

A13 JERICHO

HARD / 6+ SURVIVORS / 180 MINUTES

A few weeks ago, speaking about the way we all see our future lives, Phil talked about his wish to build a survivors community. United we stand, so he says. We all thought about it and would like to give it a try. Josh spotted an old block planned for destruction. The explosives were set when zombies came and caught the city off-guard. Using the explosives, we could destroy the main accesses and secure a wide area. Wide enough for many people to gather and build a giant shelter. With time, it could even turn to some kind of village...

Tiles needed: 1B, 1C, 2B, 5B, 5C, 5D, 5E, 6C & 7B.

OBJECTIVES

Secure the block in an spectacular way. To win the game, complete these steps in order:

- 1- **Set an explosive charge in every Spawn Zone.** To do so, bring a red Objective token to each Spawn Zone. You can also destroy Spawn Zones with Molotov Cocktails!
- 2- **Set the detonator.** Destroy all Spawn Zones, either by using the detonator (green Objective) or Molotov Cocktails.
- 3- **After the block goes boom, time for zombicide.** The invasion areas are out, clean the board of any remaining Zombies.

SPECIAL RULES

- **Explosives.** Each red Objective is an explosive charge and gives 5 experience points to the Survivor who takes it for the first time. Each may be carried around and played like an Equipment card. A Survivor may drop explosives charges he carries for free: put the Objective token(s) in the Zone the Survivor stands in. They can be taken again later (without experience gain).
- **Detonator.** The green Objective features a remote detonator set in a police car. It travels around with the police car. A Survivor has to be in the police car to take it. Taking the green Objective gives 5 experience points to the Survivor and immediately blows the explosives. Resolve these effects in order:
 - 1- Molotov explosion in every Zone where a red Objective (or a Survivor holding such a token) is.
 - 2- Remove any Spawn Zone token where a red Objective (or a Survivor holding such a token) is.
 - 3- Remove all red Objective tokens.



NOTE: You may change the number of dice rolled to adjust the difficulty and average game time.

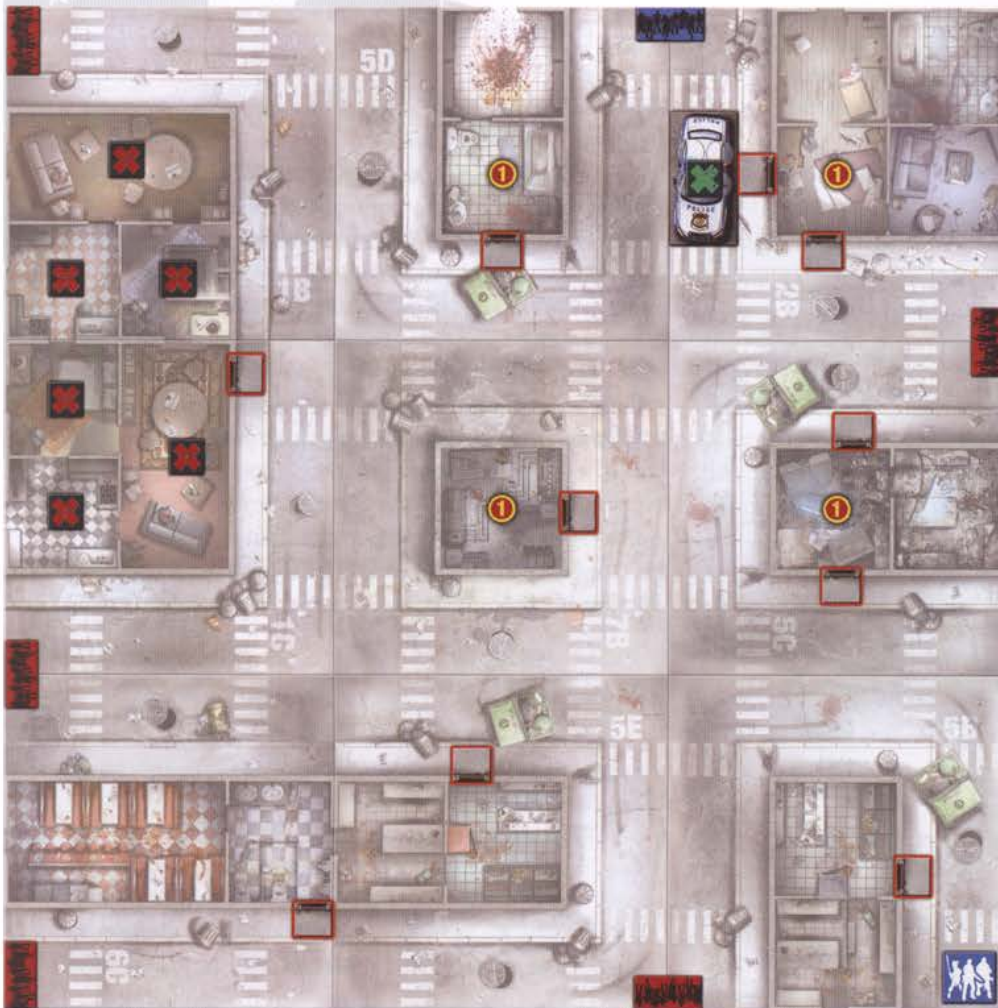
Easy: 3 dice / 60min








Hard: 5 dice / 150min

- **Alicia.** The green Objective is the 4 months old Alicia. The toddler uses the Loud Skill at the end of each Players' Phase. The Zone where Alicia is discovered doesn't contain Zombies when opened. It's too late to save her mother, but the little girl is alive and kicking. The Survivor taking the green Objective takes the baby, gaining 5 experience points. Featured as the token itself, Alicia takes a slot in the Inventory but is not considered as an Equipment. Of course, she keeps on using the Loud Skill at every Players' Phase. Survivors can trade the token as they would with an Equipment card. The game is lost if the Survivor holding Alicia is eliminated.

- **You can't use cars.**

- **Pimpmobile.** The pimpmobile can be searched only once. It contains either the Evil Twins or Ma's Shotgun (draw randomly).



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Player starting area
- 
Door
- 
Spawn Zones
- 
Car you can drive
- 
Explosive
(5 XP + special rules)
- 
Industrial custom armory (special rules)
- 
Detonator
(5 XP + special rules)

- **Denying access.** Any Spawn Zone can be disabled by explosive or by throwing a Molotov in its Zone. Even if explosives are lost, set elsewhere or wasted, the game can still be won! Remove disabled Spawn Zone tokens.
- **Blue clockwork.** The blue Spawn Zone is the first to spawn. Then spawn clockwise, as usual.
- **Industrial custom armory.** The workers put a fight before turning into zombies. Before the beginning of the game, put aside the following four Equipment cards: Evil Twins (x1),

Ma's Shotgun (x1) and Molotov (x2). Deal them randomly and face down in each Zone marked with a "1". The first Search resolved in such a Zone gives the matching card.

- **You can use the police car.** The green Objective travels with it. You can Search the police car more than once. Draw cards until you find a weapon. Discard the other cards. The Aaahh! cards trigger the appearance of a Walker as usual and interrupt the Search.

