

WM42 - MUTANT ZOMBIES MUST FALL

Hard / 4 Survivors / 60 min

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Radiation hotspots are causing changes in zombies; they are becoming more dangerous and more active! We've discovered the location of two radioactive sources that we need neutralized to slow down this mutation. By creating Rad-Clean foam from special elements, we can cleanse radioactive residues, reduce radiation levels, and keep our neighborhood safe from these new mutant zombies!

Material needed: **Zombicide: 2nd Edition.**

Tiles needed: **2V, 6R, 8R, & 9R.**

9R	2V
8R	6R

• OBJECTIVES

Get rid of radiation. Accomplish the Objectives in this order to win the game:

- 1. Eliminate the radiation sources** (see Special Rules).
- 2. Total eradication.** Eliminate all Mutant Zombies from the board.

• SETUP

- Place the Blue and the Green Objectives randomly among the Red Objectives, facedown.
- Do not use the Blue and Green base colors on Survivors, as they will be used to represent the Mutant Zombies.
- Place the Blue Survivor base color on 1 Brute miniature, this is the Mutant Brute. Place the Green Survivor base color on 1 Runner miniature, this is the Mutant Runner. Place them and the Walkers in the indicated Zones.

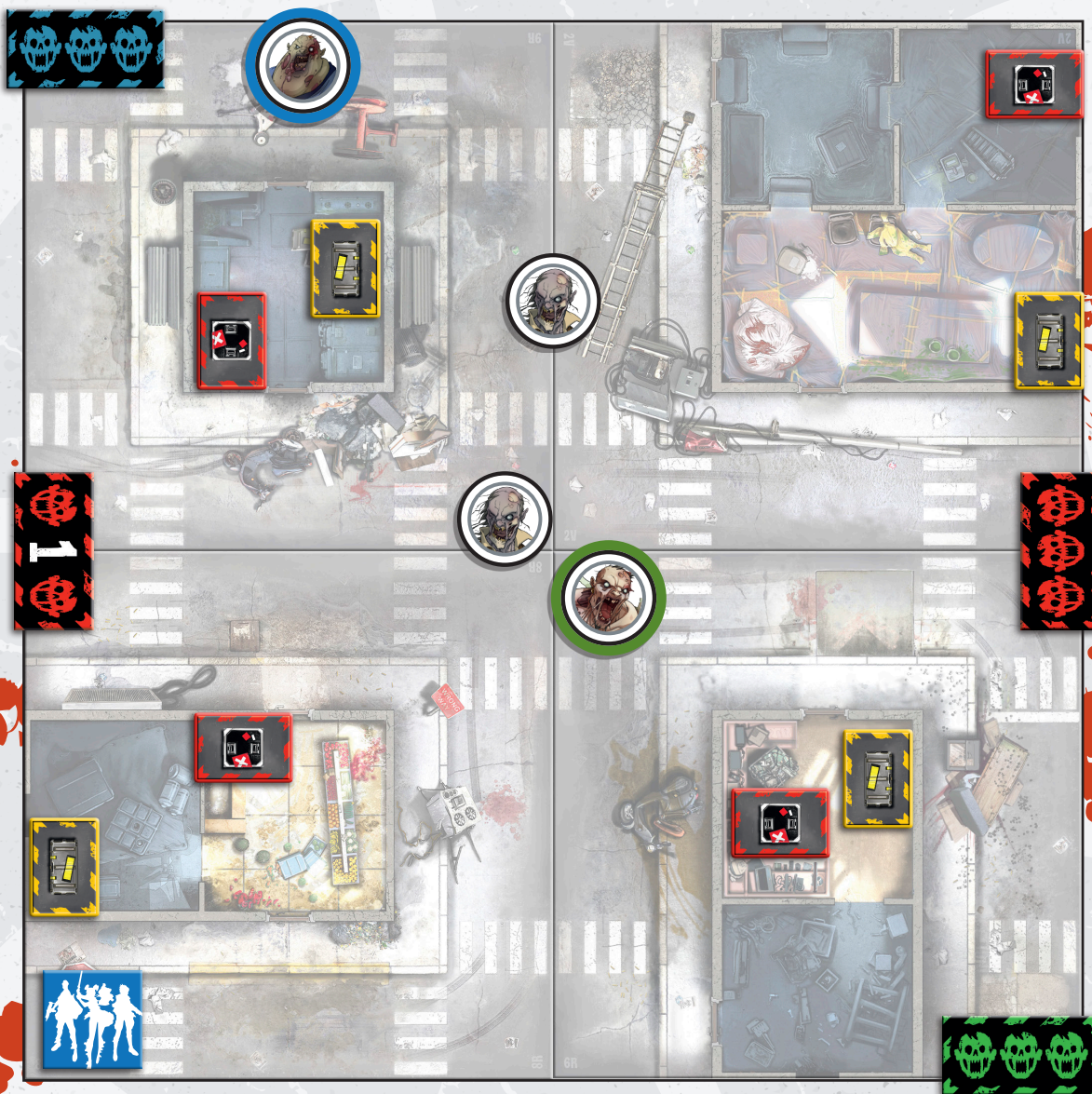
• SPECIAL RULES

- **Elements.** Each Objective represents an Element: Red = R-Element, Blue = B-Element, and Green = G-Element. Each Red Objective gives 5 AP to the Survivor who takes it. Blue and Green Objective tokens will give 5 AP to all Survivors and activates the corresponding Spawn Zone. Place the Objective token on the Survivor's Dashboard. It does not take up an inventory slot and can be traded like an Equipment card.
- **Rad-Clean neutralizer.** A Survivor with the B-Element and a R-Element can combine both into the B-Rad-Clean

neutralizer. The same can be done with the G-Element and a R-Element to create the G-Rad-Clean neutralizer. A Survivor in the Green or Blue Spawn Zone with the corresponding Rad-Clean neutralizer (Blue: B, Green: G), can spend one Action to destroy that radiation source and permanently remove this Zombie Spawn token from the game.

- **Mutant Zombies.** When a Mutant Zombie is defeated, place its miniature near the corresponding Zombie Spawn token (Blue or Green), if still in game. Mutant Zombies spawn in their corresponding Spawn Zone at the start of the next Zombie Phase:
- **Mutant Brute.** Same stats as a Brute and counts as normal Brute for extra activations.
- **Radiation.** When a Survivor kills the Mutant Brute, roll a die and add 2 to the result. If there are any other Survivors in the Brute Zone, distribute that many Wounds among them. Otherwise, distribute the wounds among Zombies there. You must first assign wounds to Walkers and/or Runners, before assigning to Brutes and/or Abominations.
- **Mutant Runner.** Same stats as Runner and counts as normal Runner for extra activations. Immune to Radiation.
- **Radioactive Smoke.** Attacks targeting the Mutant Runner's Zone have **-1 to dice roll: Combat**. At the end of the Zombie Phase, Zombies in Line of Sight of the Mutant Runner move 2 Zones toward it, ignoring any Survivors in their path.





Survivor
Starting
Zone

4x



Epic Weapon
Crates

2x



1x



1x



Objectives
(5xp)

2x



1x



1x



Spawn
Zones

2x



Walkers



Runner

with the Survivor
color base **GREEN**



Brute

with the Survivor
color base **BLUE**