

M06 ZOMBIE RIOT

HARD / 6+ SURVIVORS / 5 HOURS

Some people tried to secure the area with barricades, but it looks like the zombies came at them from behind. The whole thing became a deadly trap. Anyway, there's lots of ammo, electronic parts, food, fuel, and weapons; useful stuff they salvaged just in case.
We're all feeling funny. What are the odds that it's just the flu?

Tiles needed: 1B, 1M, 2B, 2M, 3C, 5B, 5C, 6C & 6M.



- **Toxic roamers.** Put a Toxic Fatty (with its two Toxic Walker escorts) in each marked Zone of the mall's indoor alley. Put two Toxic Runners in each marked Zone of the mall's indoor alley. Put a Toxic Abomination in the marked Zone of the mall's indoor alley.

- You cannot use the car.

- The pimpmobile can be searched only once. It contains Pa's Gun.

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|  Complete barricade |  Player starting area |
|  Door |  Exit |
|  Closed Mall door |  Pimpmobile you can't drive |
|  Open Mall door |  1 Toxic Abomination |
|  Mall double door |  3 Toxic Fatty (w/ 2 Walker escorts) |
|  Objective (5 XP, see special rules) |  2 Toxic Runner |
| |  Zombie Spawn Zone |

OBJECTIVES

We could all turn to Zombivors. Take all the Objectives. When that's done, reach the Exit Zone with all Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as it's free of Zombies.

SPECIAL RULES

- **Lust for life.** You may only start with Survivors, not Zombivors.
- **Objectives.** Each Objective gives 5 experience points to the Survivor who takes it.
- **Just in case.** Put the blue and green Objectives randomly among the Objectives, face down. Each of them gives a Molotov Equipment card (if there are any) to the Survivor who takes it. If there's no Molotov cards left, ignore this special rule.

