

# WM10 - JOSH, AN ORIGIN STORY

Hard / 1 Survivor (Josh) / 30 minutes

Josh cursed as he realized his friends were caught by the cops and he was the only one to escape the Subway station. Life was never easy on them. Now, he was on his way to the police station to figure out what bogus charges the cops would pin on his friends, but he quickly realized that while the streets were filled with people, none of whom were alive. Never, ever easy...

Material needed: **Zombicide: 2nd Edition.**  
 Tiles needed: 1R, 2R, 5R, & 8R.



## OBJECTIVES

**Where are my friends?** Accomplish the Objectives in this order to win the game:

- 1- Find and take the Green Objective.
- 2- Reach the Exit with all Survivors. Any Survivor may escape through this Zone at the end of their Turn as long as there are no Zombies in it.

5R	8R
2R	1R

	
Survivor Starting Zone	Exit Zone
	
1	4x
	Objectives (5AP)
	4x
Spawn Zones	Pimpweapon Crates
	
Police Car	Closed Doors

## SPECIAL RULES

- **Setup.**
  - Prepare a Dashboard with a Survivor of the player's choice. Set it aside, along with its miniature and ID Cards. The Survivor is equipped with a Baseball Bat.
  - Shuffle the Green and Blue Objectives among the Red Objectives, facedown.
  - Josh starts the Mission with a Fire Axe and a Pistol.
- **Critically wrecked.** The Police Car blocks Lines of Sight and Movement in its Zone. The car cannot be driven or searched.
- **Loot!** Each Objective gives 5 AP to the Survivor who takes it.
- **Finding your friend.** The Green Spawn Zone activates as soon as the Green Objective is taken. Place the miniature of the Survivor (that was previously set aside) in the Zone where the Green Objective was taken. From now on, the player controls both Survivors.
- **Take a breath.** The Blue Spawn Zone is active from the start of the game. It becomes inactive as soon as the Blue Objective is taken.
- **Zombie cops.** Zombies can trace their route to their destination Zone through doors. All Zombies standing in the same Zone as a door at the start of their activation, and whose route goes through it, spends an Action opening that door. If a building is opened that way for the first time, Dark Zones within spawn at 1 Danger Level higher than the current one (max: Red Danger Level).

