

A23 MISSION: RANDOM

MEDIUM / 6+ SURVIVORS / 90 MINUTES

We had a beginning of a clue, and everything went mad. We must find the-the thingy. The thingummy. The thingamajig. Whatever. It's probably somewhere here, in a building or a tent. Or in the hospital! If it's in the hospital, we will have to use the chopper to reach the hospital key, but a flying helicopter makes a hell of a noise. We didn't scout the area and don't really know the best entry point for this operation. What we're looking for, however, is really important! At least the zombies won't see us coming.

With a lot of random features in key aspects of the game, this Mission brings a lot of replay-ability to *Zombicide Season 3: Rue Morgue*.

Material needed: Season 3: Rue Morgue.

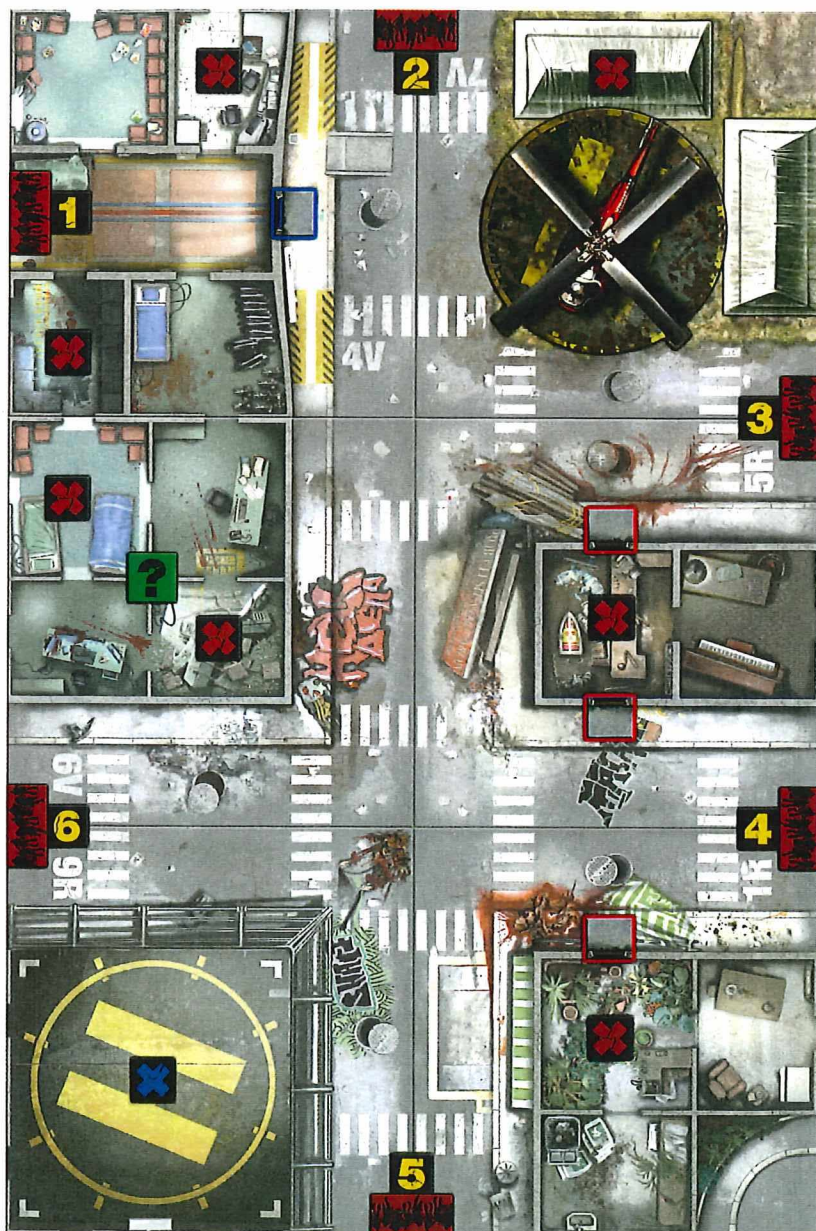
Tiles needed: 1R, 4V, 5R, 6V, 7V & 9R.

OBJECTIVES

Find the...the thingy. The Mission succeeds as soon the pink Objective is taken. You might have to fly the helicopter to the helipad in order to open the hospital door (the blue one).

SPECIAL RULES

- Not what we're looking for, but useful anyway. Each Objective gives 5 experience points to the Survivor who takes it.
- Mysterious camp. Set the tents randomly.
- Undefined entry point. There is no Player starting area on the map. Roll a die. The Survivors begin the Mission on the matching Spawn Zone.
- THIS is what we're looking for! Put the pink Objective randomly among the seven red Objectives, face down.
- Quarantine. The blue door cannot be opened until the blue Objective has been taken.



4V	7V
6V	5R
9R	1R

