A mission by Stanislas Gayot

We managed to escape the zombies, but they were still after us, so we headed for the wealthy neighbourhoods uptown. The rich folk were the first to flee, thanks to their resources. I lead the survivors to the house of a successful dentist where Id been once or twice. I could laugh remembering

how, coming here, I was afraid... of pain! I was right: the place seems empty. We quickly set up camp, but it doesn't seem like we'll have much time to settle in. Zombies are coming. We can all hear them.

We must first defeat them before we can rest, one way or another. Short rest if we succeed. eternal rest if we fail.

You will need the following tiles for this Mission: 1C, 4B, 1B, 2B, 4E & 2C.

UBIECLIAES

The map must be cleaned of all Zombies. Don't reshuffle the Zombie deck after the last Zombie card is drawn.

SPECIAL RULES

• That's where we come from. You can play this Mission after having successfully completed "02 Y-Zone", from the Zombicide core game. In this case, all Survivors begin "Under Siege" with the Equipment cards and experience points they had at the end of Y-Zone (Survivors who didn't survive Y-Zone begin without equipment cards or experience point). The Survivor that was the first to reach the Exit Zone in Y-Zone also receives five more experience points.

• We came from nowhere. If Under Siege is played as a standalone Mission, all Survivors begin with seven experience points, at the Yellow Danger Level.

• There is an end to this fight! Don't shuffle the Zombie cards when you reach the end of the deck. Once the last card is drawn, the Zombie Spawn phase is ignored, but the game still goes on until there are no more Zombies in the game... Or no more Survivors.

· Less people means less noise. If you play with four Survivors or less, don't use the spawn cards #37, #38, #39 and #40. Set these cards apart before beginning the game.

• More people means more Zombies. If you play with six Survivors, use the Blue Spawn Zone in addition to the Red ones.



ZOMBICIDE - MISSIONS

MEDIUM