportunity to save a life, right?

You will need the following tiles for this Mission: **2B, 4E, 2C & 4C / 1B, 4B, 1C & 4D.**

Save The Cheerleader has two game boards of four tiles each. No player can start the game with Wanda.

## OBJECTIVES

Let's do this in the right order:

- **Find the girl.** The places where she can be hidden are marked on the map with a red "X". Take the red Objective tokens until you find the blue one.
- **Save Wanda.** Once you save her, reach the Exit Zone with Wanda and at least one other Survivor.

## SPECIAL RULES

• **Wanda already has some equipment.** Put aside a Flashlight and a Pan cards from the Equipment deck.

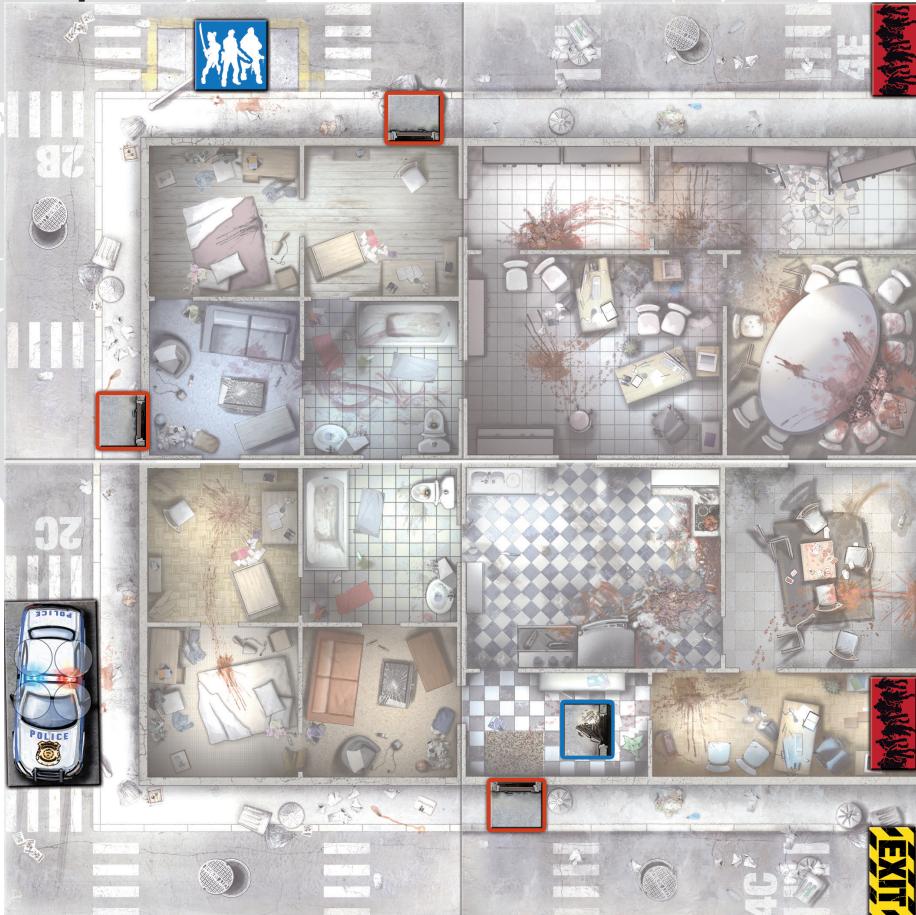
• **Two floors building.** Each map depicts a floor of the building.

- Map #01 is the ground floor. You can access the second floor from the room containing the open blue door (this represents a stairway and cannot be closed). By spending a Move Action there, the Survivor moves to the room with the green open door in Map #02.

- Map #02 is the second floor. You can go back to the ground floor by using the green open door, and come in the room with the blue open door, using the rules stated above.

• **Zombies from the second floor don't mind you if you don't bother them.** When you open the first door of the building, reveal only the Zombies for the ground floor, not for the second floor. When you reach the second floor for the first time, reveal the Zombies for this floor's rooms, including the one in which the green door is. Once revealed, the Zombies can use the stairs to travel between floors. There is no line of sight between floors, and using the stairs count as a one-Zone movement.

Map #01 - GROUND FLOOR



MEDIUM  
4-5 SURVIVORS  
120 MINUTES

ZOMBIICIDE - MISSIONS

C4

- **Closed rooms.** Some building Zones are isolated by doors. They are considered as separate buildings for Zombie spawning purpose only.

- **Hi, my name's Wanda!** Put the blue Objective token randomly among the red Objective tokens, face down. When this token is taken:

The Survivors who takes it gains five experience points. Wanda appears in the room where the token was taken and is controlled by the player with the fewer Survivors. In case of a tie, the player who takes the blue Objective token chooses which player gets Wanda. Wanda begins with a Flashlight, a Pan and 0 experience points.

- **Zombies want the girl!** Double red-sided Objective tokens stand for a horde of zombies attracted by Wanda's cries! Draw and resolve two Zombie cards in the room where the Objective was taken. The Survivor who revealed the Objective token receives only 1 experience point.

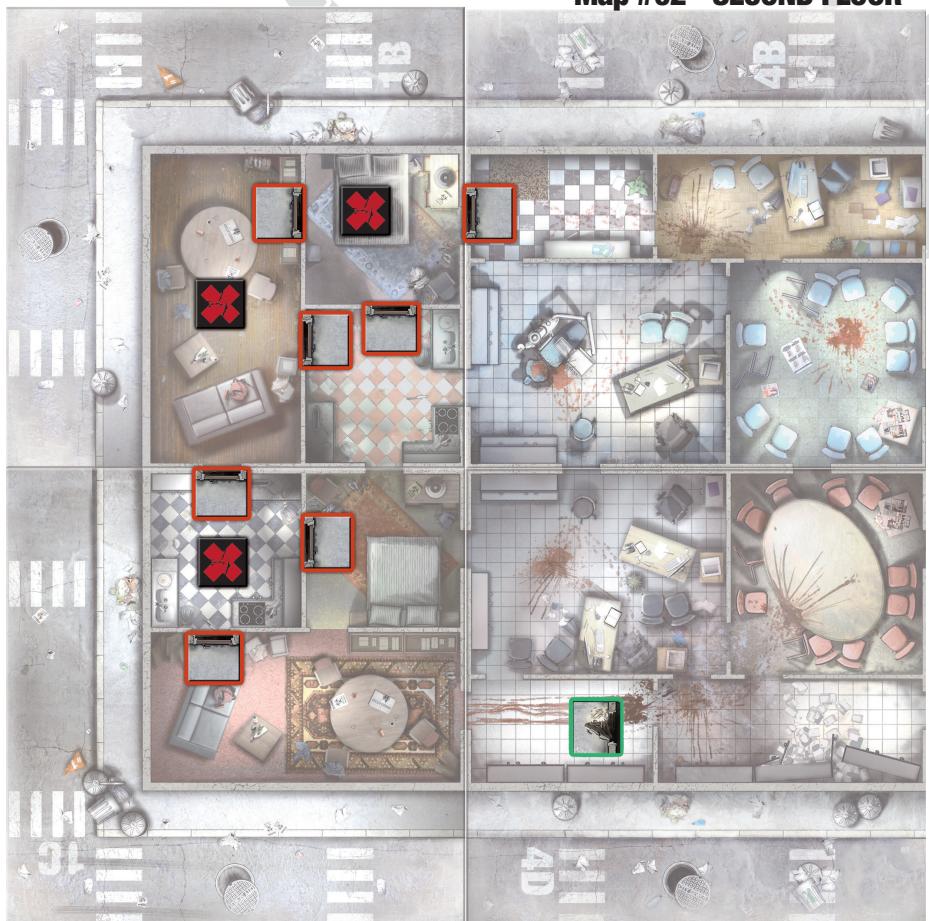
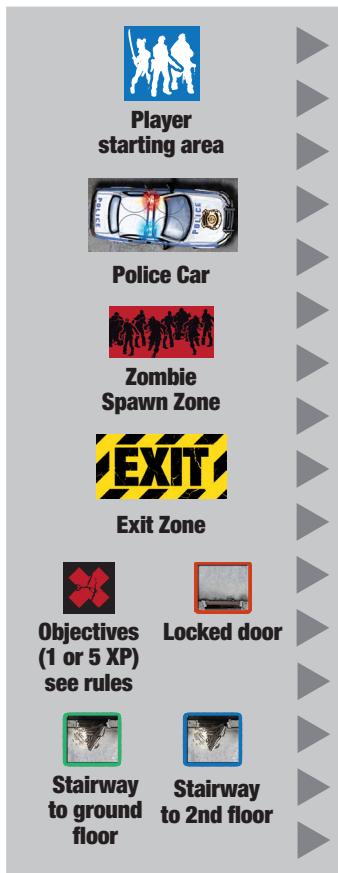
- **Why policemen are never there when we need them?** At least, they left a police car, probably full of guns. You can Search the police car more than once per game. Draw cards until you find a weapon. Discard the other cards. The Aaah! card triggers the appearance of a Walker as usual and interrupts the Search.

- **You can't drive the police car.**

- **Zombicide Vet?** You may increase the difficulty by starting the game with 7 points of experience for each Survivor.



**Map #02 - SECOND FLOOR**



**MEDIUM**  
4-5 SURVIVORS  
120 MINUTES

**64**

**ZOMBIKIDE - MISSIONS**