C40 BROTHERLY LOVE

HARD / 6+ SURVIVORS / 180 MINUTES

A Mission by Samuel Udd

Sledge was Grindlock's brother-in-metal. Apparently, he was too metal for the rest of the world to handle, though, and got locked up just weeks before the outbreak. Never one to leave a friend, Grindlock saw this new world as the perfect setting to find Sledge and become brothers-in-blood. Well, we found the prison, but it had been overrun long ago. If Grindlock's old friend is anything like him. Sledge has probably become the biggest, baddest, most metal infected out there. Grindlock can be very convincing, though. Somehow, he talked us into doing the respectful thing: namely, releasing Sledge from his imprisonment and letting him go to whatever hell he had promised to meet Grindlock in. So here we are, breaking into prison to find Sledge and put him out of his misery. Easy, right?

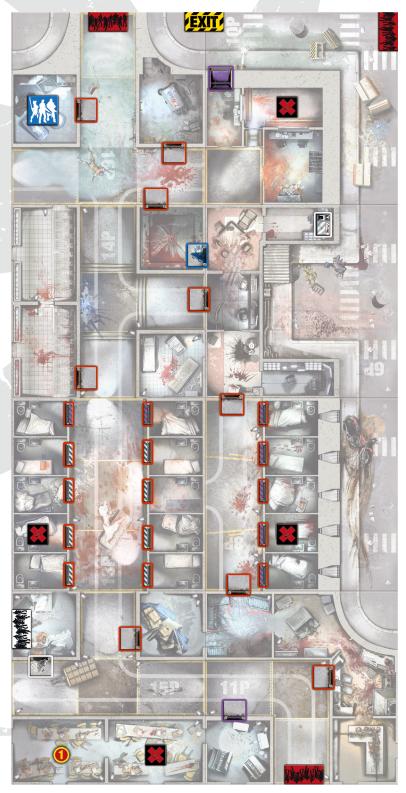
"Hey Grindlock. What did you mean when you said Sledge probably hasn't changed much from when he was alive?" "You'll see."

Material needed: Season 2: Prison Outbreak. Tiles needed: 6P, 8P, 10P, 11P, 13P, 14P, 15P & 16P.



OBJECTIVES

Duties of a brother. Kill Sledge and escape with **all** Survivors through the Exit. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.



ZOMBICIDE - MISSIONS

C40

SPECIAL RULES

• We've already searched there. The starting room Zone cannot be Searched.

• Accomplishing a sacred duty. Each Objective gives 5 experience points to the Survivor who takes it.

• The Sledge! While setting up the game, put a Berserker Abomination in the designated Zone. This is Sledge. Sledge is a Berserker Abomination on a completely different scale and can only be killed by a Survivor at the Orange Danger Level or higher (in addition to using a suitable weapon). Otherwise, it behaves as a normal Berserker Abomination. When Sledge is defeated for the first time, lay down his miniature instead of removing it. During the next Zombies' Phase, he spends an entire activation getting back up on his feet. This only happens once per game. Experience for killing an Abomination is awarded as normal, once for the first time he is killed and again for the second time. • The great berserker. Whenever an Abomination would spawn and Sledge is still alive, instead, open all closed doors in the same Zone as Sledge! If there are no closed doors in that Zone, Sledge gets an additional activation. If Sledge is dead, spawn an Abomination as normal.

• Sledge containment: purple doors. Sledge was sealed off in the dining hall. But if he's even half as difficult to contain as a zombie as he was in life, he won't stay there long once we start stirring up the hornets' nest. None of the purple doors can be opened by normal means. When Sledge eventually breaks open the purple door containing him, he causes the system to malfunction. All purple doors of all types are opened.

• **Containing the flow.** The white Spawn Zone starts activated. Activating the white Switch opens all white cell doors and deactivates the white Spawn Zone (remove it from the game). The white door stays open. The Switch doesn't grant any experience gain and can't be set back in its original position.

