

C28 KING ROTBELLY

HARD / 4+ SURVIVORS / 90 MINUTES

A Mission by Ron Price

We were getting the hang of this whole "battling tooth and nail for survival" thing 'til that festering tub of pus showed up. Everywhere he goes, the zombies flock to him. We'd call him a leader if he had, you know, a brain.

Material needed: Season 1.

Tiles needed: 1B, 1C, 2B, 2C, 4B, 4C, 5E & 7B.



OBJECTIVES

Kill Rotbelly and escape with your life.

1- Kill Rotbelly. It's an Abomination, so this won't be easy.

2- Back home. Reach the Exit Zone with all remaining Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as it's free of Zombies.





SPECIAL RULES

- **Rotbelly is here!** At the start of the game, place an Abomination in the Zone marked on the map. This is Rotbelly!
- **We'll have to head out.** Survivors cannot Search the Zone they start in.
- **King Rotbelly's Zombie Court.** The Abomination acts like a mobile Spawn Zone. During the Spawn phase, draw an additional Zombie card and place the indicated Zombies in Rotbelly's Zone.
- **No hurry for Rotbelly.** When Rotbelly has to move, roll a die. On a result of 4 or more, it stays where it is. On a result of 3 or less, it moves normally.

