

WT03

CONTAMINATED!

HARD / 6+ SURVIVORS / 180 MINUTES

A Mission by Eduardo Guerra

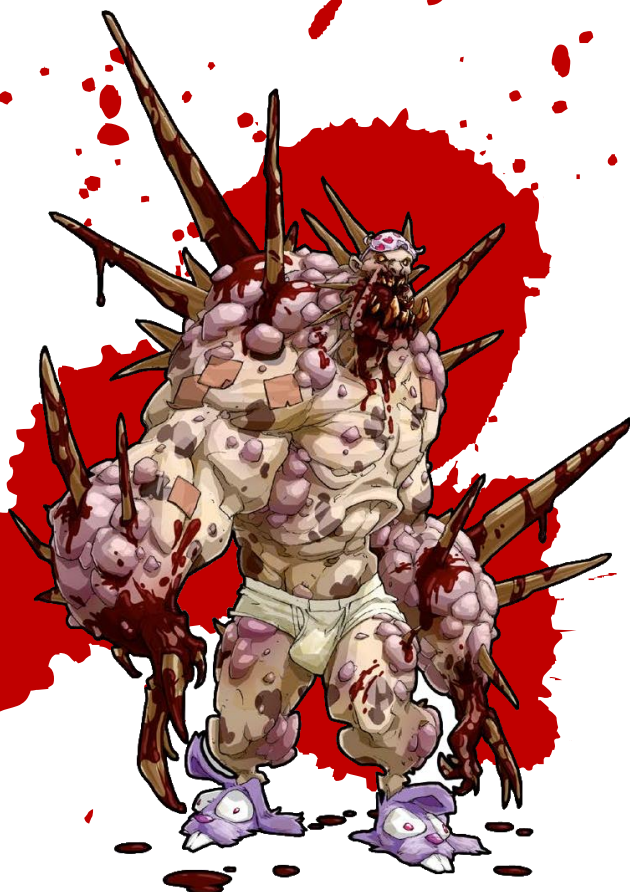
After a recent epidemic of unexplained deaths, we've discovered that the drinking water is contaminated! Fresh water was the only good thing that we got from this damned town. We have to investigate the Waste Treatment Facility next to the prison -- it makes sense that what is poisoning us should be there. The place is going to be crawling with zombies, but we've got to get our clean water back!

Materials needed: Season 2 – Prison Outbreak, Toxic City Mall, Waste Treatment Facility

Tiles needed: 5P, 7P, 8P, 9P, 10P, 12P, 1WT, 3WT, 4WT, 5WT, 6WT, 8WT

OBJECTIVES

Break into the prison and make your way through to the Waste Treatment Facility. Kill the Toxic Abomination by pushing it into the whirlpool.



SPECIAL RULES

The calm before the spawn. All spawn zones are deactivated at the start of the game.

What's a toxic zombie? Remove all toxic zombie cards from the zombie deck. Also set aside the Gas Mask cards from the equipment deck.

Locked up. The purple, white and yellow doors need to be unlocked by the purple, white and yellow switches respectively. Once the doors are unlocked, they may then be opened by a survivor.

Break in. The purple switch unlocks the purple door and opens the purple cell doors. The survivor who activates the purple switch takes the purple objective and gains 5 experience points. This switch can be activated once only.

Into the catacombs. The white switch unlocks the white door, opens the white cell doors and activates the white spawn zone. The survivor who activates the white switch takes the white objective and gains 5 experience points. This switch can be activated once only.

Pull out the plug. The yellow switch unlocks the yellow door, activates the red spawn zones and opens the water drain (replace the closed drain tile with the whirlpool). The survivor who activates the yellow switch takes the yellow objective and gains 5 experience points. This switch can be activated once only.

The zombies are mutating! All standard zombies (walkers, runners and fatties) spawned in the water will become a toxic zombie (of the same type) after one turn. They will always go up the stairs and will never jump back into the water.

We need protection! Any survivor who takes a red objective gains 5 experience points and a Gas Mask.

Stay out of the water! Survivors can jump into the water from any adjacent zone, but can only get out on the stairs. Survivors in the water suffer one point of damage at the start of the zombies turn, unless they have a Gas Mask equipped. A survivor can pass through the whirlpool, but needs to spend 2 actions to leave the zone -- Any survivor that ends their turn in the whirlpool is sucked away and removed from the game.



What is this huge mutated beast? The toxic abomination is unable to leave the water but will attack any survivor who enters its zone. It will not move unless it's attempting to get back to its original zone.

How do we kill this monster? This abomination is resilient and can't be killed by conventional weapons, nor will flame based weapons be effective in the water. You have to push it down the drain! For each 7 points of cumulative damage your group inflicts in one turn you push the abomination one zone. If the abomination is pushed only one zone, it will move back one zone towards its original position in the zombies turn. If the abomination ends its turn in the whirlpool zone, it's sucked away and the mission is a success!

These rules append the *Waste Treatment Facility Special Rules* as described here:

• <http://zombicide.sigil.biz/rules>



				
Player starting area	Switches	Objectives	Locked doors	Prison cell doors
				
Spawn zones	Gas masks	Toxic abomination	Water drain	Unpassable rubble