

WM47 - NO KINGS, ONLY THE DEAD

Hard / 6 Survivors / 90 min

Design and Development: Toi VON GLEHN.

Paris, Present Day.

The Bastille is gone, but its meaning endures. Once, it stood as a symbol of power and of uprising. Today, history echoes in a different form. Amidst the outbreak, it became a fortified government depot that now holds what survivors desperately need: weapons and ammunition. Like the revolutionaries of 1789, those who still fight know that taking it could change everything. The streets overrun with the undead. Escape is impossible above ground. Only the Catacombs offer a way out. A dark and dangerous path beneath the city.

Your mission: Break in, secure the ammunition, and escape through the Catacombs.

The Bastille fell once. Now, history demands it happen again.

Materials needed: Zombicide: 2nd Edition and Zombicide: Pariz.

Tiles needed: 1R, 2R, 9V, 31V, 32V, 33V, & 35V.

9V	35V	31V
2R	1R	

• OBJECTIVES

Guns and Weapons. Accomplish the Objectives in this order to win the game:

1. **Find all Ammo.** (10 Red Objectives).

Then,

2. **Get Out.** Reach the Exit with all Survivors. A Survivor may escape through this Zone at the end their Turn as long as there are no Zombies in it.

Starting hour: 7 am

• SETUP

- Replace the Zombicide: 2nd Edition's Equipment, Starting Equipment, and Epic Weapon decks with the corresponding Advanced counterpart in Pariz.
- Place Marie Antoinette and 8x Walkers as indicated in the map.

• SPECIAL RULES

• **Too Crowded!** Survivors cannot enter the highlighted Street Zones.

• **Guns and Ammo.** Each Red Objective gives 5 AP to the Survivor who takes it.

• **Breached!** The Blue and Green Spawn Zones are inactive and become active as soon as a door connecting to their respective tiles is opened.

• **Different Worlds.** This Mission contains two separate boards. Only boards with Survivors on them are considered in play. Do not draw Zombie cards for Spawn Zones or Activate Zombies on a board without Survivors.

• **Dim Light.** Catacomb tiles are considered nighttime regardless of the Clock and the Catacomb card.

• **Exploring.** Survivors can only perform an Exploration Action if ALL Survivors in play are in the Catacomb tiles.

• **Catacomb Nightmare.** Whenever a Catacomb card is drawn, place a Red Objective token instead of an Objective card as indicated in the Catacomb card. And if the Guillotine token is not on the board place it instead of a Red Spawn Zone.

• **Exit!** When the 10th Objective is taken place the Exit token at the center Zone of the last explored Catacomb tile.





Survivor Starting Zone

8x Walkers

Zombie Marie Antoinette

3x Exploration Tokens

1x Exit Zone

2x Trapdoors

Guillotine Token

1x Spawn Zones

10x Objectives

3x Epic Weapon Crates

