

WM26 - A QUIET PLACE

by Rodrigo Sonnesso and Toi Von Glehn
Hard / 6 Survivors / 60 minutes

Amazingly, the streets on this side of town are strangely quiet and deserted. It looks like all this zombie apocalypse madness hasn't arrived here yet. The houses are mostly intact. There must be valuable supplies still inside. Hey, wait. I think I heard something coming from over there... In fact, they were the ones who heard us! And there are hundreds! I spoke too soon!

Material needed: **Zombicide: 2nd Edition**.
Tiles needed: 1R, 3V, 4V, & 7R.







• OBJECTIVES

Get out... but silently! Accomplish the Objectives in this order to win the game:

1- Get rare supplies. Take all Objectives.

2- Exit in a quiet and polite manner (or not). Reach the Exit with all Survivors. A Survivor may escape through this Zone at the end of their Turn if there are no Zombies in it.

3V	1R
4V	7R

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

• SPECIAL RULES

• **Closed rooms.** The door straddling tiles 1R and 7R isolates rooms of the building. They are considered to be separate buildings for Zombie spawning purpose.

• **Fresh clothes, meds, and SOAP!** Each Objective gives 5 AP to the Survivor who takes it. Place the Objective token on the Survivor's Dashboard. Each token occupies an Equipment slot. If the Survivor's inventory is full, the player discards an Equipment card of their choosing to make room for the supplies.

• **Be quiet!** Whenever a Survivor makes noise, put a Noise token beside the closest Red Zombie Spawn token that does not already have a Noise token. If all of them have a Noise token, ignore this rule. These Noise tokens are ignored to determine Zombies' routes.

During the ensuing Zombies' Phase, draw Zombie Cards for the Green Spawn Zone and for each Red Spawn Zone with a Noise token.

Then, remove the Noise tokens during the following End Phase.

