

# ZOMBICIDE

EXCLUSIVE RAVAGE SCENARIO!

Nicolas Raoult

## JERICHO

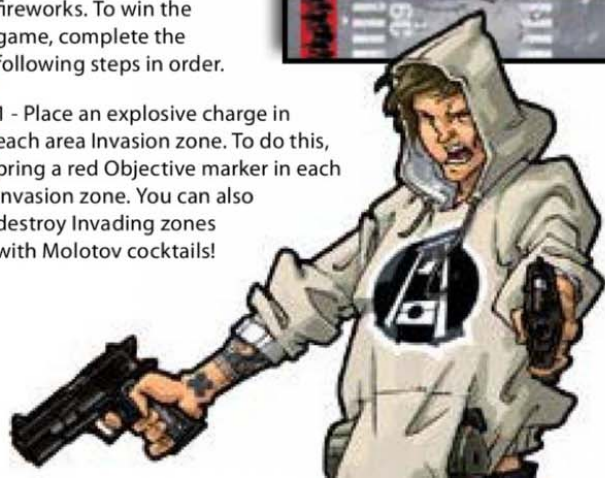
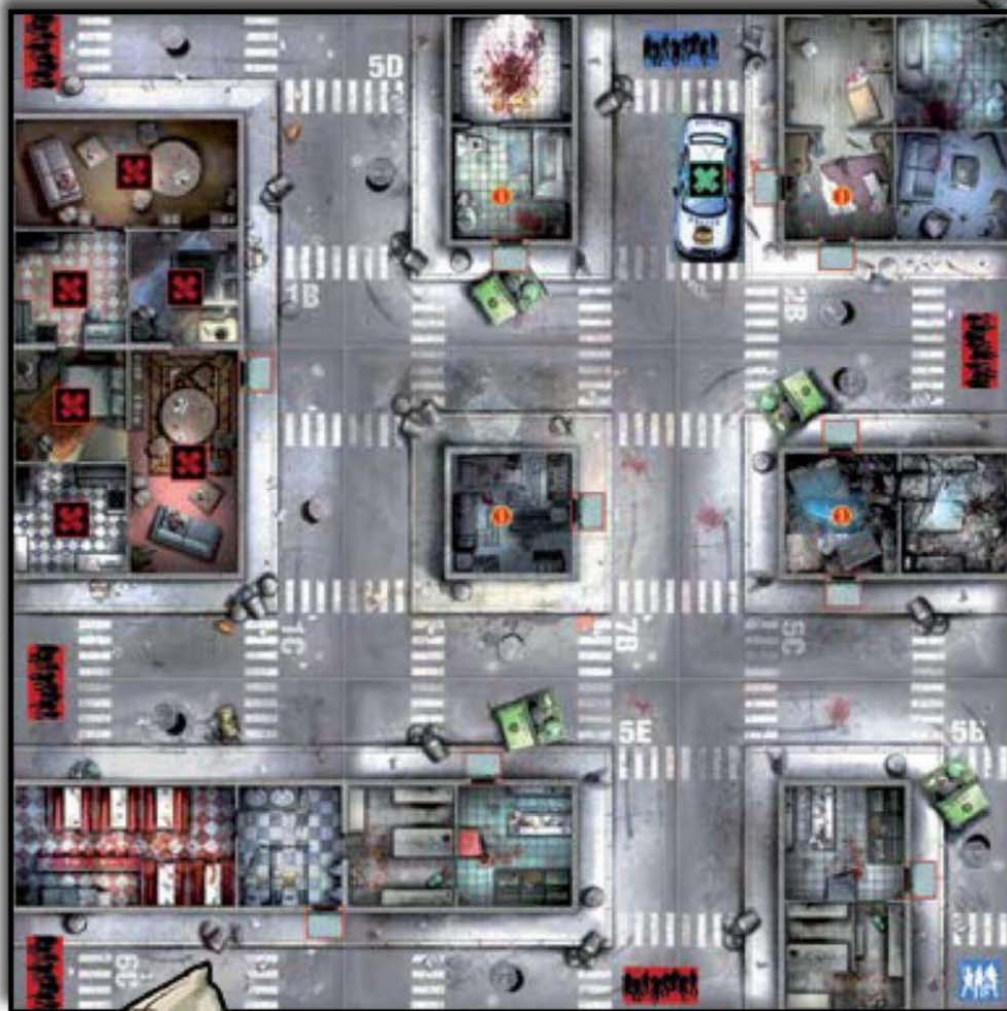
A few weeks ago, when we talked about how we envisioned our future life, Phil expressed to us his desire to build a community of survivors. We've all thought about it and would like to give a chance to this project. Josh spotted an old building destined for demolition. The explosives were placed when the zombies attacked the city by surprise. Using these explosives, we could cut the main access and secure a wide perimeter. Large enough, in any case, to allow a small crowd to gather and build a large shelter. With a little time, it could even become some sort of village...

Tiles required: 1B, 1C, 2B, 5B, 5C, 5D, 5E, 6C & 7B.

## Objectives

neighborhood with fireworks. To win the game, complete the following steps in order.

1 - Place an explosive charge in each area Invasion zone. To do this, bring a red Objective marker in each Invasion zone. You can also destroy Invading zones with Molotov cocktails!



- |  |                                       |  |                    |
|--|---------------------------------------|--|--------------------|
|  | Survivor's starting area              |  | Door               |
|  | Makeshift army (special rules)        |  | Police Car         |
|  | Green objective (5xp + special rules) |  | Invasion zone      |
|  | Objective                             |  | Blue invasion zone |

2 - Activate the detonator. Take the Green Objective and destroy all the Invasion zones.

3 - The district defenses have been cracked; it is time for a Zombicide. The Spawn Zones are out of service; expunge the board from any zombie presence.

### Special Rules

marker is an explosive charge and gives 5 experience points to Survivor who picks

can be added to the inventory and played

drop the explosive charge(s) he is carrying: place the Objective marker(s) in the zone occupied by the survivor. They can be taken again later (without gaining experience again).

represents a remote detonator placed in a police car. It moves along with the patrol car. A survivor must be in the car to take the green Objective.

Taking the green Objective gives 5 experience points to the Survivor and immediately triggers the explosives. Solve in this order, the following game effects:

1 - Molotov explosions in all the areas where there is a red Objective (or a Survivor in possession of such a marker).

2 - Remove any Invasion zone in which there is a red Objective (or a Survivor in possession of such a marker).

3 - Remove all red Objectives markers.

can be neutralized via explosives or by a Molotov sprayed in its zone. The game can thus be won even if the explosives are lost, placed elsewhere or wasted! Remove Invasion zones so neutralized.

zone is first activated. Solve the other invasions in a clockwise direction, as indicated by the normal rules.

(x1) and Molotov (x2). Then randomly distribute them face down in each zone marked with a «1». The first Search carried out in such Zone gives the corresponding equipment card.

trigger the apparition of a Walker and interrupt the Search.

Hard  
6+ Survivors  
180 min



### TOXIC CITY MALL PREVIEW: ULTRARED MODE!

This mission is an excellent opportunity to present a preview of Toxic City Mall, the upcoming Zombicide expansion. Here is the Ultrared mode!

Ultrared mode allows the survivors to gain experience points beyond the Red Danger level and acquire additional skills. This game mode is perfect for exploring large game boards and exceeding the limits of carnage.

**Ultrared Mode:** When your Survivor reaches the Red Danger level, move the experience marker back to «0» and add any experience points earned beyond the minimum required to reach Red level. Your survivor is still at Red level and retains his skills. Count the additional experience points as usual and choose among the previously discarded skills when it reaches once again the Danger levels. If all the skills were acquired and your Survivor has again reached the Orange or Red levels, you instead choose any skill in the game of Zombicide (except those that have hooks like Starts with a [Equipment], for example).

**Example:** Wanda just won her 43rd experience point and reaches the Red level. She has the following skills: 2 Zones per Move Action (Blue) +1

Action (Yellow), Slippery (Orange) and +1 Zone per Move (Red). The player returns the experience pointer at the start while the Zombicide goes on. Wanda is still in Red level.

- Wanda does not gain an additional Skill by reaching again the Blue and Yellow levels. By reaching Orange level for the second time, she gets +1 to dice roll: Melee, her second level Orange skill. Reaching again the Red level, the player chooses a new Skill among the remaining two for this level and takes + 1 free Move Action. The experience pointer is reset at the beginning.

- During her third run along the experience bar, Wanda does not win any new Skill at Blue, Yellow and Orange levels, because she possesses them all. Arriving at Red level for the third time, she wins her last corresponding Skill (+1 die: Combat). Reset the experience pointer once more at the beginning.

From now on, Wanda still gains experience points and gains a Skill chosen by the player each time she reaches the Orange level and another when reaching the Red level. Who will pile up over the most corpses?



GAMES