

WM32 - A NEW DAWN - PART VI

Hard / 6 Survivors / 75 minutes

by Rodrigo Sonnesso and Toi Von Glehn

*Dear diary,
Rod's going to have to pay for what he did back there. It is our turn to go on the offensive! We spent the rest of the night coming up with a grand plan to capture Rod. Since he tried to trap us in that warehouse, figured we should return the favor and let him have a taste of his own medicine. We are going to lure all the zombies Rod has for "security" and lock them all in the warehouse. The plan is to lock all the access doors to the streets, spread some homemade traps around the warehouse, capture Rod, and lock him in the inner courtyard. Let's see how he likes it when the zombies are a little too close for his comfort.*

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

Tiles needed: **1R, 2R, 3V, 4V, 7V, & 9V.**



• OBJECTIVES

Trap Rod! Accomplish these Objectives in order:

- 1- Move Rod into the highlighted Zone (see below).
- 2- Lock the Green and Blue Doors, trapping Rod (see below).

• SPECIAL RULES

• Setup.

- Shuffle the Green and Blue Objectives randomly among the Red Objectives, facedown.
- Set aside any Survivor miniature (without color base) to represent Rod.
- The entire building is already opened. Place the Zombies as indicated on the map.
- Draw 1 Zombie card for the Blue and Green Spawn Zones, respectively.

• **Part of our plan.** Printed doors cannot be opened. Survivors cannot access any Street Zone, except the highlighted zone.

• **Rod's undead "friends".** Place 3 walkers in the highlighted Zone at the beginning of every Spawn step.

• **Constructing traps.** Objectives give 5 AP to the Survivor who takes it. When a Red Objective is taken, the Survivor who takes it keeps it next to their dashboard. It does not take up space in their inventory.

A Survivor standing on a Red Spawn Zone (including the first one) may spend 1 Action and discard a Red Objective to remove that Zombie Spawn token from the game.

• **Swarming locusts.** The Blue and Green Spawn Zones are active. All Red Spawn Zones are inactive, including the First Spawn Zone.

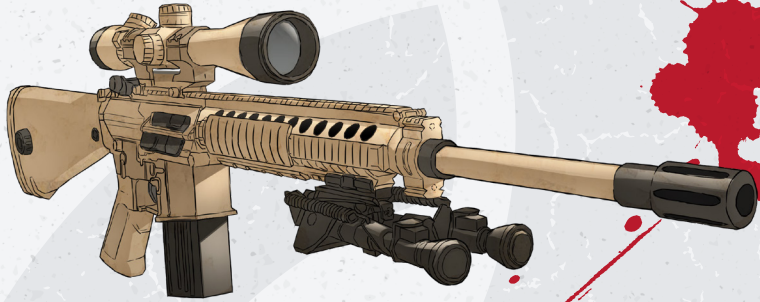
Roll a die during each End Phase. Place Rod's miniature in the Zone with the corresponding number. Rod cannot be attacked and he is never targeted by Zombies. Epic Weapon Crates and Objectives cannot be taken while he is in the same Zone.

Then, resolve a Zombie spawn in that Zone at 1 Danger Level higher than the current Danger Level (max: Red). If there is no Zombie Spawn token in the designated Zone, place Rod in the highlighted Zone instead.

• **Capture him!** The Blue and the Green Door can be closed when the Blue and the Green Objectives have been taken and Rod is in the highlighted Zone. To do so, a Survivor must stand in a colored Door's Zone while there are no Zombies in it and spend 1 Action to close the corresponding door. It cannot be opened again.

The game is won as soon as Rod stands in the highlighted Zone with both colored Doors closed at the end of any Player's Phase.

• **Warehouse's weaponry.** Each Epic Weapon Crate gives a random Epic Weapon among those still available to the Survivor who takes it. They can then reorganize their inventory for free.



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|----|----|----|
| 1R | 9V | 3V |
| 2R | 7V | 4V |

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|------------------------|------------|------------------|--------------------|------------------|-------------|----------------|
| | | | | 4x | | |
| Survivor Starting Zone | Walker x10 | Runner x2 | Brute x3 | 1x | | |
| | | | 6x | 1x | | |
| Open Doors x2 | Open Doors | Highlighted Zone | Epic Weapon Crates | Objectives (5xp) | | |
| | | | | | | |
| | | | | | | |
| | | | | | Spawn Zones | Numbered Zones |

