

C9 PART 1: GAUNTLET

A mission by Arnd Felten

We heard the broadcast two days ago, and it took us this long to get to the outskirts. There aren't so many zombies here, but as soon as we get to the generator, the noise will attract lots of them. All we need now is enough gasoline to last until the transport arrives...

This is a two-part Mission. The goals are simple: Manage to get through the first map without gaining a lot of experience, and survive the second map until you are extracted.

You will need the following tiles for this Mission: **1C, 4E, 4C, 2B, 2C, 4B, 4D, 1B.**

OBJECTIVES

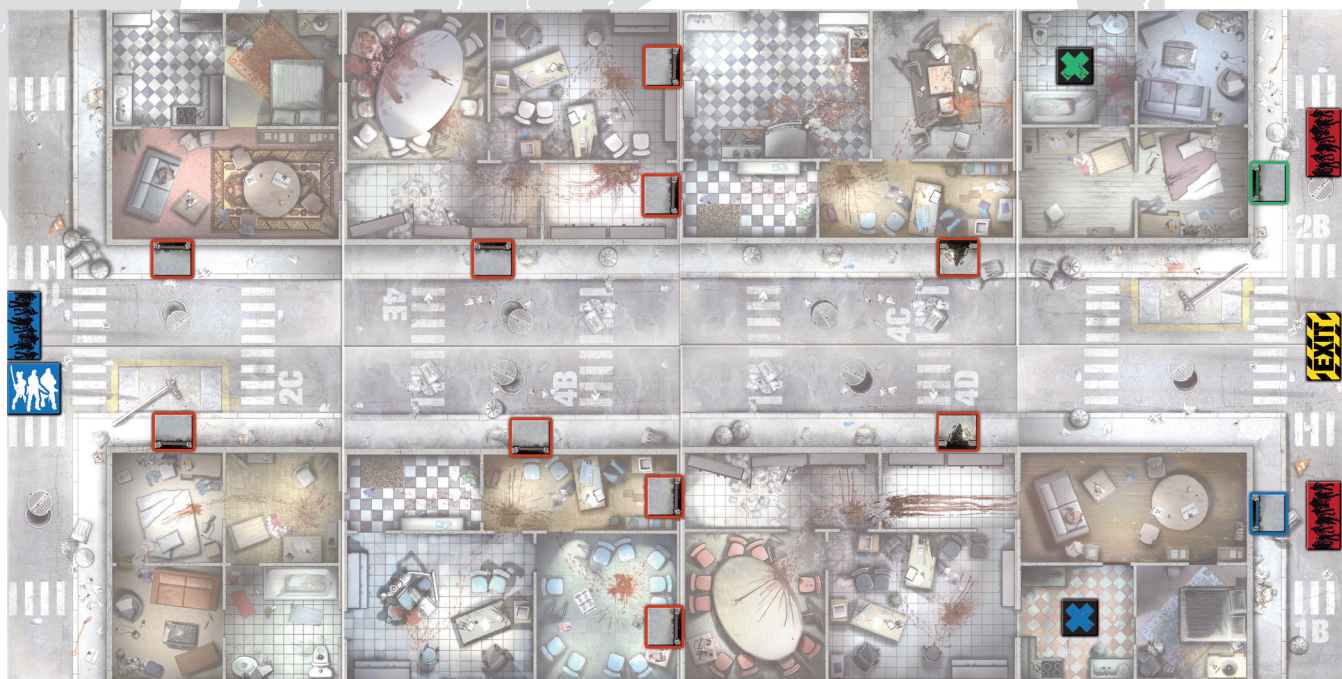
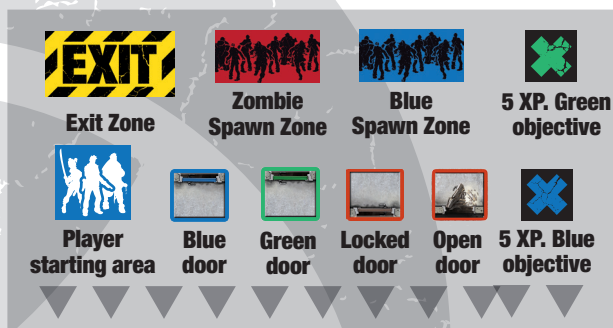
Take all the Objectives and reach the Exit Zone with at least one Gasoline card in a Survivor's inventory.

SPECIAL RULES

- **Closed rooms.** Some building Zones are isolated by doors. They are considered as separate buildings for Zombie spawning purpose only.
- **Open buildings.** Some buildings have open doors. Don't spawn Zombies inside.

- **Colored doors.** The blue door can only be opened if the blue Objective has been taken. The green door can only be opened if the green Objective has been taken.
- **Gas! Gas! Gas!** Set aside the Gasoline cards. When a Survivor takes an Objective, he receives a Gasoline card and 5 experience points.
- **Private property.** Trespassing at your own risk. Once the first Objective is taken (whatever its color), the blue Zombie Spawn Zone activates.
- **Don't leave anything to zombies.** Keep your Survivor's experience points, Equipment cards and Wounded cards after you finished the Mission. You will begin the next Mission ("Extraction") with them. If your Survivor has been killed, he begins with nothing (no experience nor Equipment cards).

Note: Having Ned along for the Mission is a good idea, seeing as you can already "stock up" in order to survive the Extraction!



C9 PART 2: EXTRACTION

A mission by Arnd Felten

We've made it this far, though not without attracting a little attention. The generator is in view, but we still need to get the gas there and hold out for our ride. I just hope we won't run into one of the Big Guys while we wait...

You will need the following tiles for this Mission: **1B, 4E, 2B, 5D, 7B, 5C, 1C, 2C, 4B.**

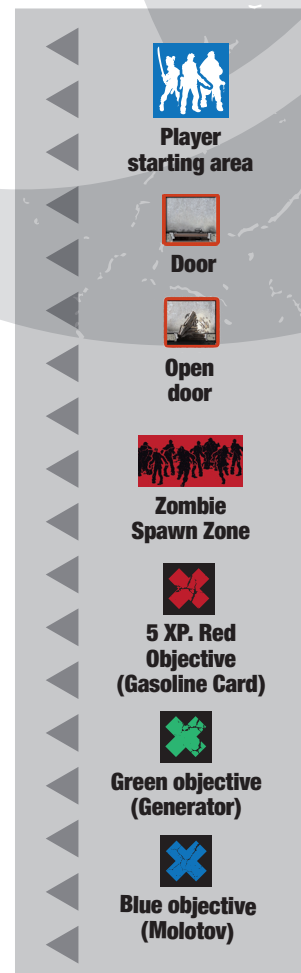
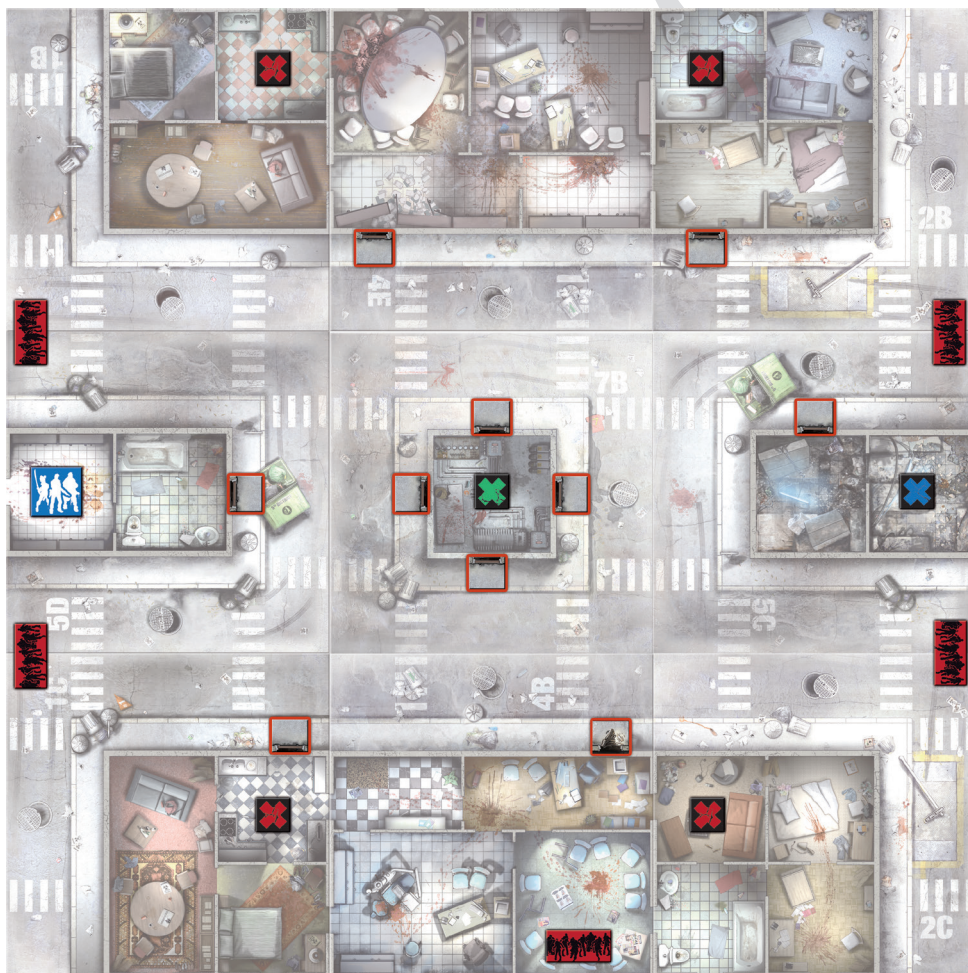
OBJECTIVES

Let's extract everybody! You are going to be saved, one way or another. Here is the plan.

- **The generator.** Reach the generator (the green "X" on the map) and discard one Gasoline card in the Zone. There must be no Zombies in it.
- **Wait until your extraction.** Reach the Red Danger Level with at least one Survivor and have this Survivor finish his turn in the generator's Zone.

SPECIAL RULES

- **You passed the gauntlet.** This Mission follows the previous one, "The Gauntlet". The Survivors begin with all the experience points, Equipment cards and Wounded cards they had at the end of the Gauntlet.
- **Open building.** Some southern building have an open door. Don't spawn Zombies in its building Zones. The Zombie Spawn Zone acts normally.
- **Additional gas stock.** Set aside any available Gasoline card. A Survivor taking a red Objective receives 1 Gasoline card (if available) and 5 experience points.
- **Hot stuff!** Someone used some of the generator's gas to make a Molotov cocktail! A Survivor taking the blue Objective receives 1 Molotov card (if available, 2 if Dave picks it up) but no experience point.
- **Gas-powered generator.** The green Objective can't be taken. It represents the building's generator. Once a Gasoline card is discarded in the same Zone, the generator starts (provided there's no Zombie in the Zone). It produces 4 Noise tokens at the start of each game turn.
- **Zombies hate the generator.** If there are ever any Zombies in the generator's Zone, the generator stops and requires another Gasoline card to start again (provided there are no Zombies standing in the Zone).



MEDIUM
4+ SURVIVORS
90 MINUTES

C9

ZOMBICIDE - MISSIONS