

E5 – WEB MISSION



STRAY DOG

6 SURVIVORS / HARD / 90 MINUTES

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The local sheriff has been missing since he went looking for his dog in the abandoned mine. Some townspeople spotted him hiding out by the old train station next to the mine. He must have found his dog but he seems to be in a bit of a pickle. A team of brave townspeople has been chosen by the mayor to find and rescue the sheriff and his beloved dog. We all love Rex, don't we?

Material needed: **Zombicide: Undead or Alive**

Classes needed: **2 Faithful, 2 Gunslinger, 1 Brawler, and 1 Townsfolk.**

Tiles needed: **1R, 2V, 6R, 7V, 8V, 9R, 10V, 11V, & 12V.**

OBJECTIVES

Gather your posse! Accomplish the Objectives in any order to win the game:

- Rescue the Companion.
- Move all Spawn points to the Starting Spawn Zone.

Then

- Call the Train to eliminate all Spawn Zones (See below)

10V	11V	12V
9R	2V	7V
6R	8V	1R

2x  **Survivor Starting Zone**

 **Noise Token**

6x  **Objectives (5 AP)**

 **Spawn Zones**



SPECIAL RULES

- **Setup.**
 - Shuffle the Green Objective randomly among the Red Objectives, facedown.
- **Where's this Sheriff?** Red Objectives give 5 AP and the top Bounty Weapon (if there are any left) to the Survivor who takes it. The Survivor may then reorganize their inventory for free.
- **The Sheriff is here!** And Rex! When the Green Objective is revealed, leave it on the board. Only the Townsfolk Survivor can take it. The Green Objective grants a Companion. Pick a random Survivor ID Card among those not used for this Mission. The Townsfolk Survivor becomes their Leader and no other Survivor can be their Leader. Taking the Green Objective grants no AP to the Townsfolk.
- **Sacred flame.** Only Faithful Survivors can move Spawn Zones by using a Holy Water or a Water Equipment card.
- **Ring the bell.** The Blue Objective cannot be taken. A Brawler Survivor in its Zone may spend 1 Action to call the Train. As soon as the Brawler spends an Action, the Train enters the board. When the Train reaches the Starting Spawn Zone, containing all moved Spawn Zones, the players win the game. Calling the Train grants no AP to the Brawler.
- **Psycho killer.** When a Gunslinger Survivor performs a Ranged Attack using the Fanning skill, if they roll at least 3 successes, consider the damage of their weapon to be 3.