

C57 HOLD THE LINE!

HARD / 4+ SURVIVORS / 45 MINUTES

A Mission by Lachlan Abrahams

Ever since we let Phil talk us into taking in every stray survivor, we've been drawing a crowd of infected. We need to hold them back long enough so we can get these freeloaders to safety!

Material needed: **Season 1, Season 2: Prison Outbreak, Toxic City Mall.**

Tiles needed: **1M, 2M, 3P, 4P, 5E & 5F.**

OBJECTIVES

Want a plan? Here's an easy one. Just Zombicide anything you see until the way is clear.

Clear the area. The Mission succeeds as soon as there are no Zombies in building Zones or the Zones containing an Objective.

Protect the children, elderly, sick, and crippled. The Mission is lost if a Zombie reaches the Zone containing the 12 Noise tokens.

SPECIAL RULES

- **Children, elderly, sick, and crippled.** During Setup, place 12 Noise tokens in the designated Zone. They are never removed.
- **Incoming zombies!** During Setup, place the Zombies as indicated on the map.
- **It's just an arrow symbol.** Objectives can't be taken.
- **Riot gear.** The Survivors have gathered some riot gear. Use the following Starting Equipment, randomly distributing all the cards among the Survivors as evenly as possible. These cards replace the standard Starting Equipment.
 - Axe x2
 - Crowbar x2
 - Hammer x1
 - Night Stick x3
 - Pistol x2
 - Riot Shield x2

