

WS1 - CUSTOM MISSION



MELTING CEMETERY

MEDIUM/6 SURVIVORS/45 MINUTES

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Well, pardner, let me spin ya a yarn 'bout the situation in town. That there town's been barricaded up tighter than a steer in a pen. Some folks done gone and sniffed out where them eerie sounds are comin' from. Turns out, there's this downright peculiar heap of putrid meat churnin' out more and more of them zombies varmint. We've taken to callin' it the "Melting Pot".

Now, listen close, 'cause here's the plan. That holy water what's left sittin' on the outskirts of town might just be our ticket outta this mess. We aim to douse that Melting Pot with it. But don't go solo, pardner, them priests in town, they're gonna be your compass through this dark and twisted trail. Lady Luck might be smilin' on ya, but never forget to keep a sharp eye out for trouble lurkin' 'round every bend.

Material needed: **Zombicide: Undead or Alive** and **Zombicide: Dead West**. Optional material: **Zombicide: Long-Dead Walkers**.
Class limitations: **No Faithful**.

Tiles needed: **1R, 2R, 3V, 4R, 6R, 7R, 8V & 9V**.

OBJECTIVES

Gather the posse and exorcise the Melting Pot. Accomplish the Objectives in this order to win the game:

- 1. Gather the posse.** Rally 2 Faithful Companions and keep all 3 Companions alive.
- 2. Gather holy water.** Take the Green Objective.
- 3. Exorcise the Melting Pot.** Throw 3 Holy Water in one turn to eliminate it.



SPECIAL RULES

• Setup.

- Place the Blue Objective on the fountain (tile 6R) and Green Objective on the Objective Crate (tile 7R), faceup.
- Place 2 Faithful Companions on the Objective Crates (tiles 3V & 6R) and 1 Townsfolk Companion in the indicated Zone.
- Set aside the Melting Pot card and place the miniature in the cemetery as indicated by the Mission Map.
- Set all Water and Holy Water cards aside and make a deck of each of them faceup.

• **Weapons & Faith.** 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.

• **Blessed be the fountain.** The Blue Objective cannot be taken. Any Survivor Searching in the Blue Objective Zone may draw 1 Water card (if there any left). Game effects affecting Search (like Equipment or Skills) apply.

• **Holy storage.** Taking the Green Objective grants the Survivor all Holy Water cards. They all can be stacked in one backpack slot.

• **Defend the town!** The Gatling Gun can be fired, but cannot be moved.

After each Player Phase, the Townsfolk Companion performs a single Ranged Attack at a Zone of your choice:

- Range 1-3 (within Line of Sight)
- 3 automatic hits (Targeting Priority Order still applies)
- Damage 2

The Townsfolk Companion cannot hit other Survivors. He cannot be rallied.

• **You shall not pass!** The Zone containing the Wagon cannot be entered. The Wagon cannot be moved and blocks the Line of Sight of Actors.

If, at the beginning of the Zombie Phase, there are 8 or more zombie of one type, they can enter the Wagon Zone during their Activation. For their next Activation, they will be able to go in the next adjacent Zone.

The Wagon can **only** be destroyed by throwing Dynamite in its Zone. In that case, remove the Wagon and the Zone is played as usual. Zombies cannot destroy the Wagon.

• **Melting cemetery.** The Melting Pot **cannot move** and is not considered as an Abomination. So, another Abomination can spawn and activate Abomination Spawn token.

Each time the Melting Pot activates, place 2 **Daily Duel Walkers** in its Zone. If there are not enough Walkers, ignore extra Activation.



8V	3V
1R	6R
4R	2R
7R	9V



	6x
Survivor Starting Zone	Objectives (5 AP)
Gatling Gun	Noise Token
No Objective Token	Spawn Zones
2x	
Faithful Companions	Townfolk Companion
Melting Pot	Wagon