

C5 RESCUING SAMANTHA

A mission by Marc Declais

Night falls on Los Vegas, a small dormitory town. Dull and gloomy streets are filled with unhealthy moisture. Samantha slams the door of the little technical room, gasping. She holds her right arm with a sweaty hand. She did not see what it was but that thing fell on her without warning. She inspects her bloody arm. The disgusting wound looks like a bite. Her own sweat begins to irritate the injury. She rips a sleeve of her blouse and ties it unsparingly around the wound. Her cell phone rings from the bottom of her handbag.

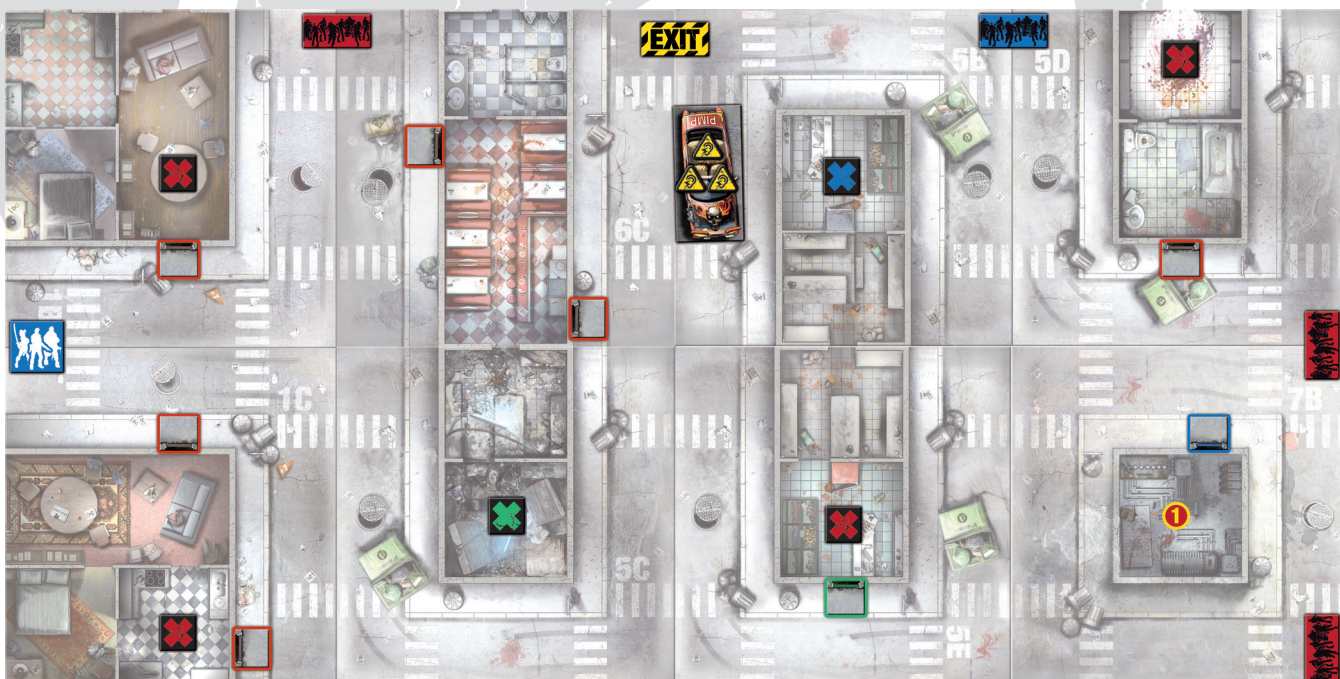
- Wanda? Is that you? Wanda, my God, I am so afraid!
 - Where are you, Sam?
 - In a technical room, at the corner of 5th and 7th.
 - Are you hurt? You sound out of breath...
 - Yes, I was bitten but I do not know what it was ... I'm afraid, Wanda.
 - Do not move, darling, lock the door and don't open to anyone, we are coming for you.
 - Be careful, there are strange creatures outside.

You will need the following tiles for this Mission: **1B, 6C, 5B, 5D, 1C, 5C, 5E & 7B.**

OBJECTIVES

Save Samantha! But don't be stupid, you'll need lots of things if you hope to survive the zombie invasion. Let's follow this plan:

- **Gather useful stuff.** You know what to do in case of zombie invasion. Gather food, weapons, radio, and so on. Places where you can find them have been marked on the map with a red "X". Take all red Objective tokens.
- **Find a first aid kit.** Samantha is badly wounded, she'll need it. There is a green "X" where the medical office stands. Take the green Objective token.
- **Samantha passed out and won't be able to open the technical room door.** You will need a lockpick. Find it in the locksmith office. It's marked with a blue "X" on the map. Take the blue Objective token.
- **Reach the Exit Zone with Samantha and at least one Survivor before Samantha turns into a zombie.**



ZOMBICIDE - MISSIONS

MEDIUM
 4+ SURVIVORS
 120 MINUTES

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SPECIAL RULES

- **Satisfaction of accomplishment.** Each Objective token gives 5 experience points to the Survivor who takes it.

- **Samantha!** Samantha is in the 7B tile building, as marked on the map. Use a female Zombie with a mark on its base to represent the wounded girl. Don't spawn Zombies when the door of this building is opened.

- **Samantha needs medical care.** The green Objective token represents a first aid kit and the key to the green door. Once it has been taken, treat this Objective token as an Equipment card. If it's lost, the game is over.

- **The locksmith office is closed.** You will need something to open the technical room door: Samantha has passed out. Fortunately, everybody knows that the locksmith spent his evenings playing cards with the medic. You will probably find his key with the first aid kit. When the green Objective token is taken, the green door can be opened.

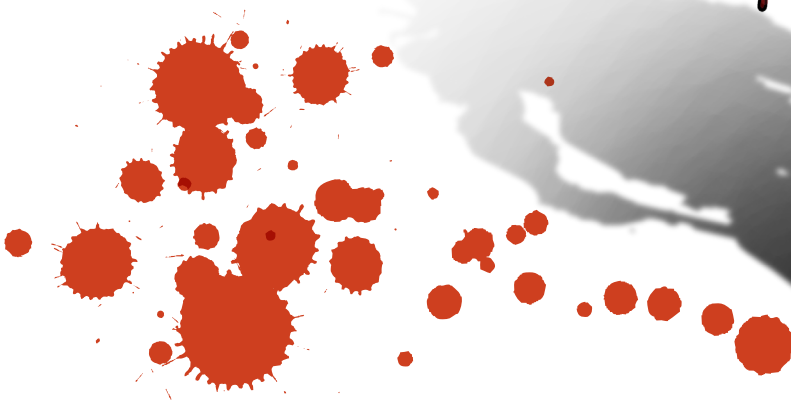
- **The locksmith office is also watched by the police.** Criminals would enjoy all the tools in this workshop, so there is an alarm that sounds directly in the nearest precinct. Unfortunately, all the cops (except Phil, of course!) are now zombies... When the blue Objective token is taken, the blue Spawn Zone activates.

- **Hope you like music...** The pimpmobile radio is playing and someone has damaged it beyond repair. The three Noise tokens are permanently set and can't be removed. The car is also too damaged and cannot be driven.

- **At least, a pimpmobile is a pimpmobile.** You can Search the pimpmobile only once per game. It contains either Ma's Shotgun, or the Evil Twins (draw randomly).

- **Samantha is really badly wounded.** The first Survivor to enter the Zone where Samantha stands must have the first aid kit (the green Objective token) in his inventory. Once Samantha has been discovered, she will stay with the Survivor who discovered her. Every time the Survivor takes a Move Action, he must spend an extra Move Action to lift Samantha and carry her along (she benefits from any movement-related Skills the Survivor may have). If Samantha is left alone, the Mission is lost. You must reach the Exit Zone within 5 turns after Samantha has been discovered. If you fail to do so...

Know that Samantha enjoyed her life and made all her friends happy. You have been too slow to save this marvelous woman. Now her hunger for your flesh is growing. You will have to kill her. Hope you can live with this. The mission is lost.



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