

ZOMBICIDE

RAVAGE EXCLUSIVE SCENARIO!

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ALICIA

We gradually got used to the incessant growling of zombies all over town. We were resting when, suddenly, we heard a baby crying. The zombies went silent, trying like us to figure out where it was coming from. The baby cried twice more, and then the zombies began to wail.

Tiles required: 5D, 5E, 2C, 1C, 5B, 5C, 5F, 6B & 3B.

OBJECTIVES

Saving little Alicia

Complete the following tasks in this order to win the game.

- 1 - Find the blue Objective. It opens the blue door.
- 2 - Take the green Objective. Congratulations, it's a girl!
- 3 - Exit with at least one survivor per player. A Survivor can take the exit at the end of his turn, as long as there is no Zombie in the Zone.

Medium
4+ Survivors
90 mins

SPECIAL RULES

• Objectives

Randomly place, face down, the blue Objective token among the red Objectives tokens of the board. Each token gives 5 experience points to Survivor who takes it.

- Take the blue Objective to open the blue door, on tile 3B (bottom right on the map).

- Take a red Objective allows, if the player wishes to do so, to draw Equipment cards until you find a weapon (the Matching Set skill applies here). Take the first revealed weapon and discard the other cards (including any Aaahh! cards). The Survivor's inventory can then be reorganized for free.

• Isolated rooms

Several of the building areas are closed by doors. They are considered as separate buildings regarding the invasion of Zombies. The area where the green Objective is does not have any Zombies when it is discovered.

• Random invasion

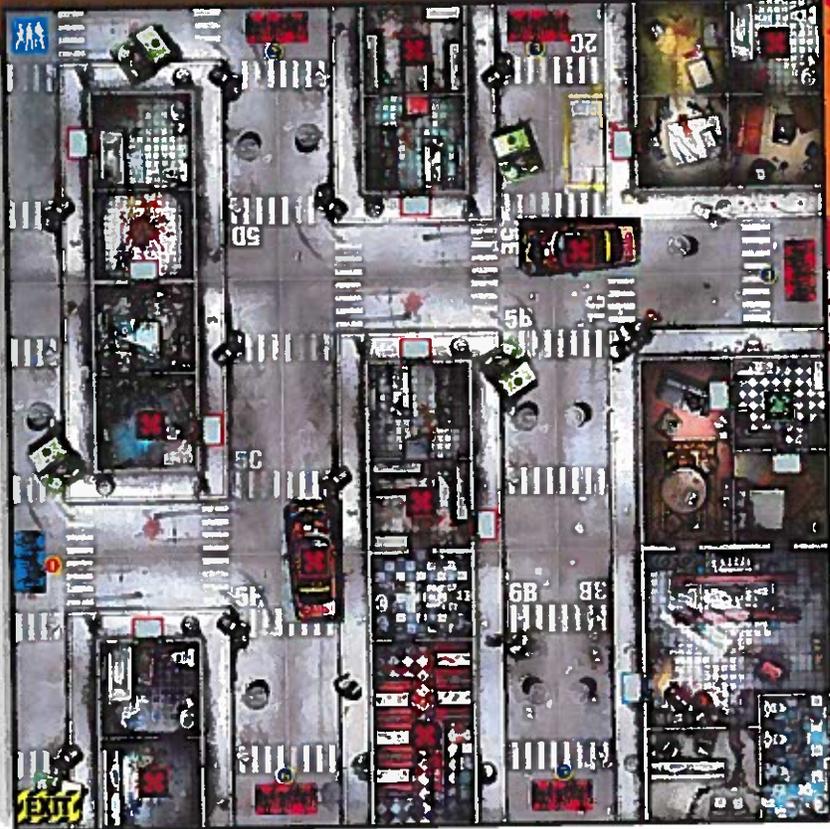
Invasions Zones are numbered from 1 to 6 in a clockwise direction starting from the Blue Invasion Zone. Instead of resolving the invasion as by the rules, throw four dice instead and resolve invasions in the indicated Zones, always by ascending order. The same Zone may be designated several times.

NOTE: Changing the number of rolled dice can adjust the difficulty and the average duration of the Mission. Easy: 3 dice / 60 minutes; Difficult: 5 dice / 150 minutes

• Alicia

The green Objective represents Alicia, a four month old infant. The small one uses the Loud skill (see the Rulebook) at the end of each the Players phase.

The Zone where Alicia is does not reveal any Zombies when it is discovered. It is too late for the mother, but the child is alive. The Survivor who takes the green Objective earns 5 experience points and takes the baby. Represented by the



Objective (5 XP + Special Rules)



Un-drivable cars and Pimpmobile



Door



Zombies Invasion Zone



Exit



Starting Zone

token itself, Alicia takes the place of a card in the inventory, but is not considered a piece of equipment. She continues, of course, to use the Loud skill. Survivors can exchange the token in the same way as an Equipment card. If the Survivor carrying Alicia is eliminated, the game is lost.

- Cars. The cars cannot be used.

- Pimpmobile. Each pimpmobile can only be searched once. It contains either the Ma's Shotgun or the Evil Twins (draw at random).

THE MISSION CONTEST!

Guillotine Games is organizing a permanent mission creation competition for Zombicide! Using the mission editor available on the website, participants offer up their own missions. In addition to seeing their creations published (like here in Ravage!), winners receive the miniature for Kyoko – an exclusive survivor in "human" or "zombie" version. All the information is on the Guillotine Games site: <http://guillotinegames.com/en/blog-map-editor-contest>

