

## E9 – WEB MISSION



# THE HOLY FOUNTAIN

6 SURVIVORS / NORMAL / 75 MINUTES

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Just like my dear, old granny used to say, "Faith moves mountains!" Too bad these zombies don't seem to care much for sermons... or holy water, for that matter. Our brave faithful have tried blessing every drop, but it ain't doing a lick of good. What led us to this dusty, little village was an old, indigenous legend, one that speaks of sacred water running beneath the land, bubbling up from a hidden spring to the north. If it's real, it might just be our last hope to send these undead varmints packing.

So... anyone got a bucket?

Material needed: **Zombicide: Undead or Alive**  
Tiles needed: 1R, 5V, 6R, & 8R.

### OBJECTIVES

Cleanse this forsaken place with holy water. Accomplish the following Objectives in this order to win the game.

1. Flip all Corpse Pile tokens to their Inactive side.
2. The game is won when the Abomination Spawn Zone is on its inactive side.

### SPECIAL RULES

- **Setup.**
  - Place the Green Objective token next to the board. It represents a water bucket.
  - Remove all Holy Water cards from the Equipment deck.
  - Place all (4) Corpse Pile Spawn Zones on their Active side in their respective Zones.



- **Forsaken land.** Faithful Survivors **cannot** use their Class Ability with ordinary Water Equipment cards to flip a Corpse Pile token to its Inactive side.
- **Cursed corpses.** All Corpse Pile Spawn tokens are Active at the start of the game. Survivors cannot flip them to their Inactive side normally. To flip them, see the **Bring the bucket, quick!** special rule below.
- **Holy bucket.** Red Objectives give 5 AP to the Survivor who takes it. When a Red Objective is taken, place the Green Objective in the Highlighted Zone (Holy Water Fountain). Survivors cannot take another Red Objective until they flip a Corpse Pile token to its Inactive using the Green Objective (see below).
- **Bring the bucket, quick!** When the Green Objective (water bucket) is in the Highlighted Zone, a Survivor in this Zone may spend 1 Action to take it. It doesn't occupy an Inventory slot and can be traded normally. A Survivor with the Green Objective and standing in a Corpse Pile Zone may spend 1 Action to flip a Corpse Pile token to its Inactive side. The Survivor then gains 5 AP, a random Bounty Weapon, and may then reorganize their inventory for free. Then, return the Green Objective token next to the board.

5V	6R
1R	8R

