

ZOMBICIDE

RAVAGE EXCLUSIVE SCENARIO!

Jean-Baptiste Lullien



THE REMEMBRANCE CROSSROAD

At first, we did some pretty stupid things, like trying to « protect » the « civilians ». The civilians; they were all those who didn't want to take the arms to defend themselves. Easy prey for the zombies, we thought. We ended up thinking that a "civilian" was just a future zombie, not yet transformed, sure, but that soon would be.

So that we never forget this vital lesson, we regularly make some sort of training exercise, which we called "Remembrance crossroad". We choose some nice crossroad. We make a lot of noise to attract some zombies and we try to hold

the ground as long as possible. When it's not possible anymore, we scam. Usually, this is also the moment when one of us say the classic "how dumb were we..."

Required tiles: 1B, 2C, 5C and 5F.

OBJECTIVES

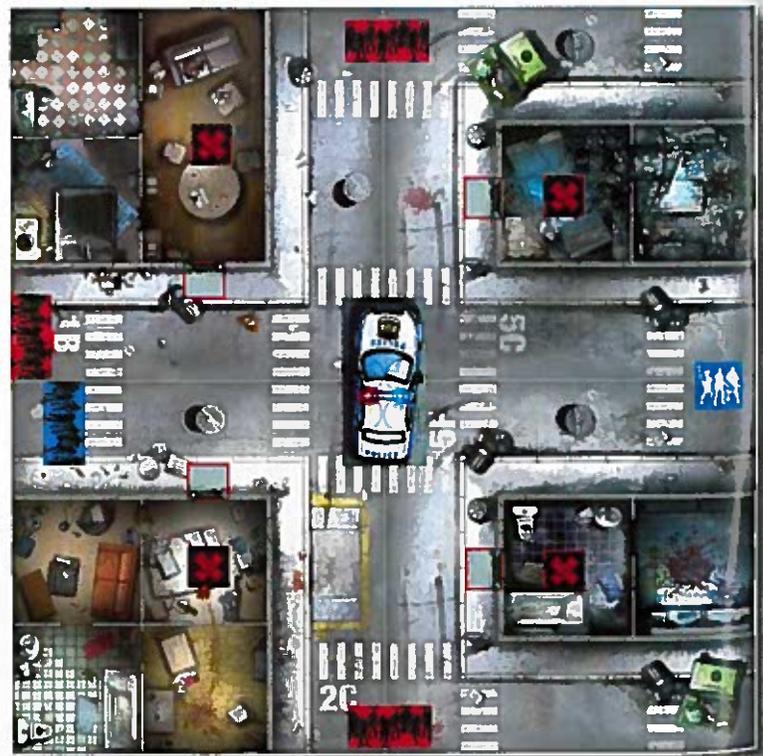
- Take all the Objective counters
- Once the previous objective is achieved, you must reach the Red Level with at least one Survivor.

SPECIAL RULES

- The plan is for four Objective tokens. Three of them are the same on both sides and are defined as « neutral ». The fourth has a red side and a blue side; it is "marked".

Place the tokens randomly on the board, the one with a blue side facing down. Nobody must know where the marked token is.

- The blue Invasion Zone is activated as soon as the blue Objective is taken.
- Each Objective token gives 5 experience points to the Survivor which takes it.
- A police car can be searched many times. Draw Equipment cards until you find a weapon. Discard the others. The "Aaahh!" cards will provoke the appearance of a Walker and interrupt the search.



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2- Making a Ma's Shotgun! Spend an Action with a Survivor whose inventory contains at least a Sawed-Off Shotgun and a Machete (see the special rules).

3- Let's scam! Reach the Exit Zone with all the Survivors still alive.

SPECIAL RULES

- The plan includes six Objective tokens. Five of them are identical on both sides and are "neutral". The sixth has a red side and a blue side, it is "marked". Place the tokens randomly on the board, the one with its blue side hidden. Nobody must know where the marked token is.

- Once the blue Objective is discovered, a player can spend an Action with one of his Survivors whose inventory includes at least a Sawed-Off Shotgun and a Machete. Discard those two Equipment cards and give the Ma's Shotgun card to that Survivor. There can only be a single Ma's Shotgun in play at the same time.

- The blue Invasion Zone is activated as soon as the blue Objective is taken.

- Each Objective token give 5 experience points to the Survivor who takes it.



MA'S RECIPE

The recipe of our survival? It's Ma's recipe. Ma' is Ned's ma'. She taught him lots of useful survival tricks – though best way to eat larvae was a bit extreme. She also left behind her secret recipe, for the ultimate weapon: Ma's Shotgun.

Of course Ned doesn't remember a thing, except that her mom left a recipe in...in her kitchen? Or her locker, at the fight club she went to? Unless it's at her neighbor's house or she gave it to the supermarket's cashier that brought her supplies home... You know Ned. He's the kind of guy who forgets the keys of his own bunker inside it. This means we might as well explore the whole street where Ma' lived to get our hand on the "recipe".

Required tiles: 1B, 1C, 2B, 2C, 5B and 5D.

OBJECTIVES

Accomplish the following tasks in the specified order:

1- Where is that darned recipe? The recipe is represented by the blue Objective, which is hidden among other useful unrelated things: the red Objectives (see the special rules). 

