

C7₃₀₀

A mission by Rafael Roca

We have been cornered in a big house. The four doors are destroyed. Zombies keep on coming. We can't flee. Let's take our weapons and prepare for a real... ZOMBICIDE!

Simple as it seems, this Mission is perfect to introduce new players to core game mechanics in a fun yet tactical way. You could even invite Santa to play it!

You will need the following tiles for this scenario: **1C, 1B, 2C & 2B.**

OBJECTIVE

The Survivors have to kill **300 Zombies**. Add together the experience points on Survivors' Identity Cards to track the body count. If a Survivor dies, his experience points still count towards this total.

SPECIAL RULES

- **Abomination counts as 5 Zombies.** Killing an Abomination add 5 to the body count rather than just one.



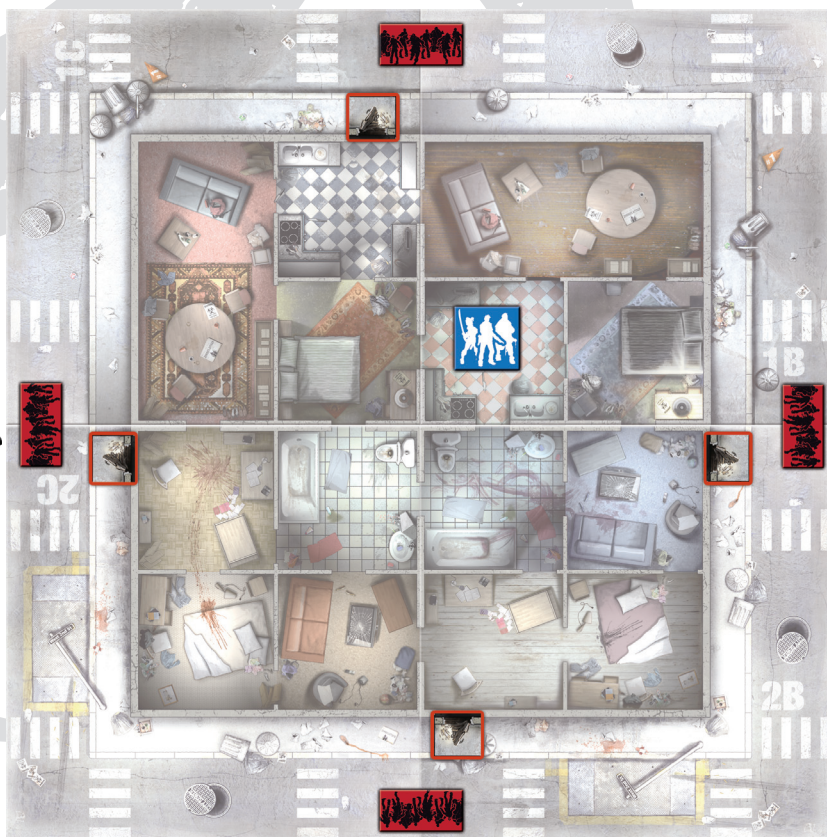
Player starting area



Open door



Zombie Spawn Zone



MEDIUM
4+ SURVIVORS
90 MINUTES

ZOMBICIDE - MISSIONS

C7



INTRODUCING THE ULTRARED MODE!

We think that this winning Kyoko Contest Mission is the perfect opportunity to give you a nice preview of **Toxic City Mall**, Zombicide's upcoming expansion.

The Ultrared mode allows your Survivors to gain experience points beyond the Red Danger Level and pick up additional Skills. This mode is great for reaching amazing body counts and completing very large boards.

Ultrared mode: When your Survivor reaches the Red Danger Level, move the experience tracker back to "0" and add any experience points gained past the minimum required to hit the Red Level. Your Survivor is still on the Red Level and keeps his Skills. Count additional experience points as usual and gain unselected Skills upon reaching Danger Levels again. When all the Survivor's Skills have been selected, choose a Skill among any Zombicide Skills (except those featuring brackets, such as Start with [Equipment], for example) upon reaching Orange and then Red Level again.

EXAMPLE: Wanda just earned her 43rd experience point, getting to the Red Level. She has the following Skills: 2 Zones per move Action (Blue), +1 Action (Yellow), Slippery (Orange), and +1 Zone per Move (Red). The player puts the experience tracker back to the start as the zombicide continues. Wanda is still at Red Level.

- Wanda won't get an additional Skill upon reaching the Blue and Yellow Levels for the second time. She has all available Skills for these Levels. Reaching the Orange Level again, she gains "+1 to dice roll: Melee", her second Orange Level Skill. Reaching the next Red Level again, the player chooses a new Skill among the two remaining ones for this Level and goes for "+1 free Move Action". The experience counter returns to the start.

- During her third run on the experience bar, Wanda doesn't get any Skill at Blue, Yellow, or Orange Levels, as she already has them all. Upon reaching the Red Level for the third time, she earns the last Red Level Skill: "+1 die: Combat". The experience counter goes to the start again.

From now on, Wanda still earns experience points and gets a player-chosen Skill every time she reaches the Orange level, and then another upon reaching the Red Level. Who will get the highest body count?



ZOMBICIDE - TOXIC CITY MALL PREVIEW