

WM6 - THE BUNNYLYMPICS

Medium / 90 minutes

Bunny G challenged his friends to a game he called the Bunnylympics. He has a secret list with secret tasks fit for real heroes. He will reveal the list... as soon as he remembers what he wrote, because he lost the list. And the key to the shelter, too! (Don't tell Ned.)

Material needed: **Zombicide: 2nd Edition.**
 Tiles needed: 1R, 2R, 3V, 6V, 8R, & 9R.

OBJECTIVES

Follow the Bunny. Accomplish the Objectives in this order to win the game:

1- Bunny challenges. Accomplish at least 3 Bunny challenges by taking Red Objectives (see Special Rules). NOTE: For the extra tough, heavy metal Bunnies, you can increase this Mission's difficulty by tackling 4 or even 5 Bunny challenges!

2- Time for a snack! Reach the Exit with all Survivors. Any Survivor may escape through this Zone at the end of their Turn as long as there are no Zombies in it.

1R	9R	8R
6V	3V	2R

Survivor Starting Zone

Exit Zone

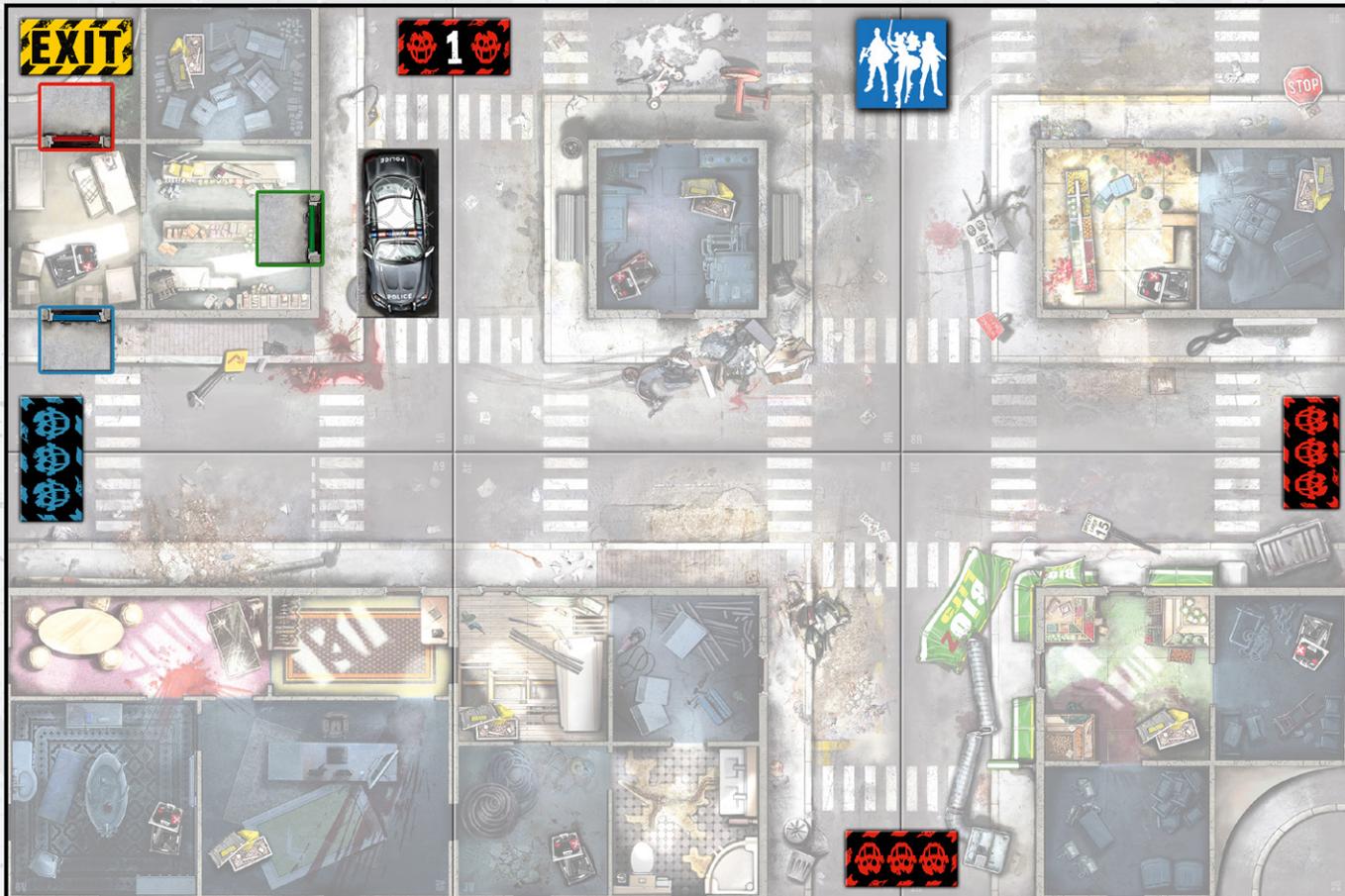
Spawn Zones

Closed Door

Police Car (can be driven)

6x Pimpweapon Crates

6x Objectives (5AP)



• **SPECIAL RULES**

• **Setup.**

- Place a Red Objective in the building on tile 1R. Then, place the Blue Objective randomly among the remaining Red Objectives, facedown.
- Notice the Blue, Green, and Red Doors on tile 1R.

• **I'm a conceptual driver.** The Police Car **can** be driven. When searching it, draw cards until a weapon card is drawn. Discard the other cards. The Aaahh!! card triggers the appearance of a Walker as usual and interrupts the Search.

• **Everybody loves surprises!** Roll a die each time a Survivor takes a Pimpweapon crate. **This die can be re-rolled once if the Survivor has the Lucky Skill.** The new result replaces the previous one.

☐-☐: The Survivor gets a Molotov taken either from the Equipment deck (shuffle it afterwards), or the discard pile, among those still available. They can then reorganize their inventory for free.

☐-☐: The Survivor gets a random Pimpweapon among those still available. They can then reorganize their inventory for free.

☐-☐: The Survivor gets a Skill of their choice among those remaining on their ID Card, no matter the Danger Level.

• **Is that an electric guitar?** Taking the Blue Objective grants 5 Adrenaline Points to the Survivor who takes it. The Blue Spawn Zone then becomes active and the Blue Door can be opened. Throwing a Molotov on the active Blue Spawn Zone disables it. Remove the Blue Zombie Spawn token from the board.

• **Bunny challenges!** Taking a Red Objective assigns a Bunny challenge to the team. Roll a die to know which one players get. Each challenge be done only once: tick the corresponding box when it is accomplished. Re-roll if necessary. Several Bunny challenges may be ongoing at the same time. Taking a Red Objective does not grant Adrenaline Points. Instead, accomplishing a Bunny challenge grants 5 Adrenaline Points to **all** Survivors.

☐: **Fight injustice.** If there is already an Abomination on the board, replace it with an Abominacop. Then, it gets an extra Activation. If there is no Abominacop on the board, spawn an Abominacop on the nearest Spawn Zone (if several are at the same distance, players choose). This Bunny challenge is accomplished when the Abominacop is eliminated.

☐: **Help a friend.** Place a random Survivor that the players didn't choose in the nearest Zone containing an Objective token (if several are at the same distance, players choose). If all Objectives are taken, place them on the Survivor Starting Zone instead. They are a Companion to rally. This Bunny challenge is accomplished when the Companion is rallied. If the Companion is eliminated, the game is not lost and this Bunny challenge can be rolled again.

☐: **Pedal to the metal.** Eliminate 10 Zombies (no matter the type) with the Police Car. Set the eliminated Zombie miniatures aside to keep the count until this Bunny challenge is accomplished. When it is done, the miniatures go back to the miniature reserve.

☐: **Clean my room.** Set 10 tokens of player's choosing in the nearest Zone containing a Pimpweapon Crate (if several are at the same distance, players choose). If all Pimpweapon Crates are taken, place them in the building Zone on tile 9R instead. A Survivor standing in the Zone may spend Actions to remove these tokens on a 1-for-1 basis. This Bunny challenge is accomplished when all tokens are removed.

☐: **Hoard plushies.** This Bunny challenge is accomplished when all Survivors' inventories are full.

☐: **I didn't lose the key! Mommy just hasn't looked for it yet.** Roll a die each time a Runner is eliminated. On a 6, place the Green Objective in the Runner's Zone. This Bunny challenge is accomplished when the Green Objective is taken. From then on, the Green Door can be opened.

