

WM19 - A NEW DAWN - PART I

Hard / 1 Survivor / 30 minutes

Dear Diary,
The outbreak has been going on for quite some time now. I haven't seen a single living soul for the past 3 months. Only the infected. I heard some gunshots last night. I'm glad the undead don't know how to shoot. I hope to find someone... and my dream of building a little community might finally come true.
Wish me luck!

Material needed: **Zombicide: 2nd Edition.**
Tiles needed: **2V, 4V, 5V, & 8V.**



OBJECTIVES

Look for other survivors! Accomplish the Objectives in this order to win the game:

- 1- **Take the Green and Blue Objectives.**
- 2- **Reach the Exit with all Survivors and Companions.** Any Survivor may escape through this Zone at the end of their Turn if there are no Zombies in it.

8V	4V
2V	5V

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

SPECIAL RULES

- **Setup.**
 - Place the Green and Blue Objectives randomly among the Red Objectives, facedown.
 - Remove all Aaahh!! cards from the Pimpweapons Deck.
 - The player's Survivor starts with a Fire Axe and a Pistol.
 - Pick 1 Survivor of the player's choice, along with their ID Card. Prepare a Dashboard for them and give them the Baseball Bat and Pistol from the Starting Equipment deck.
- **Closed rooms.** Doors inside buildings isolate parts of them. Isolated parts are considered to be separate buildings for Zombie spawning purpose only.
- **Resources.** Each Objective gives 5 AP to the Survivor who takes it.
- **You are alive! You're not one of them!** When the Green Objective is taken, place the additional Survivor in its Zone. They have as much AP as the starting Survivor. The player controls both of them. The additional Survivor can be played right after the starting Survivor in the Game Round they are found.
- **Happy to meet you! Where does all this blood come from?** When the Blue Objective is found, place a random Survivor in its Zone. They are a Companion and the Survivor is their Leader. Roll a die during each ensuing End Phase: if it rolled 1-3, spawn a Walker in any Zone adjacent to the Companion with an open route and a Line Of Sight on the Companion.

