

LT3 - CUSTOM MISSION



THE LAST RATTLE

MEDIUM / 6 SURVIVORS / 45 MINUTES

We stumbled into the weirdest ghost town – every alley, every porch, every old shack is strung up with tin cans and scrap metal, rattlin' with the breeze like a cursed wind chime. Whoever set it up must've been tryin' to keep the dead away. Now it's just callin' them in. There ain't no way to keep things quiet for long. One wrong move, and the whole town'll be swarmin' with the dead. Best be quick before these rattlin' cans turn into our funeral bells.

Material needed: **Zombicide: Undead or Alive**

Tiles needed: **3R, 4R, 7R, 8R**

OBJECTIVES

Quiet the town and escape. Accomplish these Objectives in this order to win the game:

1 - Gather supplies. Take all Objectives.

2 - Silence the source. Destroy the first Spawn Zone, revealing the Exit.

3 - A quiet getaway. 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.

3R	7R
8V	4R



SPECIAL RULES

Setup.

- Place the Blue and the Green Objectives randomly among the Red Objectives, facedown.

- Place a Brute, a Runner and a Walker in the indicated Zones.

Looting. Each Red Objective gives 5 AP and the top Bounty Weapon (if there are any left) to the Survivor who takes it. The Survivor may reorganize their inventory for free.

Blue and Green Objectives give 5 AP to ALL Survivors.

"Don't touch the ca-". Each time a Search Action is performed, the Survivors rolls 1 die:

- **On results 1-4:** Place 1 Zombie of the same type as the last drawn Zombie card in the First Spawn Zone. If the Zombie discard pile is empty, or if the last drawn card is an Extra Activation card or an Abomination card, ignore this rule. If there are no more miniatures, follow the Running out of Miniatures rule.

- **On results 5-6:** Nothing happens.

"This one is also attached??" Each time an Objective is taken, immediately draw 1 Zombie card for the Abomination Spawn Zone, even if it is inactive. Do not flip the Abomination Spawn Zone.

"Let's get outta here!" To find the Exit, a Survivor must use a Dynamite targeting the First Spawn Zone. Remove the First Spawn Zone token and replace it with the Exit token (this can happen only after all Objectives are taken).

