

## WM8 - COMMON ENEMIES

Hard / 120 minutes

Grudges may be carried beyond reason, even throughout a zombie apocalypse. Anger, and the growing scarcity of resources, have reignited the spark of war between old rivals. They made a real mess in the area, crashing cars all around the place and firing everything they had at each other. Now, the streets are on fire and these idiots are stranded in an abandoned building, surrounded by zombies. We have to stop this petty war right now, or they will get killed!









We all have common enemies now.

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

Tiles needed: **1V, 2V, 3V, 5R, 6R, & 7V.**



7V	1V
5R	6R
3V	2V

 Survivor Starting Zone	 Exit Zone
 Closed Doors	 Spawn Zones
 4x Pimpweapon Crates	 Police Car (cannot be driven)
 1x Objectives (5AP)	 Pimpmobile (cannot be driven)





## • OBJECTIVES

**Rescue your next friends.** Accomplish the Objectives in this order to win the game.

**1- Rescue the cop and the thug.** Take the Green Objective (see Special Rules).

**2- Evacuate!** 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.

## • SPECIAL RULES

• **Flaming cars.** Survivors cannot enter or cross a Zone with a car token in any way (with the Jump or Sprint Skills, for example). Zombies are not affected by this rule. Of course, cars cannot be used or Searched.

• **Rescue material.** Each Objective gives 5 Adrenaline Points to the Survivor who takes it.

- Taking a **Red Objective** also grants the Survivor a fire extinguisher. Place the Objective token on the Survivor's Dashboard. It doesn't take up an inventory slot. By spending 1 Action at Range 1 from a car, a Survivor may use it to put out the flames. Discard both the Red objective token from the Survivor's Dashboard and the car token. The Zone the flaming car occupied can now be entered or crossed normally.

- The Blue door cannot be opened until the **Blue Objective** has been taken. The Blue Spawn Zone becomes active as soon as the Blue Objective is taken. Then, remove the Spawn Zone token next to the Survivor Starting Zone.

- The Green door cannot be opened until the **Green Objective** has been taken. The Green Spawn Zone becomes active as soon as the Green Objective is taken. Then, remove the Spawn Zone token straddling tiles 2V and 6R.

• **Weapons of a new era.** Each Pimpweapon Crate gives a random Pimpweapon, among those still available, to the Survivor who takes it. They can then reorganize their inventory for free.

• **(Optional) That's enough!** As soon as the Blue Door is opened, spawn Zombies, then place 2 Survivor miniatures that the players didn't choose in the Green Objective's Zone. They are Companions to rally.