

C59 THE KA-BOOM SOLUTION

VERY HARD / 4+ SURVIVORS / 180 MINUTES

A Mission by Kevin Fisher

A week ago, Grindlock found his great-uncle, "Booze" Ben, setting explosive traps around his prison haven. It was what he called his "ka-boom solution".

The prison, however, is quickly being overrun. We thought Ben's radical tactics would help us getting out, but something went wrong. Ben does have a tendency to turn to the sauce when things get rough. The old man was supposed to set the detonators and blast an opening for everybody to escape. That was an hour ago, and we can't hold the line anymore. There is no sign of what happened to the old grump, but we can't wait. We have to get out.

Material needed: Zombicide Season 2: Prison Outbreak.

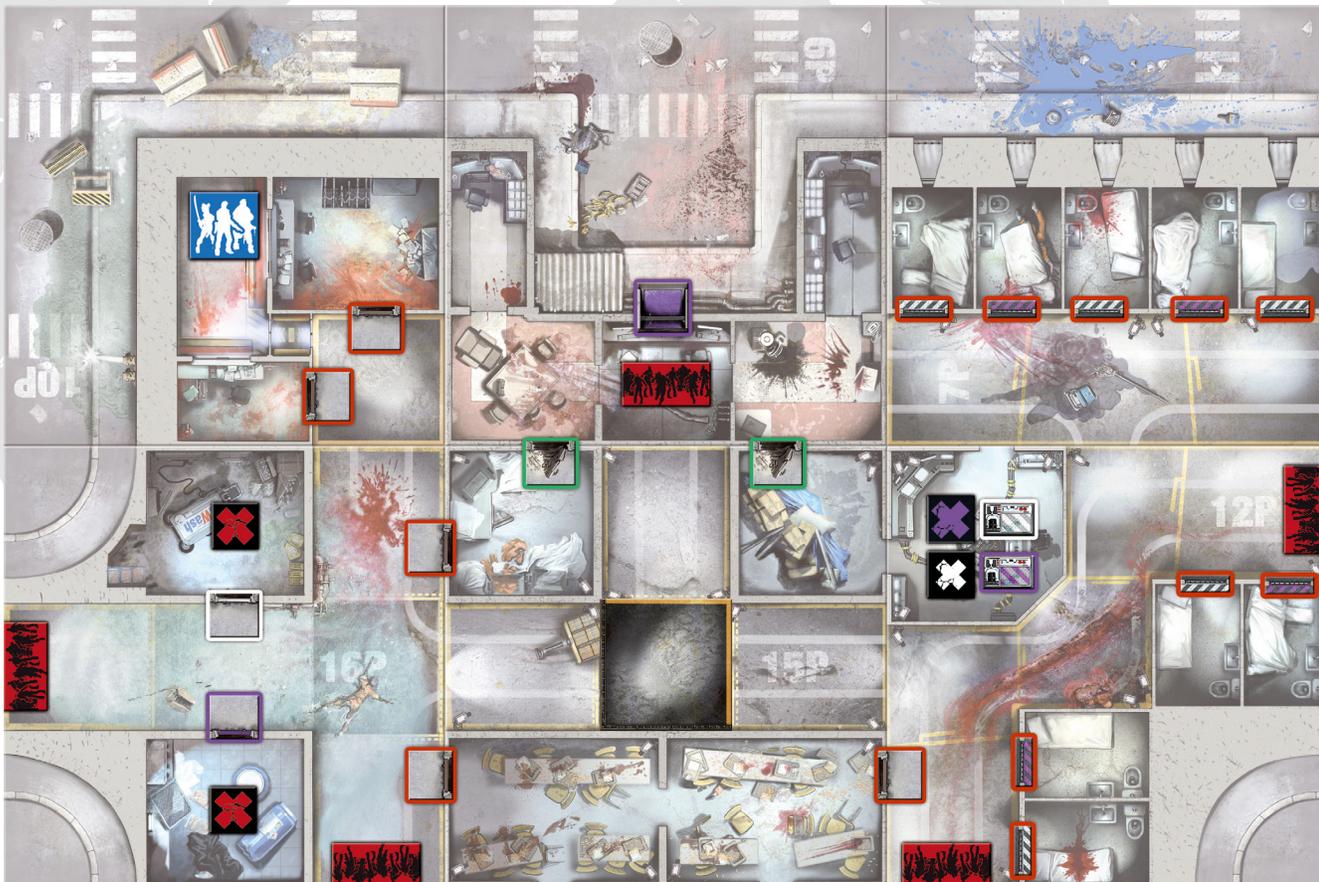
Tiles needed: 6P, 7P, 10P, 12P, 15P & 16P.

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|-----|-----|-----|
| 10P | 6P | 7P |
| 16P | 15P | 12P |

OBJECTIVES

Use the ka-boom solution and win the game by following these steps:

- 1 – Two hidden alcohol stashes?** Ben probably got into a storage room and ended up on the floor, dead drunk. Activate the violet and white Switches to access the rooms.
- 2 – Dead-drunk old grump.** Find the hidden blue Objective to discover where Grindlock's great-uncle lies and recover the detonators.
- 3 – Finish the job.** Use the detonators. Reveal the five Spawn Zones.
- 4 – Survive!** Reach the Exit Zone with at least one Survivor. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.



SPECIAL RULES

• **Setup.** Place three red, one blue, and one yellow Spawn Zones randomly with their red face up. Put the blue Objective randomly among the red Objectives, face down.



• **Dead-drunk old buddy.** Each Objective gives 5 experience points to the Survivor who takes it.

• **It's broken!** The rotating security door can't rotate.

• **Protected storage rooms.** Activating a Switch opens the corresponding door. The Survivor activating a Switch for the first time also takes the matching Objective and gains 5 experience points. Each Switch can be activated only once.

• **The Ka-Boom Solution.** This special rule can be used only after the blue Objective has been found. Spawn Zone tokens are revealed whenever a Survivor stands in their Zone:

- *Red: Boom!* The path is now blocked. Unfortunately, the Zombies find another way to get to you. Move the Spawn Zone token to any other Spawn Zone.

- *Blue: Fizzle!* The explosion failed. No effect, the Zombies keep on coming from here.

- *Yellow: Here is the exit!* Replace the yellow Spawn Zone token with an Exit token. Any other Spawn Zone token standing here is moved to another Spawn Zone.

