

E1 – WEB MISSION



THE BANK HEIST

HARD / 2 SURVIVORS / 45 MINUTES

Looking for easy money, my pardner and I have just arrived in the small village of Clay Town. We heard about a large stack of cash that arrived just a few days ago by train and completely filled the bank's vault! What we didn't expect, though, is that along with this delivery came a bloodthirsty plague that turned all the city's inhabitants into ravenous, flesh-eating zombies! If we really want to take the money with us, we'll have to uncover the secret of the stash in the town, then deal with these freaky creatures!

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

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

OBJECTIVES

- **Grab the money and scoot!** Reach the Exit with all Survivors. If all Survivors have reached the Exit Zone with the Blue and Green Objective tokens at the end of a Player Phase, scan or click on the QR code below.

FIND OUT THE END OF THE STORY HERE:



<https://cmon.co/ZCW001-C1>

 Survivor Starting Zone	 Gatling Gun
 Exit Zone	 4x Objectives (5 AP)
 Spawn Zones	 Noise Token

SPECIAL RULES

- **Setup.**
 - Place an Abomination Spawn in the indicated zone.
 - Shuffle the Green and Blue Objectives facedown among the Red Objectives.
 - Set aside a Machete and a Schofield Equipment card and distribute 1 of them to each Survivor.
- **Abandoned weapons.** Each Red Objective gives 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. Place the Objective token on the Survivor's Dashboard. It doesn't take up a slot in their inventory and can't be traded.
- **Vault codes and cool stuff.** Each Blue and Green Objective gives 5 AP to the Survivor who takes it. Then, the Survivor rolls a die. If they roll 1-3, draw a Holy Water from the Equipment deck. If they roll 4-6, draw a Dynamite instead. Then, shuffle the Equipment deck. The Survivor may then reorganize their inventory for free. Place the Objective token on the Survivor's Dashboard. It doesn't take up a slot in their inventory and can't be traded.

4R	1R
2R	3R

