

C61 TAKE THE HOSPITAL

HARD / 6+ SURVIVORS / 180 MINUTES

A Mission by Adam Decker

This hospital is going to be our new home. We just need to close all the entrances and Zombicide all zombies. It's as simple as that.

Material needed: **Zombicide Season 3: Rue Morgue.**

Required tiles: **1V, 2V, 3V, 4V, 5V & 6V.**

OBJECTIVES

Reach the objectives in the following order to win the game. This hospital will be ours!

- 1 – Close the zombie entries.** Remove all the Spawn Zones inside the hospital (see Special Rules).
- 2 – Close the main entry.** Take the blue key (the blue Objective), and use it to close the blue door.
- 3 – Zombicide any intruder.** Kill all the Zombies inside the hospital. All Event triggers must have been revealed. The Mission succeeds as soon as the last Zombie is destroyed!

SPECIAL RULES

- **Wandering patients.** Before the game starts, play a Spawn Phase.
- **A hospital full of useful things.** Each Objective gives 5 experience points to the Survivor who takes it.
- **Close the Zombies entries.** As long as there are no Zombies in it, a Survivor on a Spawn Zone can spend an Action to remove the Spawn Zone and set the Spawn Locator on the outside Spawn Zone (the one with Spawn locator #1).
- **Close the main entry.** Once the blue Objective has been taken, the blue door can be closed or opened at will. Opening it doesn't spawn Zombies.

		
Player starting area	Open door	Spawn Zone
		
Key to the hospital main door (5 XP)	Event trigger	Objective (5 XP)

5V	1V	2V
3V	4V	6V

