C1 APARTMENT ASSAULT

A mission by Billy Hayes

Your survivors are getting low on supplies and looking to stay alive. Wanda and Amy mentioned checking out an apartment they both lived in. The problem is that it's the largest apartment in the city. However, the risk is worth the reward. Josh and Ned think the place could be loaded with supplies. Phil and Doug believe it's crowded with zombies. Wanda remembers leaving the key to the apartment in the kitchen at her job across the street and Amy has a key to the delivery door at the back of the building.

You will need the following tiles for this scenario: 1C, 4B, 1B, 2C, 4C, 2B, 5E, 7B & 5D.

OBJECTIVES

Follow the plan to organize a nice party in this huge apartment: **Retrieve the apartment key from the diner across the street.** It's marked on the map with a blue "X". Take the blue Objective token.

Retrieve Amy's supplies and delivery door key from her apartment. This time, it's marked on the map with a green "X". Take the green Objective token.

Find appetizers. Two red "X"s have been set where you can find some. Take the red Objective tokens.

Dinner time. Let's have a fine dinner, never mind the zombies! Collect at least one supply card per Survivor still in game. The supply cards can be either Canned Food, Rice or Water cards. You win as soon as you have at least one supply card per Survivor still in game.



ZOMBICIDE - MISSIONS

HARD 6+ Survivors 120 Minutes

SPECIAL RULES

Party approaching! Each of the four Objective tokens gives 5 experience points to the Survivor who takes it.

Blue front door. The blue door cannot be opened until the blue Objective has been taken. Taking the blue Objective gives 5 experience points to the Survivor who takes it.

Green rear door. The green door cannot be opened until the green Objective has been taken. Taking the green Objective gives 5 experience points to the Survivor who takes it.

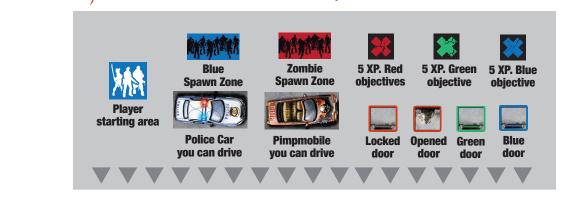
I haven't seen a working car in months! The cars can be driven.

Police came and abandoned a police car. It's a good thing, since these cars contain lots of guns! You can Search a police car more than once. Draw cards until you find a weapon. Discard the other cards. The Aaahh! cards trigger the appearance of a Walker as usual and interrupt the Search.

This is a pimpmobile. It's NOT Amy's car, it's NOT Wanda's car. Is this clear enough? You can Search a pimpmobile only once. It contains either Ma's Shotgun, or the Evil Twins (draw randomly).

Oops! I forgot about the alarm! When you retrieve Wanda's key an alarm wails. The alarm echoes out the front of the building and into the subway station across the street. In return, moans and shuffling are heard coming up from deep below. When the blue Objective is taken the blue Zombie Spawn Zone is activated for the rest of the game.





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