

A52 WORST CASE SCENARIO

MEDIUM / 4 SURVIVORS / 120 MINUTES

A mission by Charlene Chacha

This sounds like the pitch for one of those crappy movies. Four cool characters throwing punchlines while fighting zombies right in the middle of an earthquake. Scarier than VolcanOcotpus, bloodier than TsunamiGator. DeathQuake, soon in theatres worldwide. Not much hope this will get us an Oscar...

Material needed: **Zombicide: Rue Morgue, Toxic City Mall**
 Tiles needed: **1M, 2M, 2V, 5M 6V, & 9R.**

OBJECTIVES

Aaaaaand action! Accomplish the objectives in this order to win the game:

- 1- We'll need that, for sure.** Take all Objectives.
- 2- Cut!** Reach the Helicopter. Any Survivor may escape through this Zone at the end of their Turn as long as there are no Zombies in it.

2V	6V	2M
9R	1M	5M

SPECIAL RULES

- **Setup.** Put a Blue and a Pink Objective randomly among the Red Objectives, facedown.
- **Plot twist!** Each Objective gives 5 Experience Points to the Survivor who takes it. When the Blue or the Pink Objective is taken, the Spawn Zone of the corresponding color becomes active.
- **Special effects!** Spawn locators and Event Triggers are not used as usual but combined to indicate weak points in the building's structure. At the start of each Zombies' Phase, roll a die. If the result matches one of the weak points, resolve these steps in order:
 - 1- If the Event Trigger is on its  side, turn it on its  side. It indicates that cracks and crevices have appeared.
 - 2- If the Event Trigger is already on its  side, put a small Rubble token in the Zone. It indicates that the weak point has collapsed. All Actors in the Zone are eliminated (no XP is gained). Tokens in the Zone are removed from the board.

