

C38 TEAM TESLA

HARD / 6+ SURVIVORS / 120 MIN

A mission by Simone Burgio

So, the army apparently set up a defensive position with electricity, probably in the old prison beyond this observation tower. We're hoping it's full of useful stuff, but we're sure it's full of ex-military zombies. We've got a plan, though, and I've chosen a code name. We're going to be Team Tesla, because step one is getting the power on in the four nearby houses. Then we can open the door and get into the prison. That's a tall order, but it gets worse. There's a pair of abominations in front of the prison, two zombie basketball teams and a crowd of zombie supporters. This is not going to be easy.

Material needed: Season 2: Prison Outbreak.
 Tiles needed: 1P, 2P, 3P, 4P, 5P, 7P, 17P & 18P.

OBJECTIVES

There's a plan, but... Never mind. Just get this done, no matter how you do it.

- 1 – Get the power back.** Take all red Objectives.
- 2 – Open the prison main door.** The Switch is in the observation tower.
- 3 – Go deeper into the prison.** Reach the Exit Zone with all starting Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.

SPECIAL RULES

- A zombie basketball match, with zombie teams and zombie supporters!** As happens occasionally, some of the zombies have returned to old habits. And two of them were superstars! While setting up the game, put a Berserker Abomination and a Standard Abomination in the indicated Zones. Both red Spawn Zones represent the teams and their supporters.
- Unlimited power.** Each Objective gives 5 experience points to the Survivor who takes it. Once the four red Objectives have been taken, the white Switch can be activated.



- **One Switch to open ALL doors.** Activating the white Switch opens all white doors: the prison main entry door and the white cells doors. The Survivor activating the white Switch for the first time also takes the white Objective and gains 5 experience points.

- **The price of power.** Once the four red Objectives have been taken, the blue and the green Spawn Zones activate.

- **Did you just say “a light machine gun”?** The army put a light machine gun in the observation tower (represented by the green Objective). It can't be picked up or moved, but a Survivor standing in the same Zone as the green Objective can use it to shoot at nearby Zombies. The light machine gun has the following characteristics:

Range: 1-3 (including the bonus from the observation tower.)

Dice: 6

Accuracy: 5+

Damage: 2

Only one Survivor per turn may fire the machine gun, but that Survivor can spend as many Actions shooting as he wants. Then the gun overheats and can't be used until the next game turn.

- **A derelict police car.** You definitely can't drive it, but it can be Searched. You can Search the police car more than once. Draw cards until you find a weapon. Discard the other cards. The Aaahh! card triggers the appearance of a Walker as usual and interrupts the Search.

- **Yippee, a hippiemobile!** This car can be driven. You can Search a hippiemobile only once per game. It contains a Gunblade. You can add any pimpmobile weapon you might own from other *Zombicide* games or expansions (the Evil Twins, Ma's Shotgun, etc.) and draw one of them randomly.

