

# C63 THE TATTOO

MEDIUM / 6+ SURVIVORS / 90 MINUTES

A Mission by Christophe Müller de Schongor

Watts had a very peculiar neighbour who believed in the coming apocalypse. I guess he was on to something. Anyway, the guy ended up transforming his trailer into a stronghold with plenty of food and survival gear. It opens only by scanning a specific bar code that the guy had tattooed on his hand.

Watts had forgotten all about it until he found the mental institute's list of patients. Guess what? The guy is on that list!

The things we do for a bunch of sparkling water bottles...

Material needed: **Zombicide Season 2: Prison Outbreak.**

Tiles needed: **3P, 4P, 8P, 9P, 17P & 18P.**

## OBJECTIVES

This is the three-step plan we figured out to get our hands on this hand:

- 1 – Free the guy.** Set the Berserker Abomination free. It's actually locked in the padded cells.
- 2 – Free the tattoo.** Chop off the guy's left hand by rolling a successful Melee Action on the Berserker Abomination. The Equipment used for that task doesn't need Characteristics that could actually kill the Abomination, since you don't want to kill it...yet! Being one-handed doesn't change anything about the Berserker Abomination.
- 3 – Free yourselves.** Reach the Exit Zone with **all** Survivors and the tattooed hand. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.



8P	3P
9P	4P
17P	18P



## SPECIAL RULES

• **A veteran's start.** After the starting Equipment has been distributed, every Survivor gets to draw from the Equipment deck until he gets a weapon. If a Survivor draws an "Aaahh!" card, he stops drawing, gets no weapon, and a Walker is placed in the Survivors' starting area. Other Survivors may still draw cards. These draws are not Search Actions.

• **Bar code behind bars.** Put a red Objective token on the Berserker Abomination. This is the tattoo (and the hand beneath). The Survivor who takes this Objective gets 5 experience points and puts the tattoo Objective in his inventory. Treat it like an Equipment card. The game is lost if the tattoo is discarded.

• **Asylum compound.** When revealing any building room, apply the Danger Level above the current Danger Level (Yellow instead of Blue, for example). Red is the maximum. This rule doesn't apply for Zombie spawning (Zombie Phase / Step 2).

• **Disable the security locks.** Activating the purple Switch opens the purple cells doors. The purple prison main entry door doesn't open, but it can be opened after activating the Switch. The purple Spawn Zone activates. The Survivor activating a Switch for the first time also gains 5 experience points. The Switch can only be activated once.

• **Rotating security gate.** When the yellow Switch is activated:

- The rotating security gate rotates a quarter turn to the left or to the right (choose the direction of rotation each time the Switch is used).

- The yellow Spawn Zones receives a Skill counter (see "More rotating security gates?").

• **More rotating security gates?** The yellow Spawn Zone receives one Spawn card per Skill counter on it. It doesn't spawn if there is no Skill counter.

• **The hippiemobile.** It can be Searched once, giving two Gunblades. It can be driven.

