

WM35 - THE ANNOYING PARROT

Hard / 6 Survivors / 60 minutes

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From time to time, we'll find ourselves in a rich neighborhood with all kinds of bizzare things left behind, hidden in some weird corner. So, what did we find this time? A very annoying but very cute parrot. Damn, we can't leave it behind. Having a moral compass during a zombie apocalypse is always troublesome.

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

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|----|----|
| 1V | 6V |
| 5R | 3V |

OBJECTIVES

Open the gate and run away! Accomplish these Objectives in order:

- 1- Take all Objectives.
- 2- Destroy the First Spawn Zone, revealing the Exit.
- 3- Reach the Exit with all Survivors. Any Survivor may escape through this Zone at the end of their Turn if there are no Zombies in it.

SPECIAL RULES

Setup.

- Shuffle the Green and Blue Objectives randomly among the Red Objectives, facedown.
- Place a Walker, a Runner, and a Brute as indicated on the map.

Looting. Red Objectives give 5 AP to the Survivor who takes it. Blue and Green Objectives give 5 AP to ALL Survivors.

Rich neighbors. All 3 Spawn Zones are active at the beginning of the mission.

"Catch the thief! Catch the thief! Squawk!" Each time a Search Action is performed, the Survivor rolls 1 die:

- **On results 1-4:** Place 1 Zombie of the same type as the last drawn Zombie card in the First Spawn Zone. If the Zombie discard pile is empty, ignore this rule. If there are no more miniatures, this rule triggers extra Activations.
- **On results 5-6:** Nothing happens.

Toy boxes. 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.

"Go away! Go away! Squawk!" Each time an Epic Weapon is taken, immediately draw 1 Zombie card for the Blue Spawn Zone.

"Over here! Over here! Squawk!" Each time an Objective is taken, immediately draw 1 Zombie card for the Green Spawn Zone.

How do we leave? To find the Exit, a Survivor must use a Molotov targeting the First Spawn Zone. Remove the First Spawn Zone token and replace it with the Exit token (only after all Objectives are taken).

Separate blocks. Doors inside buildings isolate parts of them. Isolated parts are considered to be separate buildings for Zombie spawning purposes only.

Survivor Starting Zone

Runner x1

Brute x1

Walker x1

Exit

Closed Doors x2

Objectives (5 AP) x4

Epic Weapon Crates

Spawn Zones x3

