

## WM21 - A NEW DAWN - PART III

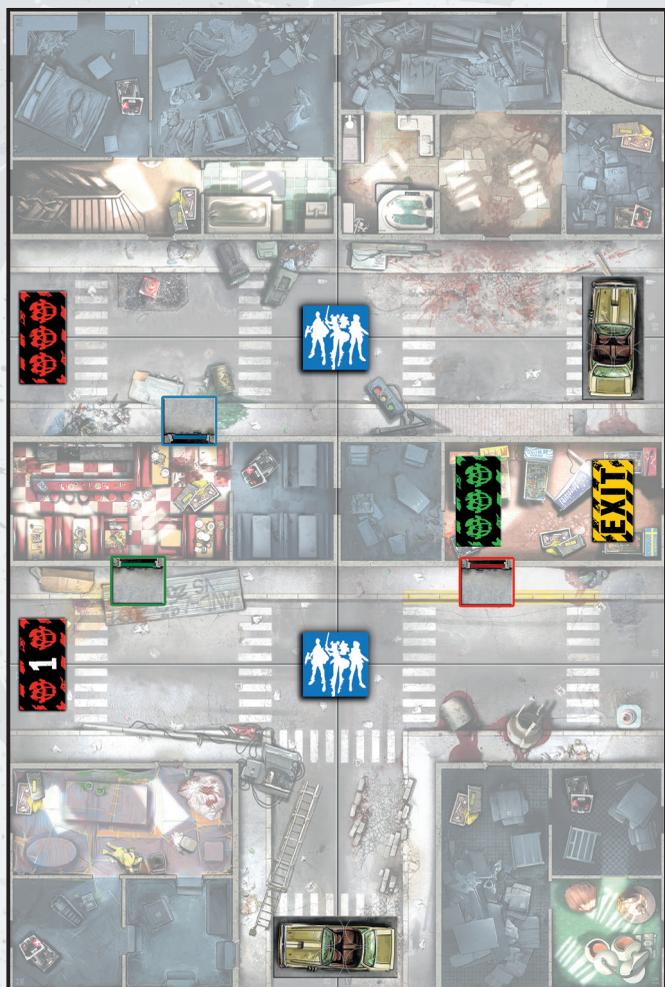
Hard / 2 Survivors / 30 minutes

Dear Diary,

I guess being optimistic about 'The Locust' and trusting Rod wasn't the brightest idea. These jerks took our stuff... and being bullied was NOT part of my plan. Maybe humanity is doomed after all.

Destiny, however, is a tricky devil, and cursed Rod from the start. The same zombies we fight and hide from daily were our saviors. Awakened in the middle of night by a surprise breakout, we managed to escape amidst all the chaos. But then, we lost sight of each other. The Locusts can't be far. Maybe they went for the cars we saw in the area?

8V	9V
4R	3R
2V	1V



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

Tiles needed: **1V, 2V, 3R, 4R, 8V, & 9V.**

### ● OBJECTIVES

**Get together and run!** Accomplish the Objectives in this order to win the game:

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

### ● SPECIAL RULES

#### • Setup.

- Don't place Objective tokens on Tiles 3R and 4R.
- Shuffle a Blue and Red Objective and place them on the top two tiles of the map. (8V and 9V).
- Shuffle a Green and Red Objective and place them on the bottom two tiles of the map. (2V and 1V).
- Place a Survivor in each of the Starting Zones. Each of them starts at the Yellow Danger Level and is equipped with a Fire Axe and a Pistol. In addition, each Survivor suffers 1 Wound.
- Place a Companion in each of the Starting Zones. The Survivor standing there is their Leader.
- Set aside 2 Survivors of the player's choice, along with their Dashboards, and random Starting Equipment taken from what remains.

- **Red door.** The Red Door is blocked and cannot be opened.

- **Resources.** Each Objective gives 5 AP to the Survivor who takes it.

- **Strength in numbers.** When the Blue or Green Objective is taken, place a new Survivor in the Zone it occupied. The additional Survivor can be played right after the Survivor who found them.

- **Ramming doors.** The Blue and Green Doors are immediately opened whenever the Pimpmobile enters their Zone.

- **Green Spawn Zone.** The Green Spawn Zone is inactive. When the Blue Door or Green Door is opened, draw a Zombie Card for it. From now on, the Green Spawn Zone is active.

	<b>4x</b> 	<b>6x</b> 
<b>Survivor Starting Zones</b>	<b>Objectives (Special)</b>	<b>Pimpweapon Crates</b>
		
<b>Spawn Zones</b>	<b>Exit Zone</b>	<b>Closed Doors</b>
		
<b>Pimpmobile</b>		