

M11 THE CLEANERS

EASY / 10 SURVIVORS / 90 MINUTES

The town is getting more dangerous, and the supplies more scarce, by the week. We decided to ask around if anyone wanted to go with us to anywhere else, and the trip has been good so far. That is, until now. The dispensary shelter has been attacked and failed to resist. The bodies are still warm, and we hear zombies moaning behind the barred windows. We have to clean this place. If it's not for potential survivors trapped inside, it's for vengeance. Zombicide!

Material needed: Season 3: Rue Morgue, Angry Neighbors.
Tiles needed: 6V, 10V, 11V & 12R.



OBJECTIVES

Clean the dispensary. Explore the place and then secure it:
 1 – Explore the area. Trigger all the Event Triggers.
 2 – Secure the area. Build a complete barricade on every open door. You win the Mission if there are no Zombies left in the building (even in the Hole Zones).

12R	6V
11V	10V

SPECIAL RULES

- **Pleasant surprises.** Each Objective gives 5 experience points to the Survivor who takes it. Put the blue Objective randomly among the Objectives, face down. The Survivor taking the blue Objective gets the La Guillotine Equipment card for free. Survivors taking red Objectives get a random Companion card (without additional experience gain) and its matching Companion miniature for free.
- **Construction permit.** Barricades can be built on both the blue and pink Spawn Zones and on every open door (even the closed one if you open it during the game). Each colored Spawn Zone is discarded as soon as a barricade is built upon it.

