

LT2 - CUSTOM MISSION



PRICKLY SITUATION

HARD / 6 SURVIVORS / 75 MINUTES

We've seen some strange things in this desolate land, but nothin' prepares you for this. The town's gone silent, but it's what's growing outta the ground that'll give you the heebie-jeebies. The whole town's been overrun with...well, you could call 'em zombie cacti. Word is, the Cactus Queen's behind it all, infecting the desert with her zombie spores. We need to rustle up some tools, and start yankin' these undead cacti outta the ground. But be careful - the Queen's got a way of sensing when we mess with her prickly minions.

Material needed: **Zombicide: Undead or Alive, Zombicide: Dead West**
Tiles needed: **1V, 2V, 3V, 4R, 5V, 8R**

OBJECTIVES

Root out the spiny menace. Accomplish these Objectives in this order to win the game:

- 1 - Get the shovel and gloves.** Take the Blue and the Green Objectives.
- 2 - Remove the infected cacti.** Take all Red Objectives.

SPECIAL RULES

Setup.

- Place the Red, Green and Blue Objectives in the indicated Zones.
- **DO NOT** place any Objective tokens on the open crates on tiles 1V, 3V, 8R.

Sprout eradication. Each Objective gives 5 AP to the Survivor who takes it. The Blue and Green Objectives also grant the top Bounty Weapon (if there are any left) to the Survivor who takes it. The Survivor may reorganize their inventory for free.

Queen of this land. The only Abomination in play is the Cactus Queen. She always spawns on the Abomination Spawn Zone, regardless of the Spawning Zone for which an Abomination Spawn card was drawn.

The Abomination Spawn Zone cannot be moved in any way.

Cactus call. Every time a Red Objective is taken, act as if an Abomination Spawn card was drawn.



1V	3V	2V
5V	4R	8R



 Survivor Starting Zone	8x  Objectives (5AP)
 Spawn Zones	 Noise Token