

WM45 - THE GREAT END-OF-THE-WORLD EGG HUNT

Special / 6 Survivors (2 teams) / 60 min

Design and Development: Rodrigo SONNESSO and Henrique GARRIGÓS

This Easter, we decided to surprise the other Survivors. We scattered Easter Eggs all over the neighborhood and kicked off a full-scale egg hunt! The Zombies won't stop harassing us, but that's part of the challenge!

Grab your partners and start searching - and remember: those colored eggs are mine! Cross that line, and we'll have trouble!

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

Tiles needed: 1R, 2R, 3V, 4V, 8R, & 9R.

2R	8R	1R
4V	9R	3V

• OBJECTIVES

The Greatest Egg Hunters! This is a competitive Mission. Players are divided into two teams of 3 Survivors and compete to score the most points by the end of Round 8.

• SETUP

- Each team starts with 1 **Pistol**, 1 **Fire Axe**, and 1 **Crowbar** (you may take these cards from the Equipment deck).
- Shuffle the **Green** and **Blue Objectives** facedown among the **Red Objectives**.
- Do not place an **Objective token** or an **Epic Weapon Crate** in the **Starting Zone (Tile 9R)**.
- Each team rolls 1 die. The team with the highest result chooses which team receives the **First Player token** and activates a Survivor first in Round 1.

• SPECIAL RULES

- **Easter Eggs.** Each Objective gives 5 AP to the Survivor who takes it. Keep this Objective next to their dashboard. It doesn't take a slot in the inventory and may be traded like an Equipment card. Survivors CANNOT take an Objective if there are Zombies in their Zone.

- **No Backstabs.** Friendly fire is ignored in this mission.
- **Back and Forth.** After a Survivor ends their turn, the opposing team activates one of their Survivors. Repeat this process until all Survivors have been activated. After the End Phase, give the First Player token to the other team.
- **Countdown.** At each Spawn Step, set aside the Spawn card drawn for the First Spawn token. These cards act as a Round counter. When 8 cards have been set aside this way, the game ends at the end of the current Round.
- **Egg Thieves.** Survivors can attempt to steal an Objective from an opposing Survivor in the same Zone. They spend 1 Action and discard any amount of Equipment cards. **Roll 1 die + 2 more for each Equipment card discarded.** On a 5+, the attempt **succeeds!** Take 1 Objective from the opposing Survivor's dashboard and place it **next to your dashboard.**
NOTE: Survivors do not gain AP by taking Objectives this way.
- **Equal Damage.** When Zombies deal damage in a Zone, divide the total damage evenly between the two teams with Survivors in that Zone. If there is excess damage, the team with the First Player token decides which team takes it.
- **I Just Want to Have Fun.** If a Survivor would be eliminated, they may instead discard an Epic Weapon card or place 1 Objective from their dashboard into their Zone. Ignore all Wounds and set their HP to 1. If a Survivor is eliminated, the game does not end. Remove the Survivor from the game and set their dashboard aside for end-game scoring. Then resume play.
- **The Great Egg Hunter.** After the end of Round 8, the game is over. Each team scores points based on the following:
 - **Objectives:**
 - Green and Blue Objectives: 3 points each
 - Red Objective: 2 points each
 - **Epic Weapons:** 1 point each
 - **Equipment:** 1 point for each Survivor on the board who has at least 3 Equipment cards (including Epic, Starting, or regular Equipment).
 - **AP:** Check for the Survivors with the most AP. In case of a tie, all tied Survivors earn the following points:
 - 1st place: 3 points
 - 2nd place: 2 points
 - 3rd and 4th place: 1 point
 - 5th and 6th place: 0 points

The team with the most points wins!



Survivor Starting Zone

5x



Epic Weapon Crates

2x



Opened Doors

2x



Closed Doors



5x



1x



1x

Objectives

1x



2x



Spawn Zones

