

## WM16 - RED LIGHT, GREEN LIGHT!

Hard / 45 minutes

The longer we survive in this apocalypse, the weirder the things we get to see are. This new Abomination we found has its feet rooted to the ground and started growling in an unusual manner, which somehow eggs on every zombie in its vicinity to go super-aggro. We're pinned down and have no choice. We need to get rid of this new, mutated zombie before it evolves even further.

Material needed: **Zombicide: 2nd Edition**

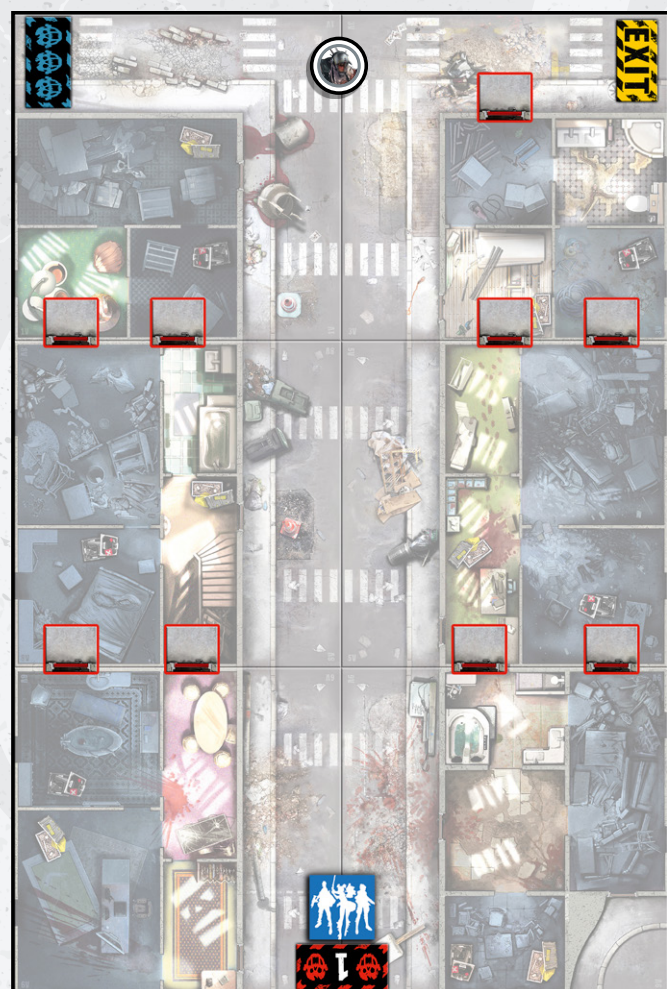
Tiles needed: **1V, 3V, 5V, 6V, 8V, & 9V.**

### • OBJECTIVES

**Get out!** Accomplish the Objectives in this order to win the game:

**1- Kill the Abomination.**

**2- Reach the Exit with all Survivors.** Any Survivor may escape through this Zone at the end of their Turn if there are no Zombies in it.



### • SPECIAL RULES

#### • Setup.

- Shuffle the Blue and Green Objective among the Red Objectives, facedown.
- Place an Abomination of the player's choice in the indicated Zone.
- Set aside all the Abomination cards from the Zombie deck. These cards won't be used in this Mission.

• **Blocked doors.** Red doors are locked and can't be opened.

• **Fuel additive!** Each Objective token gives 5AP for the Survivor who takes it. When an Objective is taken, place a Red Zombie Spawn token in the same Zone. The Blue and Green Objectives are placed on the Survivor's Dashboard upon being taken. They don't take a slot in the Inventory and can be traded like Equipment cards. When the Blue or Green Objective is taken, the Blue Spawn Zone is activated. The Blue Spawn Zone always spawns Zombie cards at the Blue Danger Level.

• **Red light, Green light!** At the end of the Players Phase, all Zombies from the same type as the last drawn Zombie card gain an extra Activation for each Survivor in Line of Sight of the Abomination.

• **The evolving Abomination.** The Abomination has no Actions. It doesn't move or attack. A Survivor may spend an Action to use a Molotov and discard both the Blue and the Green Objectives from their inventory to kill the Abomination. Killing the Abomination gives 5AP to the Survivor who kills it.

1V	3V
8V	5V
6V	9V

**Survivor Starting Zone**

**6x Objectives (Special)**

**6x Pimpweapon Crates**

**Exit Zone**

**Closed Doors**

**1 Spawn Zones**

**Abomination**