



SCENARIO

ZOMBICIDE

 180 MINUTES

 6 PLAYERS
EASY  HARD

HAMMAM

I have counted. I can prove it! It's been one year (ONE YEAR!) since my last hot bath. Don't misunderstand: I'm not dirty and stinking like some zombie. I wash myself, but there is some difference between a hot bath and a cold shower in a derelict bathroom, with what's left of stagnant water from the pipes and water balloons. So, this time, I've decided to head for a nearby hammam. There are plenty of solar panels on the roof, so there's a chance we can find some hot water. Who's with me?

MATERIALS [ZOMBICIDE SEASON 1, ZOMBICIDE SEASON 2: PRISON OUTBREAK]

TILES [3C, 3M, 4B, 4M, 5D & 5E]

OBJECTIVES

A plan just to take a bath?!? Yes we can! Here it is:

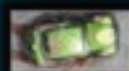
- 1 - Find the keys of the hammam.** There are two doors and you need both keys because you'll probably have to escape through the door you don't use to enter. Search the small buildings until you find the blue and the green Objectives.
- 2 - Take your hot bath until you feel clean and refreshed.** Each Survivor must stand on one Objective until he reaches the red Danger Level (see special rules).
- 3 - Continue your adventures.** Reach the Exit Zone with all the 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

- **The place is devastated.** Don't hope to find anything there. The starting Zone can't be Searched.
- **Keys to (bath) heaven.** This place has some small installations for the staff. We will probably find the hammam keys there. In the small buildings on tiles 3P, 5B, 5C and 18P, put the blue, green, violet, and yellow Objectives randomly, face down. Each of these Objectives gives 5 experience points to the Survivor who takes it.
- **Don't worry about the camera.** Who could be watching? Each time a colored Objective is revealed, activate the corresponding Spawn Zone. Flip the Spawn Zone token on its red side. Only spawn Zombies on red Spawn Zones. At the beginning of the game, only one Spawn Zones is active!
- **Locked with strong doors.** The hammam has strong doors. Don't hope to open them without the keys. The blue and green doors cannot be opened until the corresponding Objectives have been found.
- **Taking a hot bath.** A Survivor standing in a bathroom Zone (Zones with red Objectives in the big building) may choose to take a bath. Only one Survivor can take a bath at a time in each marked Zone. Once he has begun, he can't do any Action (even fighting) except for bathing: he receives 5 Experience points per Action used this way. Once the bathing Survivor has reached the red Danger Level (or if he's already at the red Danger Level), remove an Objective in the Zone. The bath is finished and the Survivor can be played as usual.
- **Batteries are long dead.** You can't use cars.
- **Piiiiiiimpmobile! (and a Hippie mobile).** Each pimpmobile, and the hippie mobile, can be searched only once. It contains the Evil Twins, Ma's Shotgun, or a Gunblade (draw randomly).



MAP KEY

PIMPMOBILE,
HIPPIEMOBILE

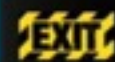
DOORS



OBJECTIVES



PLAYER STARTING AREA



EXIT



SPAWN ZONES

