

WM15 - SAINT SYLVESTER MARATHON

Hard / 45 minutes

If there's a bad place to be during a Zombie apocalypse, it's on the streets during a marathon full of really fit Zombies. We need to be faster than them to grab all the isotonic drinks. We'll need them waaaay more than our Zombie competitors.

"Ma," Ned's mother, used to watch the Brazilian Saint Sylvester Marathon. I guess she even took part once or twice. She taught her son a trick or two. Let's put them to good use.

Material Needed: **Zombicide: 2nd Edition.**
 Tiles needed: **2R, 3V, 5R, & 8R.**

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● OBJECTIVES

Get out! Accomplish the Objectives in this order to win the game:

- 2- Reach the Exit with all Survivors. Any Survivor may escape through this Zone at the end of their Turn, as long as there are no Zombies in it **and no Abominations on the map.**

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● SPECIAL RULES

- **Setup.** Place an Abomination and Runners in their indicated Zones on the map.
- **Isotonic drinks.** Each Objective token gives 5 AP to all Survivors.
- **How does it goes so fast!?** Abominations move 2 Zones instead of 1.
- **Run, Zombie, run!** After each Spawn Step, place an additional Runner in each Spawn Zone.
- **Runner award!** Runners consider the Exit Zone as their target Zone. They are removed from the game as soon as they reach it and are set in a pile. If 6 or more Runners escape the board this way, the Mission is lost.
- **Where's my gold Molotov, I mean, medal?** The Survivor who takes the last objective may take any card from the Equipment deck, then reorganize their inventory for free. Shuffle the deck afterwards.

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3V	8R
5R	2R

5R 2R

