

SCENARIO

ZOMBICIDE

BY JEAN BAPTISTE LULLIEN



120 MINUTES



6+ PLAYERS

EASY



HARD



PSYCHIATRICS

The first part of our plan worked just fine. But the second, easiest part of our plan became an epic failure. We left our cars near a psychiatric hospital, which seemed almost intact and ready for plunder. We thought it would be easy to find some medical stuff here. We don't usually hang around hospitals, as these places are hell on Earth, but we felt a psychiatric one would be less crowded.

Just as we were approaching it, we woke a zombie horde. We decided to face it in a place of our choice, somewhere easy to defend: the psychiatric hospital. When we reached it, we found it wasn't as empty as we thought. I don't worry too much, however, as we have a solution: Zombicide!

MATERIALS [SEASON 2: PRISON OUTBREAK]

TILES [6P, 9P, 11P, 12P, 14P & 16P]

OBJECTIVES

Something will come out of this mess. Here is the plan:

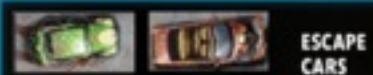
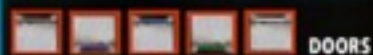
- 1 - Open the yellow door.** To open the yellow door you must find the key.
- 2 - Get the restricted medical stuff.** They are marked by the blue and green Objectives. You'll have to use both the purple and the white Switches to open the door leading to them.
- 3 - Go back home.** Reach the Exit Zone with all Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.

SPECIAL RULES

- **Medical stuff.** Always useful. Each Objective gives 5 experience points to the Survivor who takes it.
- **One way to open the yellow door.** Put the yellow Objective randomly among the red Objectives, face down. Once the yellow Objective has been taken, the yellow door can be opened.
- **An unpredictable door system.** Put the yellow Spawn Zone randomly among the red Spawn Zones, face down. Once the yellow Switch is activated, flip all Spawn Zones and remove the yellow one.
- **Switches!** Each Switch can only be activated once.
 - Activating the violet Switch opens the violet doors (the main entry prison door, the standard violet door and the violet cell's door). The Survivor also takes the violet Objective and gains 5 experience points.
 - Activating the white Switch opens the white doors (the white cell's door and the standard white door). The Survivor also takes the white Objective and gains 5 experience points.
 - Activating the yellow Switch allows the yellow door to be opened. It doesn't grant experience points.
- **Our escape cars.** They can be driven. The pimpmobile and the hippiemobile can be Searched only once. Each contains a Gunblade.



MAP KEY

ESCAPE
CARS

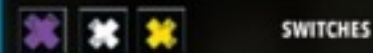
DOORS



CELL DOOR



MEDICAL STUFF



SWITCHES



PLAYER STARTING AREA



SPAWN ZONES

