

WM27 - THE DEAD ELITE SQUAD A SIDE MISSION FOR FORT HENDRIX

Very Hard / 6 Survivors / 120 minutes

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

We thought hiding in a military base during the zombie apocalypse was a genius idea, but we were completely wrong! In this area of Fort Hendrix was the barracks of a sniper squad, and to our misfortune, the entire platoon has turned into zombies! But we got a message over the radio. A member of the Elite Squad that was in charge of Dr. Linda Kirkland's security has taken refuge in one of the barracks and locked herself in there. She has little time until her hideout is invaded by these disgusting monsters! The morning light will give us an advantage to exfiltrate her and find a safe way out of here. That way, we will certainly have a much better chance of surviving out there!

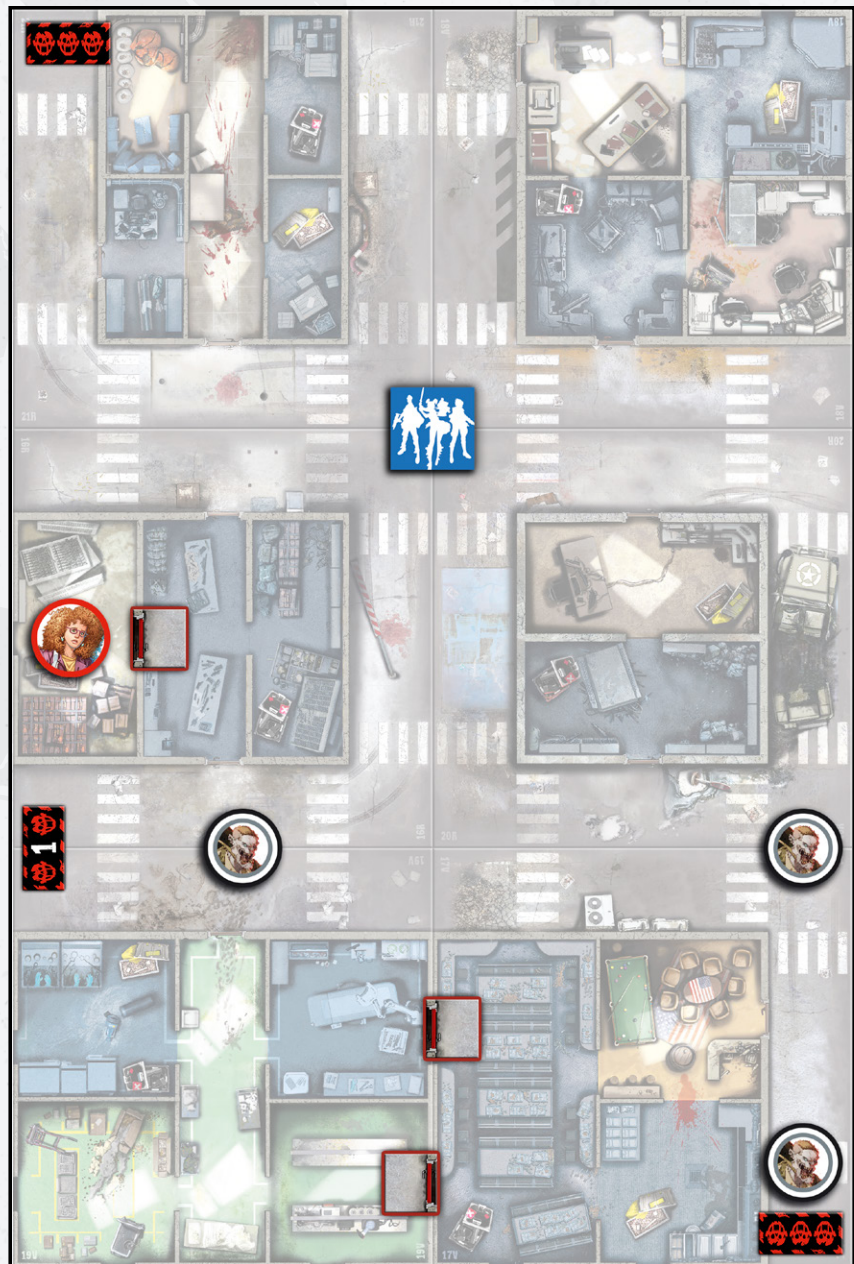
This is a standalone Mission, played independently from the Fort Hendrix Campaign.

Material needed: **Zombicide: 2nd Edition** and **Zombicide: Fort Hendrix**.

Tiles needed: 16R, 17V, 18V, 19V, 20R, & 21R.

21R	18V
16R	20R
19V	17V

	
Survivor	Spawn Zones
Starting Zone	1
6x 	6x 
Objectives (5AP)	Epic Weapon Crates
	
Elite Soldier Companion	Closed Doors
	3x 
	Shooter Walkers



• OBJECTIVES

Exterminate the sniper squad. Complete these objectives in any order:

- Rescue the elite soldier.
- Eliminate all Shooter Walkers, both on the board and in the reserve (see Special Rules).
- Find a secure Exit (see Special Rules).

Then

Reach the Exit Zone with all Survivors and the Elite Soldier. They may escape through this Zone at the end of their Turn as long as there are no Zombies in it. The game is lost if any Survivor or the Elite Soldier is eliminated.

Starting hour: **10am.**

• SPECIAL RULES

- Shuffle the Blue and Green Objectives among the Red Objectives, facedown.
- Place 3 Shooter Walkers in the indicated Zones.
- Penny's miniature represents the elite soldier to save. Place her in the indicated Zone.
- Replace the standard Equipment decks with Fort Hendrix' Advanced Equipment decks.

• **Facing the sniper squad.** Each Objective gives 5 AP to the Survivor who takes it.

- Once the Blue and Green Objectives have been taken, Shooter Walkers do NOT return to the reserve upon elimination. Instead, they are removed from the game entirely.
- Roll a die each time a Red Objective is taken. On a 4+, place (or move) the Exit token to that Zone. If the Exit is not placed as the last Red Objective is taken, place it in the Survivor Starting Zone.

• **The elite soldier.** A Survivor may spend 1 Action in the elite soldier's Zone to become her Leader. Once during each of their Turns, the Leader may eliminate up to 2 Zombies (except Abominations and Shooter Walkers) in Line of Sight (ignore Dark Zone and Nighttime rules). No AP is earned. Generate 1 Noise in the Leader's Zone per Zombie eliminated this way. The elite soldier is immune to Friendly Fire.

• **Closed rooms.** Doors inside buildings isolate parts of them. Isolated parts are considered to be separate buildings for Zombie spawning purpose only.

• **Armory.** Each Epic weapon Crate gives a random Epic weapon, among those still available, to the Survivor who takes it. They can then reorganize their inventory for free.

