

## E8 – WEB MISSION



# BRING OUT YOUR DEAD

6 SURVIVORS / HARD / 75 MINUTES

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An affliction of unknown evil has washed over the quaint town. Every day, more townfolk succumb to the mysterious illness that inevitably results in their death. Distraught, the mayor has ordered for the corpses of the deceased to be placed in a corpse cart in the town square and to be disposed of immediately. As the corpses piled atop one another, the mass of flesh seemed to shudder. A lifeless body fell off the cart, first motionless, then convulsing – not so lifeless after all. We must get rid of the corpse cart posthaste, lest the body count rise.



Material needed: **Zombicide: Undead or Alive**  
 Tiles needed: 1R, 2V, 5V, 6R, 8V, & 9R.

### OBJECTIVES

- **Get rid of it!** Move the Wagon to the Exit Zone.

### SPECIAL RULES

- **Setup.**
  - Place the Wagon in the indicated Zone.
  - Place the Orange Spawn Zone on top of the Corpse Cart.
- **Not so dead after all.** The Mobile Spawn Zone (Orange) always remains inside the Wagon and is not affected by Holy Water. Its Zombies spawn in the Wagon's Zone (not on the Wagon itself). The Wagon cannot enter building Zones.
- **Grease the wheels.** Each Objective gives 5 AP to the Survivor who takes it. Keep the Objective token next to their dashboard. It doesn't take a slot in the inventory and may be traded like an Equipment card. A Survivor standing in the Wagon's Zone may spend 1 Action and discard an Objective token they have to move the Wagon 1 Zone towards the Exit Zone.

9R	5V	6R
2V	8V	1R

