

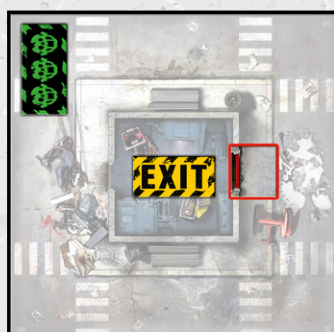
WM18 - WANDA, AN ORIGIN STORY

Hard / 2 Survivors (Wanda & Ned) / 30 minutes

Wanda was working hard at Clancy's Dinner when the zombie apocalypse started. One moment, it was full of customers, and the next, it was surrounded by infected people. She was ready to fight them or die trying, but her friend Ned convinced her otherwise. He told her that the best plan was to gather weapons and supplies, then find someplace safe. Wanda grabbed an old cleaver from the kitchen, but she had a good feeling she'd soon be slicing zombie heads with something much bigger...

Material needed: **Zombicide: 2nd Edition.**

Tiles needed: **2R, 3V, 4R, 5R, & 9R.**



9R

5R

2R

3V

4R



• OBJECTIVES

Stock Up. Accomplish these Objectives in any order to win the game:

- Take at least 2 Red Objectives.
- Gather and keep at least 2 food cards (Bag of Rice, Canned Food, or Water).

THEN

Are we really safe here? Reach the Exit with both Survivors. Any Survivor may escape through this Zone at the end of their Turn as long as there are no Zombies in it.

• SPECIAL RULES

• Setup.

- Ned starts the Mission with a Sniper Rifle. Wanda starts with a Machete. There is no additional Starting Equipment.
- Shuffle the Green Objective among the Red Objectives, facedown.
- Set aside all Chainsaw cards and 1 Flashlight card.
- Place Walkers in the indicated Zones.
- There is no Objective token or Pimpweapon Crate on tile 9R.

• **One step beyond.** Each Objective token gives 5 AP for the Survivor who takes it.

• **Just walls.** The closed Red doors cannot be opened.

• **Ned's truck.** The Pimpmobile is broken and cannot be driven. It can be searched once per Survivor, earning predefined Equipment:

- Wanda gets a Chainsaw.
- Ned gets a Flashlight.

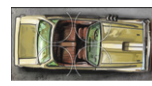
• **Uh-oh.** The Green Spawn Zone becomes active as soon as the Green Objective is taken.



**Survivor
Starting Zones**



**Exit
Zone**



**Pimpmobile
(cannot be driven)**

5x



Walkers

1



Spawn Zones

3x



**Objectives
(5AP)**

1x



**Objective
(5AP for all
Survivors)**

4x



**Pimpweapon
Crates**



Doors