

WM37 - THE FORGOTTEN WAREHOUSE

Medium / 6 Survivors / 90 min

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Defunct weapons and low ammunition count... No surprise there, considering what we've put them through lately. That being said, we're desperate for supplies. Our old buddy Ned told us (it's always him, isn't it?) that there's an old place downtown that used to be an army warehouse. There's sure to be weapons and ammo there, right? Well, Ned's plans have never let us down. So, in we go!

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

Tiles needed: 1R, 2R, 4R, 7V, 8R, & 9R.

7V	9R
2R	1R
8R	4R



• OBJECTIVES

Getting powerful! Accomplish these Objectives in any order:

- Take all Epic Weapon Crates.
- Find the REALLY Epic Weapon (Blue Objective).

Then

- Reach the Exit Zone 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 Blue Objective randomly among the Red Objectives, facedown.

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

- **The green key.** The Green door can only be opened after the Green Objective is taken.

- **Ammunition.** Each Red Objective gives 5 AP to the Survivor who takes it. Blue and Green Objectives give 5 AP to ALL Survivors.

- **They're coming.** The Blue and Green Spawn Zones are inactive at the start of the game. The Blue Spawn Zone becomes active when the Blue Objective is taken. The Green Spawn Zone becomes active when the Green Objective is taken.

- **The REALLY Epic Weapon.** When the Blue Objective is taken, draw an Epic Weapon card from the deck (ignore any Aaahh!! cards drawn). This Epic Weapon has Damage 3 (place a Noise token on the card as a reminder). Then, if the Blue Door is still closed, automatically open that Door.

- **Hidden stash.** Each Epic Weapon Crate gives a random Epic Weapon, among those still available, to the Survivor who takes it. They may then reorganize their inventory for free.

Survivor Starting Zone

Exit Zone

Closed Doors

Spawn Zones

Objectives (5AP)

Epic Weapon Crates