

C8 BELLY OF THE BEAST

A mission by Marcus Polhmann

Over time you got used to the horrors that populate the streets these days. Most of those things are killed easily enough with a well-aimed bullet or the swing of an axe. But now a new menace has appeared. You paid a terrible price finding out that nothing you can throw at the creature seems to have any effect. Neither guns nor blades seem to harm this thing and there is no way to stop this Abomination coming after you.

So, to get rid of this monstrous thing, you came up with a bold, some would say suicidal, plan: lure the beast inside the old bomb shelter and lock it up there for good. On the downside, you have to use some bait to get the Abomination in there and apparently it's only interested in human flesh.

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

OBJECTIVES

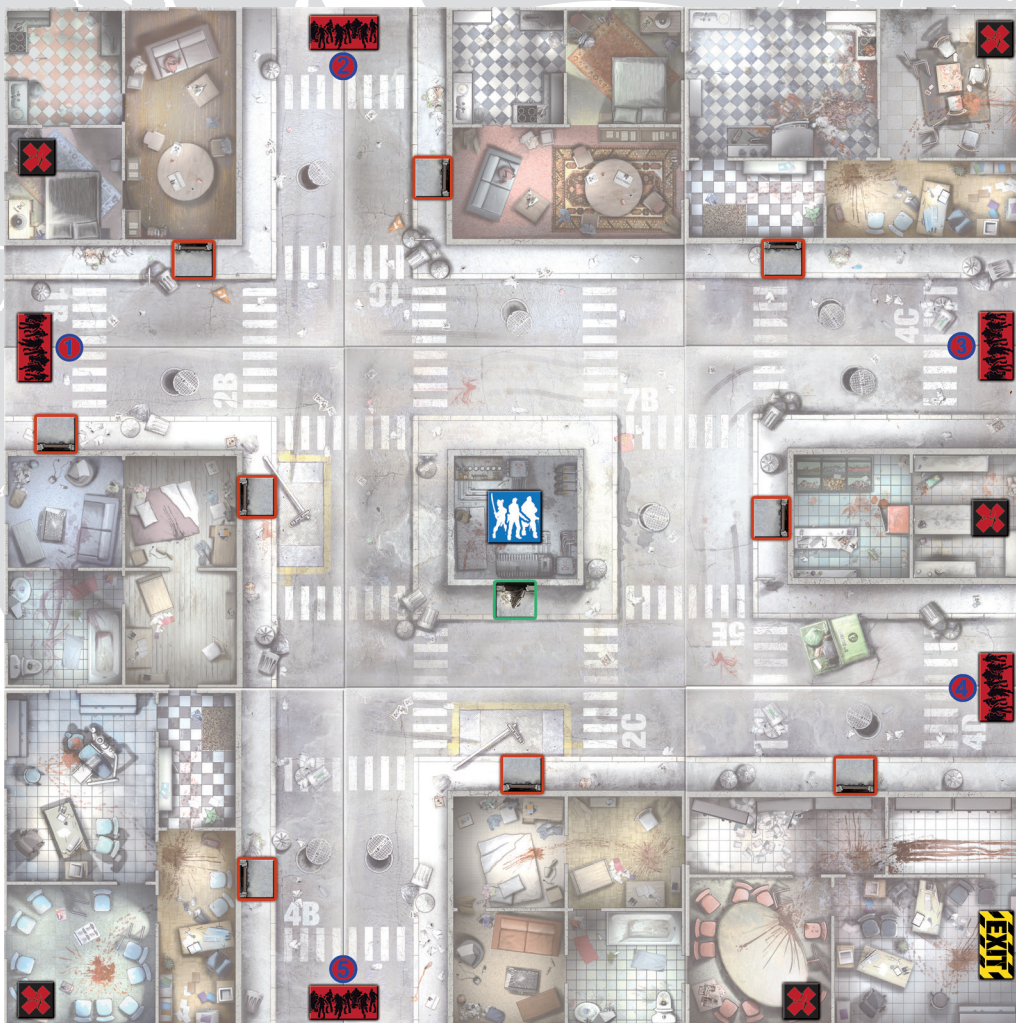
You have to trap the Abomination inside the bunker. Here is the plan:

Find the bunker key. The places where you can find it are marked with a red "X". Take the red Objectives until you find the green one.

Lure the Abomination into the bunker. Yes, everybody will probably have to play the bait. The bunker is the player starting room, in tile 7B.

Lock down the bunker with the Abomination inside. You can lock the green door once you have the green Objective.

Flee! Reach the Exit Zone with all Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.



ZOMBICIDE - MISSIONS

C8

HARD
4+ SURVIVORS
120 MINUTES

SPECIAL RULES

No cocktail... Set aside the Gasoline and Glass Bottles cards. You can't use Molotov Cocktails.

... But an Abomination! Before the game begins, throw a die. The result indicates on which Zombie Spawn Zone an Abomination is standing. On a "6", choose the Spawn Zone.

A bunker key and other supplies of interest. Each Objective gives 5 experience points to the Survivor who takes it.

The bunker key. Put the green Objective randomly among the red Objectives, face down. When this Objective is taken, put in on the ID card of the Survivor who found it. It can be exchanged as an Equipment but takes no space in the inventory. If the Survivor carrying this key is killed, the Mission is lost.

The bunker door. The Survivor carrying the green Objective can spend an Action to close the green door if he's in a Zone adjacent to the green door. His Zone must be free of zombies (except for the Abomination, in case the Survivor is crazy enough to lock himself in with it).



Player
starting area



Exit Zone



5 XP. Red
objectives



Locked
door



Green
door



Zombie
Spawn Zone



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