

WS3 - CUSTOM MISSION



ROLLER COASTER

VERY HARD/6 SURVIVORS/120 MINUTES

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Got me a telegraph this mornin' from Missouri sayin' folks were losin' their minds. My train pulled into St. Louis Union Station and I still can't believe my own eyes. The whole place is swarmed with crazed townfolks, runnin' at each other like rabid coyotes tryin' to take a bite. The train drivers are scared outta their wits, ain't even stoppin', just barrelin' through these critters. I'm hopin' to round up some brave souls to lend a hand in this mess.

Material needed: **Zombicide: Undead or Alive**. Optional material: **Zombicide: Long-Dead Walkers** and **3D locomotive**. Tiles needed: **1R, 5V, 7V, 8V, 9R, 10V, 11V & 12V**.


OBJECTIVES

Ride or die. Accomplish the Objectives in this order to win the game:

- Free ride.** Reach Red level with all Survivors.
THEN...
- Exit with all Survivors on the Train.** The Train must not leave the board with Zombies on board.




Survivor Starting Zone




5x Objectives (5 AP)



Noise Token



Spawn Zones



Possible Entry Zones for the Train



- 1R
- 10V
- 8V
- 11V
- 5V
- 7V
- 12V
- 9R



Survivor Starting Zone is located in the locomotive.



Tiles 1R and 9R are considered adjacent. The Mobile Spawn Zone straddles these two tiles.

SPECIAL RULES

• Setup.

- All Survivors start with 19 AP and 3 Skills corresponding to the Danger levels. The Danger level to spawn Zombies is Orange. Adrenaline and Danger level builds up as usual.
- **DO NOT** place any Survivor miniatures. The starting Zone is located into the locomotive's tender.

- **You must be this tall to ride.** Each time the locomotive enters the board, place **one** Survivor miniature in the Starting zone. This rule applies until there are six miniatures on board. In the first Game Round of this Mission, there are **no Survivors** during the Player Phase.

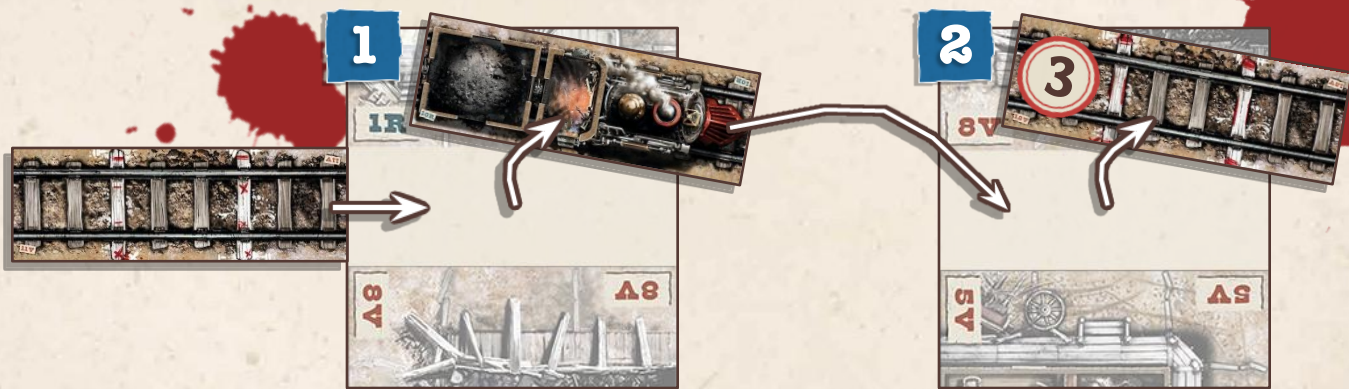
- **All aboard!** Each Game Round, during Train Phase, the locomotive leaves the board. Then, roll a die, the locomotive enters the board in the corresponding numbered Zone. There are **no Train cars** in queue during this Mission. The locomotive is silent, **do not** place the Noise token on it.

- **Initial Ascent.** 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.

- **Looping.** Consider tiles 1R and 9R adjacent. All Actors can move from one tile to another. The Mobile Spawn Zone straddles these two tiles.

★ PRECISIONS ABOUT THE TRAIN PHASE

The following example shows how the Train Phase proceeds in a Game Round of this Mission:



1 - The Train leaves the board: the locomotive is set aside. There are no Train cars in queue, tile 11V shifts to take its place.

2 - Roll a die: 3. The Train is arriving in the corresponding numbered Zone: tile 12V is set aside, the locomotive shifts to take its place.



"You must be this tall to ride"



3 - Then, the railroad (12V) is placed in the gap, completing the Train Track.