

# C11 FLOODED WITH ZOMBIES

A mission by Stephen D. Forchielli

There's a major thunderstorm on the way and it looks nasty. These streets flood easily so the gang better find shelter quickly. Josh said he saw an abandoned rowboat not too far from here, and it's big enough to fit everyone. We'll have to drag it to the shelter so we can use it once the storm passes. But Amy brings up a good point, what good is a rowboat without any oars? I guess we'll have to find some along the way.

You will need the following tiles for this Mission: **5B, 6B, 5C, 2C, 1C & 3B.**

## OBJECTIVES

You'll survive the flood if you manage to follow this 3 steps plan:

- **S.O.S.** Lucky for the gang, someone abandoned their old rowboat when they left town. Take the green Objective (which represents this boat) and carry it to the shelter (marked by the Exit Zone).
- **Row row row your boat.** The gang can't get anywhere after the storm without the rowboat's oars! They are marked with red "X". Take each Objective from its current location on the map to the shelter (marked by the Exit Zone).

• **And now we play the waiting game.** Once the rowboat, all 4 oars, and all remaining Survivors have reached the Exit Zone, you must wait out the storm! All Survivors must last four consecutive game turns at the shelter in order for the Mission to be a success.

## SPECIAL RULES

- **Closed rooms.** Some building Zones are isolated by doors. They are considered as separate buildings for Zombie spawning purpose only.
- **Well this is oar-gasmic.** Each Objective gives 10 experience points to the Survivor who takes it for the first time.
- **It's no Titanic.** But the rowboat is pretty big. The green Objective token is considered as Equipment and occupies two inventory slots of the Survivor who picks it up. It can't be traded. The Survivor who carries it to the shelter must spend an extra Action at the beginning of his turn in order to lift and carry the rowboat. Otherwise, he can't move. Both doors in tile 3B must be open in order to fit the rowboat into the building.
- **Why couldn't it be a motorboat?** Each red Objective token is considered as Equipment and occupies one inventory slot of the Survivor who picks it up. They can be traded as any other Equipment cards.
- **My kingdom for an oar!** If a Zombie takes an oar after attacking or if a Survivor carrying one of these oars dies, the oar is taken away by the Zombies and lost. Mission failed.



HARD  
4+ SURVIVORS  
120 MINUTES

ZOMBICIDE - MISSIONS

C11