

C37 DEFEND THE MALL - SAVE THE BABY

MEDIUM / 6+ SURVIVORS / 180 MINUTES

A Mission by Scott Hill

"I told you this was a bad idea. I told you! We need to leave. NOW!"

"We're not leaving her like this! She's in LABOR, for heaven's sake! She wouldn't stand a chance."

sigh "Great. Two more mouths to feed..."

"Ah, quit complaining. Get everyone on barricades. Do whatever it takes! Just don't let THEM get in here!"

Material needed: Toxic City Mall.

Tiles needed: 1M, 2M, 3M & 5M.

OBJECTIVES

1 – Protect the baby and his mother. Prevent any Zombies from entering the Player Starting Area (marked in green). If a Zombie enters the Player Starting Area, the Mission is lost.

2 – The best defense is a good offense. Once the baby is **born** and **asleep** (see special rules), clear the board of all remaining Zombies. If at any time there are no Zombies on the board, you win.

SPECIAL RULES

• **We need better weapons...** Do not distribute starting equipment as normal. Instead randomly deal a Baseball Bat, a Chainsaw, a Fire Axe, a Katana, and enough Pans and/or Nightsticks so that each Survivor has one card.

• **...and this place is full of them!** Remove all supply cards (Canned Food, Bag of Rice, and Water) from the Equipment deck. They should not be used in this Mission.

• **Look what I found!** Remove a Sub MG, a Shotgun, an Assault Rifle, and a .44 Magnum from the Equipment deck. Shuffle these cards and place them face down at the side of the map. Whenever a Survivor collects a red Objective, he gains 5 experience points and one random card from this pile. If a Survivor with the Matching Set Skill receives either the Sub MG or .44 Magnum, he should also receive a second Sub MG or .44 Magnum from the Equipment deck, if available. The Survivor may then rearrange his Inventory for free.

• **Collector weapons!** When a Survivor takes the blue Objective, he gains 5 experience points and Pa's Gun. When a Survivor takes the green Objective, he gains 5 experience points and one other random pimpmobile weapon.

• **They must be stopped.** The barricades shown on the map are Permanent Defensive Structures. They may not be removed, either by Survivors or Zombie activations. They block movement and line of sight for both Survivors and Zombies. Survivors may make Ranged Attacks through Permanent Defensive Structures from any adjacent Zone. Ranged Attacks from further away, however, are blocked.

• **This shop has been looted.** The starting Zone (marked in green) may not be Searched.



• **Childbirth is noisy...** Before the baby is **born**:

1 – At the start of the Players' Phase of every game turn until the baby is **born**, add one Permanent Noise token to the starting Zone (marked in green). Permanent Noise tokens aren't removed at the end of the turn.

2 – Then, roll two dice and add the results. If the total is greater than or equal to the number of Permanent Noise tokens present in the starting Zone (marked in green), add one more Permanent Noise token to that Zone.

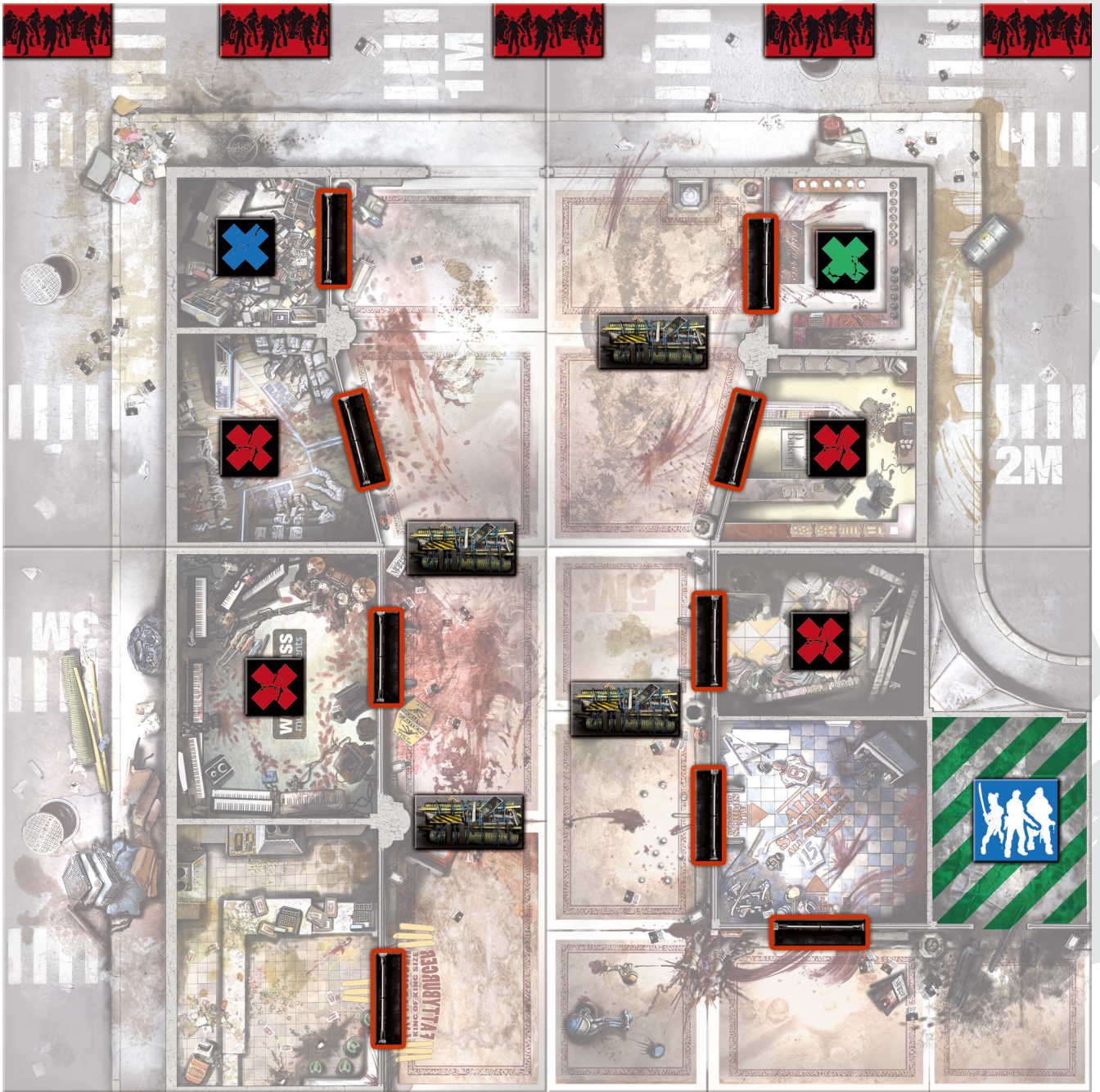
• **...and almost unpredictable!** The baby is **born** when the number of Permanent Noise tokens in the starting Zone (marked in green) reaches 13.









• **Sleep tight...** After the baby is **born**:

1 – At the start of the Players' Phase of every game turn until the baby is **asleep**, remove one Permanent Noise token from the starting Zone (marked in green).

2 – Then, roll two dice and add the results. If the total is less than or equal to the number of Permanent Noise tokens present in the starting Zone (marked in green), remove one more Permanent Noise token from that Zone.

• **...don't let the bedbugs bite.** The baby is **asleep** when the number of Permanent Noise tokens in the starting Zone (marked in green) reaches 0. Remove all Spawn Zone tokens from the board.



 Permanent Defensive Structure	 Closed Mall door	 Pa's Gun
 Player starting area & labor ward	 Spawn Zone	 Weapon stock
	 Spawn Zone	 Pimpmobile weapon stock

