

E6 – WEB MISSION



THE BIG BOOM!

6 SURVIVORS / HARD / 90 MINUTES

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Gather 'round, ladies and gents! It's almost time for the greatest fireworks show you've ever seen! Bring your friends, your lovers, and even your enemies, because you will not want to miss this! All it takes is a quick fix on the good, old Gatling Gun, some prayers from Father Horse, and there you go! So, be sure to grab something to drink, take a good seat on the balcony, and get ready for the big BOOM!

Material needed: **Zombicide: Undead or Alive**

Classes needed: **Faithful.**

Tiles needed: **1V, 4R, 5R, 6R, 8V, & 9R.**

6R	5R
8V	4R
9R	1V

OBJECTIVES

Cleaning the town. Accomplish the following Objectives in any order:

- Take the Blue and Green Objectives.
- Move all Mobile Spawn Zones to the Starting Spawn Zone.
- Move the Wagon to the highlighted Zone.

Then

Destroy the Wagon at the highlighted Zone with the Gatling Gun (see below). When no Spawn Zone is active, the game is won.

SPECIAL RULES

- **Setup.** Shuffle the Blue and Green Objective randomly among the Red Objectives, facedown.
- **Good stuff, dude!** The Blue and Green Objectives give 5 AP and the top Bounty Weapon (if there are any left) to the Survivor who takes it. The Survivor may then reorganize their inventory for free.
- **Good old gatling gun.** The Gatling Gun starts jammed. Its characteristics are [Range: 0-1 / 1 die / 4+ / Damage 2]. The Gatling Gun cannot be moved by any means.
 - The Gatling Gun is fixed when the Green Objective is taken. For the rest of the game, it has the characteristics listed on its Reference card.
 - When the Blue Objective is taken, the Gatling Gun's damage is set to 3 for the rest of the game (even if the Gatling Gun has not been fixed).

- **Are you thirsty?** Red Objectives give 5 AP and a Water Equipment card from the Equipment deck (if there are any left) to the Survivor who takes it. The Survivor then reshuffles the Equipment deck and may reorganize their inventory for free.
- **The big BOOM!** To destroy the Wagon with the Gatling Gun, Survivor may use the Gatling Gun to target the Wagon's Zone to destroy it. Once destroyed, eliminate all Actors in the Wagon's Zone, place a Noise token on its BOOM! Side in the Zone, and discard all Spawn tokens in the Starting Spawn Zone.

