

## Udo's Siege Mode

Finally we found a space to settle down. It won't last long, but hey, at least we can stay some nights! We should have a look at the city around us and see what we can find. Maybe we can even find their nest and buy us some real rest? Or find out who started this whole mess?

### Preparation

- Create a 2x2 map as your „camp“, and make sure it is fully encircled with street zones. Place 2 spawns on this map. You can't search on this map. Place 5 noise tokens in one zone and make sure that there exists a path for zombies to this zone. This zone represents the core of your camp. You may place closed and opened doors as you wish.
- The campaign consists of 4 campaign turns, each campaign turns is split into an exploration, a siege and a recharge phase.
- Some of the rules contain values split by „/“, this represents the changing difficulty for the 4 campaign turns:  
campaign1/campaign2/campaign3/campaign4
- Before the exploration phase, create a new map (suggested 3x3), also fully encircled in street zones. Place it on one side of your camp map (use a different side for each map). Place 1/2/3/3 spawns, 5 objectives (shuffle a blue one with 4 red ones), 2/2/1/1 survivors, 1 companion and 1 car.

### Objectives

- For the exploration phase, collect all objectives. This phase immediately ends as soon as all objectives are gathered.
- If zombies ever reach the 5 noise tokens on your camp, you lose.
- After the last recharge phase (and spending food on survivors), continue playing rounds without spawns until all zombies are dead (you win) or all survivors are dead (you lose).

## Special Rules

- Start the game with 4 survivors.
- Cars can only be used during the exploration phase, but to do so, you need to spend one gasoline per car per exploration phase.
- Survivors on the extra maps stay idle until you reach their zone. They can then be played by one player (you decide). Even before being rescued, zombies will treat them as normal survivors and they die if they accumulate sufficient wounds.
- Survivors may spend an action to reveal and take an objective. The survivor taking the objective gains 5 XP. If it's a blue one, spawn an evil scientist at the nearest spawn zone. The evil scientist follows the zombie movement rules and has the following profile:
  - 3/6/9/12 HP.
  - Can only be damaged by damage 2 (or more) weapons.
  - Deals 1 damage to up to 1/1/2/2 survivors at range 0-1/1/2/2 before the movement.
  - Deals 1 damage to up to 1/2/2/3 survivors in his zone after the movement.
  - Only takes 6 damage from a molotov cocktail.
- In the siege phase, deactivate all spawns on the additional map, but draw 3 cards per spawn. Always execute the red spawn level.
- The siege phase lasts 4/6/8/10 rounds. Afterwards, 3 rounds without zombie spawns are played (recharge phase).
- After the recharge phase:
  - Discard as many food cards (either from the inventory or from your camp) as you have survivors. For every survivor you can't spend a food card on, remove this survivor.
  - Remove the additional map and move all zombies on that map onto the camp map. Everything else (including survivors) is removed.
  - Create a new map and lay it on another side of your camp.
  - All remaining food in the inventory is placed on the camp and switched for a die or tokens, this represents your food storage. Shuffle all food cards back into the equipment deck.
  - Every survivor is set back to blue/yellow/orange/orange and may keep 1/2/3/4 equipment cards.