A34 ZOMBICIDE 101

MEDIUM / 4+ SURVIVORS / 90 MINUTES

We just set up in this area and discovered something unusual about the zombies here. They lay ambushes for anyone wandering around the buildings. We found their main nest after a couple hours of research, and we are going to purge them all. This is our town now.
Time for Zombicide!

Material needed: **Zombicide Season 1.**
Tiles needed: **1C, 2B, 2C, 3B, 4D, 5B, 5C, 5E & 7B.**

OBJECTIVES

Purge the district. Reach these objectives in any order to win the game:
• **Take all Red Objectives.**
• **Throw a Molotov in the Green Objective's Zone** (see Special Rules).
• **Clear all buildings of Zombies.**
The Mission fails when a Survivor is eliminated.

SPECIAL RULES

• **Zombie rush.** Doors open as soon as a Survivor ends an Action in their Zone.
If a building is opened this way, set a Zombie Spawn token in the building's Objective Zone. Then spawn Zombies normally, including an additional Spawn for the Spawn Zone. If no Zombie Spawn token is available, the door cannot be opened until such a token is available.

• **This is my turf.** Each Red Objective gives 5 experience points to the Survivor who takes it. The corresponding Zombie Spawn token is removed as well.
The Green Objective cannot be taken. It is removed, along with its corresponding Zombie Spawn token, by throwing a Molotov in its Zone. Removing the Green Objective earns the Survivor 5 experience points.

• **Cars can be used.**
- The Pimpmobile may be Searched only once. It contains either Ma's Shotgun or the Evil Twins (choose randomly).
- The Police Car may be Searched more than once. Draw cards until you find a weapon. Discard the other cards. The "Aaahh!!" card triggers the appearance of a Walker as usual and interrupts the Search.

• **Hidden threat (optional).** The Blue Spawn Zone is not active. Replace it with an active Red Spawn Zone during Setup to set the Mission's difficulty to "hard".

3B	5C	2B
1C	7B	2C
5B	5E	4D

Player starting area

Door

Objectives (5 XP)

Spawn Zones

Cars you can drive