TRAPPED

Difficulty / # Survivors / # Minutes
Medium / 6 Survivors / 45 Minutes

Our small band continues to search for supplies and survivors to help us get through this zombie infested city. Scanning CB channels, we contacted 2 survivors held up somewhere near us. They could only tell us that they escaped a group of zombies by ducking into a Panic Room. Unfortunately, they were now locked in. Their dying battery garbled their transmission. We pieced together enough words to determine that they needed the lock combination that was in the contractor's office. Seems like a good idea to add them to our ranks, so we need to save them. Oh, it also doesn't hurt they mentioned having a few years of MREs on hand.

Materials needed: Zombicide 2nd Edition.
Tiles needed: 1V, 2V, 3R, 4V, 5R, 6R, 7R, 8V, & 9R.

OBJECTIVES

Rescue your next friends. Accomplish the Objectives in this order to win.

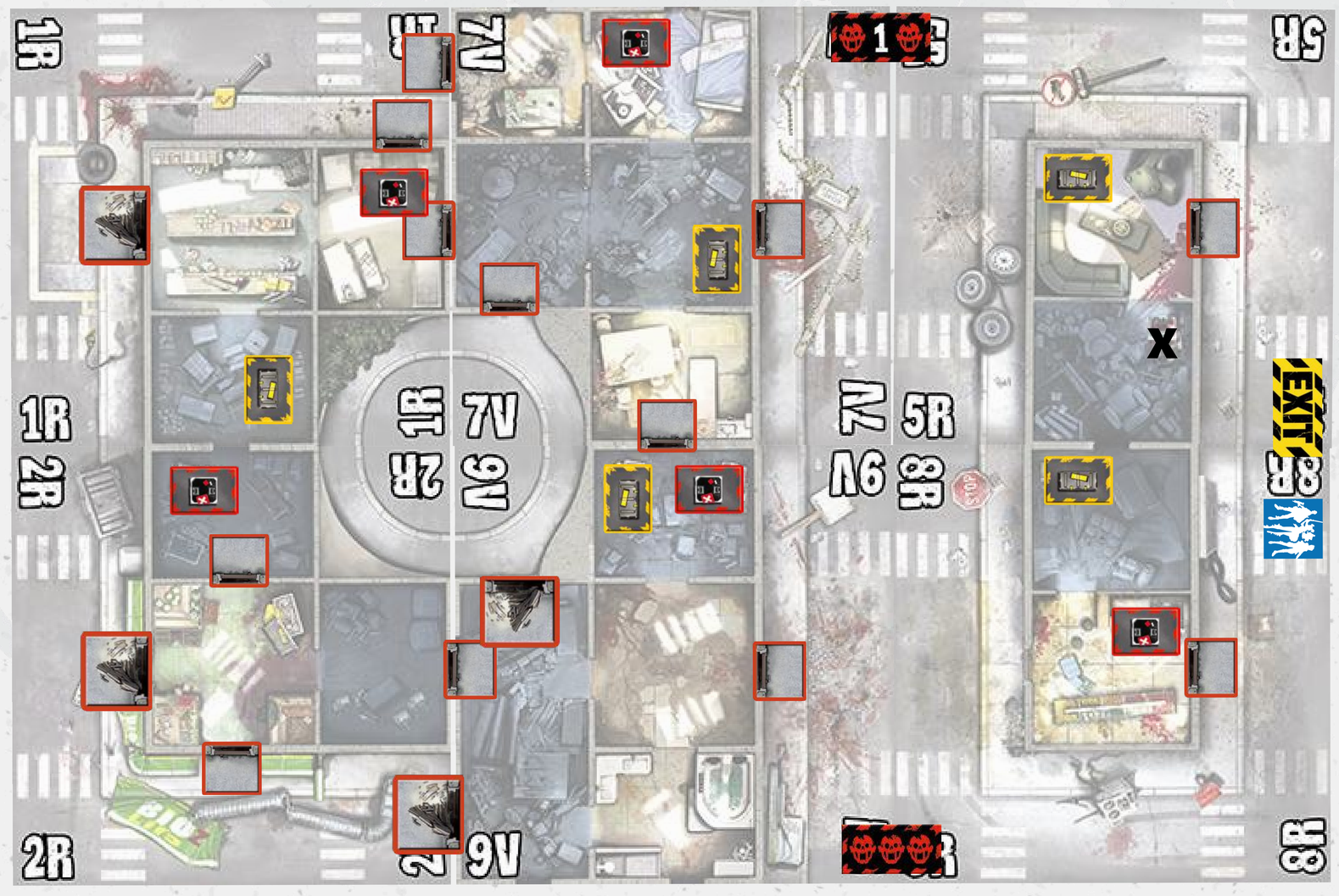
1- Find Combination. Retrieve the Combination **(**the BLUE Objective)

2 - Locate The Panic Room. Find the GREEN Objective.

3- The Calvary Has Arrived. Unlock the Panic Room and add the 2 Survivors to your group (see **Rescued)**

2- Escape. Reach the Exit with all Survivors. A Survivor may escape through this Zone at the end of their Turn if there are no Zombies in it.

1R	7V	5R
2R	9V	8R



SPECIAL RULES

• **Setup.**

• Don't place Objective token on Tile 5R.

1. Place 2 Starting Pistol Equipment cards aside.
2. Select 2 random Survivors and place them and their dashboards aside for later. These are the Survivors locked in the Panic Room (mission starts with only 4 Survivors in play).
3. Give each Survivor in the Panic Room a randomly selected Epic Weapon (disregard any AAHH cards) and a Starting Equipment Pistol.
4. Distribute remaining Starting equipment to the 4 Survivors who will begin the mission.

• **Closed rooms.** Doors inside buildings isolate parts of them. Isolated parts are considered to be separate buildings for Zombie spawning purpose only.

• **Sorry, Wrong Number.** Each **RED** Objective gives 5 Adrenaline Points to the Survivor who takes it.

• **Finding the Combination.** Taking the **BLUE** Objective grants the Survivor who took it 5 AP. Place the Objective token on the Survivor's Dashboard. It doesn't take up an inventory slot and may be traded like an Equipment card.

4 Survivors Starting Zone

Exit Zone

4x **Open Doors**

12x **Doors**

1x **Combination**

1x **Panic Room**

3x **Objectives (5 AP)**

6x **Epic weapon Crates**

Spawn Zones

• SPECIAL RULES

• **Finding the Panic Room.** The **GREEN** Objective can only be taken if the **Combination (BLUE** Objective is in the same Zone. Leave the **GREEN** Objective revealed if it was found without the **Combination**.

• **Rescued.** Survivor may spend an action to take the **GREEN** Objective if the **BLUE** Objective is in the same zone, regardless of which survivor has the **Combination** (after all, they can shout numbers to each other), and even if there are Zombies in the zone. Each Survivor receives 5 AP then follow the steps in **Join the Group** before resuming normal play.

• **Join the Group.** The Panic Room has been located and opened.

1 - The 2 Survivors are placed in the zone and are now part of the party.

2 - Set the AP levels of the rescued Survivors to the level of the highest AP of the Survivor(s) in the zone.

3 - Each Rescued Survivor takes a normal turn this Player Phase. Beginning next turn, treat them as regular members of the group and have them take their turns normally.