

C13 SANCTUARY

A mission by Matt Hibbard

The city is being overrun and the group needs to find a safe place to lay low for a while. Ned spots a building where he thinks they can fortify and rest. However, the building will need to be cleared out and secured first. There's only one problem: this is the most infested area of the city.

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

OBJECTIVES

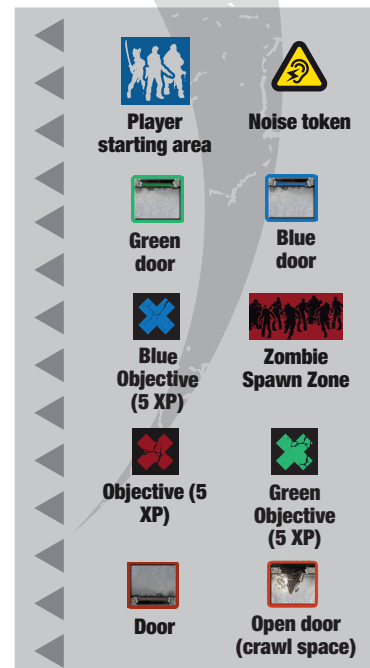
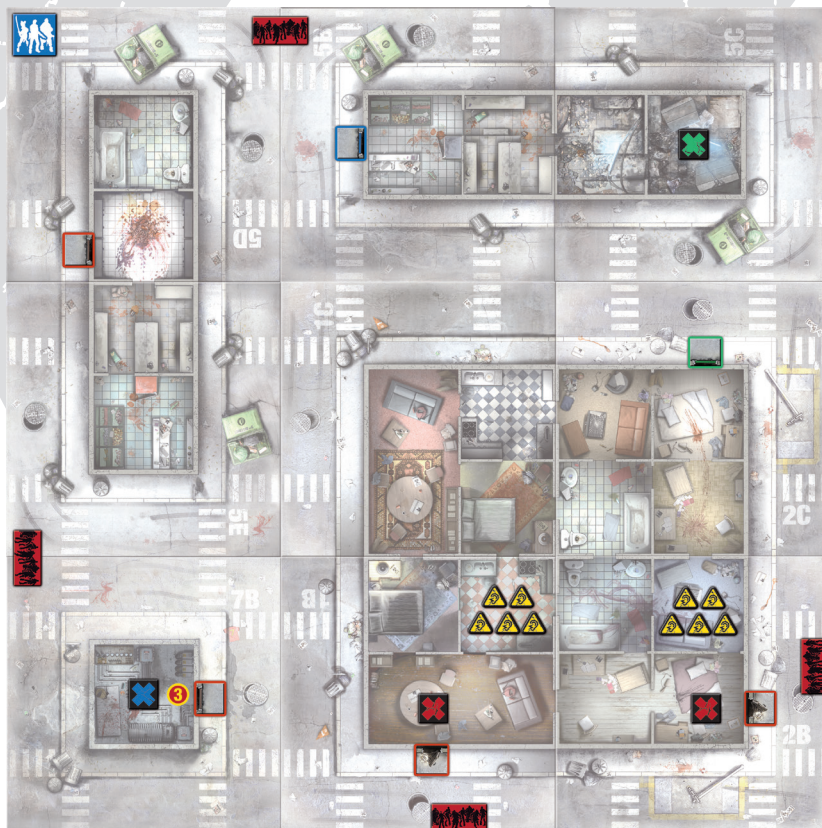
You are going to create a sanctuary against zombies. How? This way:

- **Shut down the security system.** The key to your sanctuary is stored in a secured building with an electrically closed blue door. You just have to shut down the power in the electrical room (there is a blue "X" on the map) and you will be able to open the secured blue door. Take the blue Objective.
- **Get the green key.** It opens your future sanctuary. Take the green Objective.
- **Clear it out!** The building in the lower right corner of the map must be cleared. Zombies have been entering it from

the crawl spaces that lead to the back alley. Clear out the Zombies and secure the building. Take all red Objectives to stop the Zombies infiltration. You win when they're taken and the building contains no Zombies **at the end of a Zombies' Phase.**

SPECIAL RULES

- **Satisfaction of accomplishment.** Each Objective gives 5 experience points to the Survivor who takes it.
- **Electrically actuated security door.** The blue door cannot be opened until the blue Objective has been taken.
- **Heavy main entry door.** The green door cannot be opened until the green Objective has been taken.
- **Zombie infiltration through the crawl spaces.** Zombies can enter the building through the crawl spaces in the back (they are represented by the open doors), but Survivors can't. Once a Zombie has entered through a crawl space, it can't go back out through it.
- **Barricading the crawl space.** Take a red Objective to close the crawl space standing next to it (represented by an open door). It can't be opened anymore.
- **Are they electric zombies?** They could also be electricians that became zombies as they were working, but it's less funny. At the beginning of the game, place three Walkers in the Zone marked on the map, on the lower left tile 7B.
- **Noisy alarm.** Two sirens have been triggered by zombies. Set 5 Noise tokens in each Zone marked on the map. They stay there until the blue Objective is taken. They are then removed as usual.



HARD
4+ SURVIVORS
120 MINUTES

ZOMBICIDE - MISSIONS

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