

WM7 - CHASING NIGHTMARES

Medium / 120 minutes

As brave and bold as they are, the kids confessed that they still have nightmares about the zombies, especially Abominations. Indeed, most of them are truly monstrous, and, well, sometimes they give the adults the heebie-jeebies too!

Having the soul of a warrior, Tiger Sam suggested we face our own fears. We accepted the challenge and are now heading to the most infested district in town. I hope this is not another bad dream!

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

Tiles needed: **1V, 2V, 5R, 7V, 8R, & 9R.**

• OBJECTIVES

Kill your fears. Accomplish these Objectives in any order to win the game.

- Each Survivor has an Objective token (see Special Rules).
- Eliminate at least 4 Abominations with different names.

This Mission uses the Abomination Fest rules (rulebook, P. 30).

• SPECIAL RULES

• **Setup.** Place the Blue and the Green Objectives randomly among the Objectives, facedown.

• **Mark of the Tiger.** Each Objective gives 5 Adrenaline Points to the Survivor who takes it.

- Place the Objective token on the Survivor's Dashboard. It doesn't take up an inventory slot. A Survivor gains the Roll 6: +1 Damage Skill as long as they have 1 or more Objective tokens.

Only Tiger Sam can trade Objective tokens in the same way as Equipment cards.

- Taking a Red Objective also spawns an Abomination on the nearest active Spawn Zone (if several are eligible, players choose).

- Taking the Blue or the Green Objective also activates the Spawn Zone of the corresponding color. Then, remove an **active** Spawn Zone token of the player's choice (except the Starting Spawn Zone token).

• **Unique like me.** Each Pimpweapon Crate gives a random Pimpweapon, among those still available, to the Survivor who takes it. They can then reorganize their inventory for free.

• **A monster under the hood.** 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.



	6x 	
Survivor Starting Zone	Pimpweapon Crates	
	6x 	
Police Car (can be driven)	Objectives (5AP)	
		Spawn Zones

1V	8R
2V	9R
7V	5R