

C31 ZOMBIE FACTORY

HARD / 6+ SURVIVORS / 120 MINUTES

A Mission by Jason Wilkins

We'd been on the road forever, but we finally found a small community that's somehow kept out the undead. Naturally, they don't trust newcomers, but they'll let us rest for a few days if we help them with a small problem. Early in the outbreak, some lunatic built a factory nearby using zombies to generate power. You can guess how well that turned out. Now the place is spewing hordes of zombies. They asked us to shut it down permanently.

Material needed: Season 1.

Tiles needed: 5B, 5C, 5D, 5E, 5F & 6C.



OBJECTIVES

Guys, it won't be easy, but it has to be done. Let's see the plan.

- 1- **Get the explosives from the warehouse.** Take all red Objectives.
- 2- **Set them inside each of the four zombie power plants.** Place one red Objective on each red Spawn Zone.
- 3- **Get the detonator from the Abomination.** Kill the Abomination to get the blue Objective.
- 4- **Get away before blowing the place apart.** Reach the Exit Zone with all remaining Survivors and the blue Objective. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.

SPECIAL RULES

- **Let's get this job done, and well done.** Each Objective gives 5 experience points to the first Survivor who takes it. Place each taken Objective on the ID Card of the Survivor who took it. The explosives (red) and the detonator (blue) can be exchanged as Equipment cards and occupy one space in the Survivor's inventory. If any Objective is lost, the Mission fails. To place a red Objective on a Spawn Zone, the Survivor carrying it simply needs to spend an Action while in that Zone.
- **Give the detonators to daddy if you don't want a serious spanking.** The blue Objective can only be taken once the Abomination carrying it has been killed. It follows the Abomination when it moves.
- **It was so quiet before we opened the doors...** Each Spawn Zone only activates once the door of the building in which it stands is opened.
- **What did this one eat to become like this?** The blue Spawn Zone spawns only once, when its building is opened, producing a single Abomination.
- **Pimpmobile!** The pimpmobile can be Searched only once. It contains either Ma's Shotgun or the Evil Twins (draw randomly).
- **Out of gas!** The car can't be driven.
- **Watch your feet.** The factory continues below ground, and there are Runners running in the pipes! At the End Phase of each turn after the first one, roll one die. On an odd result, place one Runner on each manhole on a tile occupied by Survivors, as if you just drew a "manhole" card. On an even result, nothing happens.



