

RELENTLESS

Josh returns from scouting with some bad news. Apparently, we're in a neighborhood that tried to make a stand against the zombies for some time. Sadly, they couldn't hold their ground and now the block is under the control of an Abomination. Just our luck: the monster saw Josh. To make matters worse: it's coming right for us and we have nothing to stop it. To top it all off: it's stirring up zombies all around us. There's gonna be a fight!

It's been a long time since I've heard a song.

Tiles needed: 3C, 2B, 2C, 7B, 5C, & 5D.

OBJECTIVES

- ***Eliminate the Abomination and get out.***

Accomplish the following tasks in this order to win:

1. Eliminate the Abomination. The *Molotov Cocktail* made with *Glass Bottles* and *Gasoline* will help.
2. Reach the Exit Zone with at least one Survivor.

Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in the Zone.

- **Replenish supplies!** Collect at least one *Plenty of ammo* card or one supply card per remaining Survivor. The supply cards can be either *Canned food*, *Rice* or *Water* cards.
- **Get out!** Reach the Exit Zone with the remaining Survivors. It must be empty of Zombies. Gather the Equipment cards and Survivors that escaped: you win if you have at least one *Plenty of ammo* card or one supply card per remaining Survivor.

SPECIAL RULES

EXCLUSIVE SCENARIO BY NICOLAS RAOULT

- **Armory dispersed.** Before the game begins, set aside the *Glass Bottle*, *Gasoline*, *Shotgun*, *Sub MG*, and *Chainsaw* cards. The garage located on tile 3C (top left) contains a *Gasoline* card which can be taken as an objective (taking it does not earn experience).
- **Objectives.** Put the blue and green Objective tokens randomly among all the Objective tokens, face down. Each Objective gives 5 experience points to the Survivor who takes it.
 - Taking a red Objective token gives a *Shotgun*, *Sub MG*, or a *Chainsaw* (draw randomly from the cards set aside) to the Survivor who takes it, and he can reorganize his inventory for free. The *Matching Set!* Skill works for a *Sub MG* found this way. Having a Flashlight equipped does not give two cards.
 - Taking the blue Objective token gives equipment as above, but an alarm is also triggered. The blue Zombie Spawn Zone activates.
 - Taking the green Objective token gives *Glass Bottles*.
- **Relentless.** At the beginning of the game, place an Abomination in the Exit Zone marked with a yellow “1” in a blue dot. Zombie Cards that would normally lead to the appearance of an Abomination instead leads to the appearance of a Fatty plus his two Walker escorts, even if this Abomination is eliminated.
- **Cars.** Cars cannot be used.
- **Pimpmobile.** You can Search the pimpmobile only once per game. It contains either *Ma’s Shotgun*, or the *Evil Twins* (draw randomly).
- **Police cars.** You can search a police car more than once. Pick cards until you find a weapon. Discard the cards which are not weapons. The *Aaahh!* card triggers the appearance of a Walker as usual and interrupts the search.

