

# C25 A STAR IS FALLING

HARD / 4+ SURVIVORS / 180 MINUTES

A Mission by Paul Cooper

"Hold on, Cholo," whispered Dave as he readied another Molotov.

"Are you sure the antidote is here?" El Cholo asked through the pain. "I don't know how much longer I can hold out."

El Cholo had been irritable for the past couple of days. Now he was flat out sick-pale, retching, and shaking. Dave figured out it wasn't the zombie infection. Apparently, someone or something had poisoned him.

"It looks quiet, but we don't know what's in that building," Dave said after taking a quick peek around the corner. "You say you want to clear both apartments?"

"That's right," replied Nick. "That's where the Chemist lives... or lived. If anyone has an antidote for the poison, he does. Relax. We'll find it."

Tiles needed: 1B, 1C, 2B & 2C.

## OBJECTIVES

This poison must have a cure, and the Chemist is the only guy that could have it. So, here is what you'll have to do...

**1- It's a binary compound.** The Chemist must have what you need in one of the Zones marked with a red "X". Search these Zones until you find the blue and the green Objectives.

**2- Cure the poison.** The poisoned Survivor must be cured!

**3- So long, zombies.** Reach the Exit Zone with the poisoned Survivor. He may escape through this Zone at the end of his turn, as long as there are no Zombies in it.

A Star Is Falling has a very Hollywood tone. Use this to generate a great ambiance. Prepare your best action movie quotes!

## SPECIAL RULES

• **American Eagle Power!** All Survivors start at the beginning of the Yellow Danger Level. By mutual agreement, players can choose to start at a higher Danger Level (including Ultrared). The poisoned Survivor starts at the beginning of the next lower Danger Level (if the team starts at Yellow, he'll start at Blue, for example).

• **Final vengeance!** Select a Survivor at random. That Survivor's arch-nemesis from his past has slipped him a slow acting poison. The Mission fails if the poisoned Survivor dies. The poisoned Survivor must roll a single die at the start of each of his turns. On a 1 or 2, he loses 2 Actions and can't use his Skills for that entire turn. The following Skills are not affected: Starts with [Equipment], Can start at [Danger Level], and Rotten.





**Doors you can open**



**Door you can't open**



**Exit Zone**



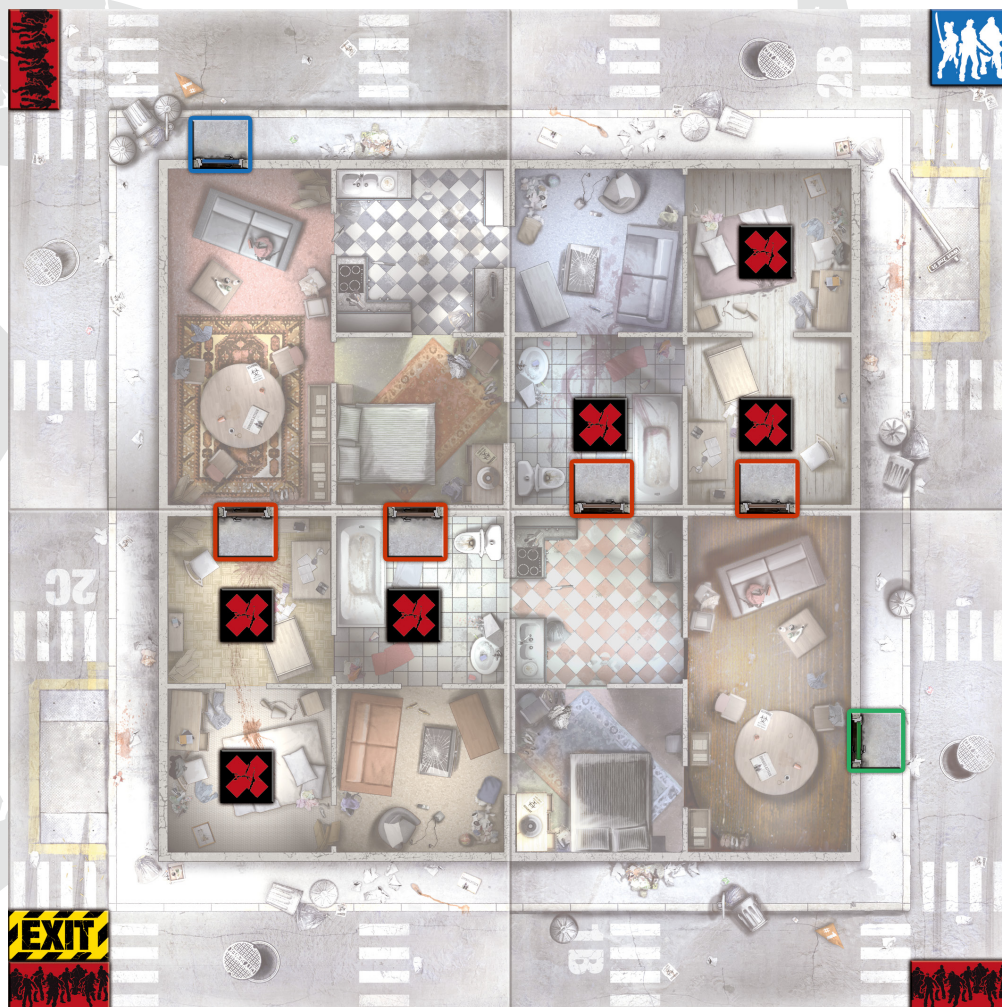
**Player starting area**



**Compound**



**Spawn Zone**



• **What's wrong with these doors?** The blue and the green door can be opened normally. However, the red doors are permanently locked and divide the building in two.

• **Anything in this building is pretty hungry.** All Zombies spawned in the building are Walkers. Keep turning over Zombie cards until you get a card displaying Walkers for the current Danger Level. Manhole and Extra Activation cards are ignored.

**TIP: If you own it, you can use the Walk Of The Dead #1 Zombie deck instead.**

• **The plot twist.** The antidote is a binary compound! Put the blue and the green Objectives randomly among the red Objectives, face down. Flip over the Objective token when it's taken.

- If it's red, the Survivor who takes it earns 5 experience points and resolves a free Search (this does not count as the Survivor's Search action for the turn).

- If it is blue or green, the Survivor earns 10 experience points and has found half the antidote. Put the Objective token on the Survivor's ID card. It doesn't take a slot in the Inventory and can be traded. If a Survivor dies before giving the token to the poisoned Survivor, place the token in the Zone where he died. Any other Survivor can pick this token up with an Action.

• **This should get you back on your feet.** The poisoned Survivor is cured if he owns both antidote tokens and spends three Actions in a row. Then he no longer suffers from the "Final vengeance!" effect.