



## C23 DAY ZERO

HARD / 6+ SURVIVORS / 150 MINUTES

A Mission by Jeffrey Alley

The day it all began. It started like any other— an office worker at his desk, a Goth girl making breakfast, a cop taking down a thug, a nut job tugging feverishly on a locked door, and a waitress serving burgers. Even when every radio and television in sight began blaring out the news, it still almost didn't penetrate the mundane routine. Only the first distant sounds of gunfire and screams gave us a precious few minutes of warning. We gathered, we prepared, still disbelieving even as the first few trickled in. We killed them, refusing to yield our homes, but soon the trickle became a flood. We couldn't defend. There was no resisting anymore, only survival and zombicide. I should have grabbed my toothbrush...

Tiles needed: 1B, 1C, 4E, 5B, 5C, 5D, 6B & 7B.

### OBJECTIVES

Escape through the Exit Zone with at least one Survivor at the Red Danger Level. Any Survivor at the Red Danger Level may escape through this Zone at the end of his turn, as long as it's free of Zombies. How many will survive to continue the Zombicide?

### SPECIAL RULES

• **Place the Survivors where they were when it all began.**

The following numbers indicate each Survivor's starting location:

- (1) Place Doug at his desk.
- (2) Place Amy in her kitchen.
- (3 & 4) Place Phil and Josh on the street.
- (5) Place Ned outside his bunker.
- (6) Place Wanda in the diner.

This Mission is intended for the 6 Survivors in *Zombicide: Season 1*. If the players choose to use different or additional Survivors, place them in the diner (number 6) as patrons. Don't spawn Zombies in buildings the Survivors start in. Some of them may not have Equipment to open doors. Wait for your friends, or Search for door-opening stuff!

• **You are doing just fine.** Each Objective gives 5 experience points to the Survivor who takes it.





- **A police car!** You can Search a police car more than once. Draw cards until you find a weapon. Discard the other cards. The Aaahh! card triggers the appearance of a Walker as usual and interrupts the Search.

- You can use the cars.

- **Ned's bunker!** The blue and green Objectives are inside Ned's bunker, behind the blue door, which only opens with Ned's key. The blue Objective is his arsenal, and the green one is a reusable medkit! Too bad Ned lost the key, and you have no way to get in. No, the key isn't located anywhere on the board either. What a sad day.

