

C60 AMBUSH!

EASY / 6+ SURVIVORS / 90 MINUTES

A Mission by *Claudia Gilmeanu*

We've been running and hiding for weeks. At last we found a quiet place. Let's get a look around and put up a shelter here, at least for a night or two. There are only a few zombies to take care of -but what a stench! There must be something going on, but I'm too hungry to think straight. Let's go.

Material needed: **Zombicide Season 3: Rue Morgue.**
 Tiles needed: **2R, 3R, 5R & 6R.**



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|----|----|
| 5R | 6R |
| 3R | 2R |

Player starting area
Open door
Spawn Zones
Doors
Exit
Spawn locators
Objectives (5 XP)

OBJECTIVES

We won't die here. No! We will survive and show these zombies what it means to be a Survivor!

- 1 – Show them what a Survivor is.** Plunder everything you can. Take all the Objectives.
- 2 – Survive the ambush.** Reach the Exit Zone with all 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

- **Survivor job.** Put the blue Objective randomly among the red Objectives, face down. Each Objective gives 5 experience points to the Survivor who takes it.
- **Infested building.** The pink Spawn Zone is the only Spawn Zone active when the game starts.
- **The door to safety.** The blue door cannot be opened until the blue Objective has been taken.
- **Incoming!** When the blue Objective is taken, the blue Spawn Zone activates. When a red Objective is taken, ALL the red Spawn Zones activate.

