

WM41 - TRAPPED IN THE HAUNTED MANOR

Hard / 6 Survivors / 60 min

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It was supposed to be a joke. Just one night in the old manor on the hill - the one everyone whispers about after dark. We dared each other, laughed at the thought of ghosts, and pushed the front door open like it was nothing.

Then it slammed shut behind us. Locked.

Since then, the halls have been alive with things we can't explain. Shadows move when there's no light. The walls creak like they're whispering our names. Every step feels like the house is watching. They say clues to escape are hidden inside, but each room hides something that wants us to stay. What started as a prank is now a fight to survive the night... if we're lucky enough to see morning.

Material needed: Zombicide: 2nd Edition.

Tiles needed: 1V, 2V, 3V, 4V, 5V, 6V

1V	6V	2V
3V	5V	4V



Survivor Starting Zone

6x



Epic Weapon Crates

4x



Objectives (5xp)

1x



Objectives (5xp)

2x



Spawn Zones

12x



Closed Doors

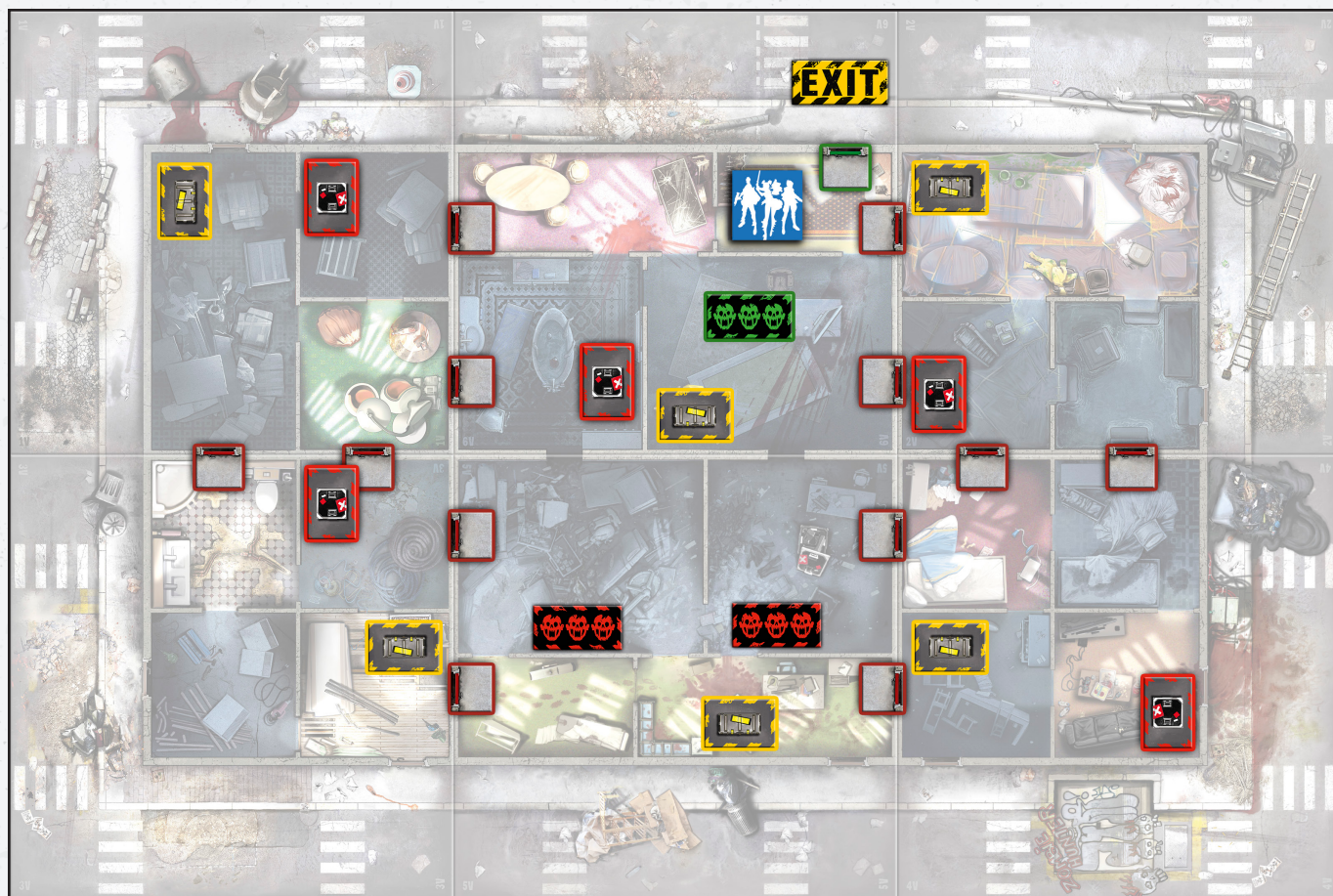
1x



Closed Doors



Exit Zone



• OBJECTIVES

Escape the Haunted Manor! Complete the following objectives in this order to win the game:

1. **Lift the Curse.** Explore the manor and destroy all 6 Haunted Objects (see Special Rules).
2. **Let's get out of here!** Reach the Exit with all Survivors. A Survivor may escape through the Exit Zone at the end of their Turn if there are no Zombies in it.

• SPECIAL RULES

• Setup.

- Place the Green Objective randomly among the Red Objectives, facedown. Note that there is no Objective token on tile 5V.
- The Manor Hall (tiles 5V and 6V) is considered open. Do not draw Zombie cards for them.
- Choose Two Survivors to start the game with a Flashlight.
- The Manor Front Door (Green Door) is locked and cannot be opened. All other doors that give access to the street Zones cannot be opened and should be treated as walls.

• **Closed rooms.** Doors inside buildings isolate parts of the building. Isolated parts are considered to be separate buildings for Zombie spawning purposes only.

• **Haunted Objects:** Red and Green Objectives represents the Haunted Objects, a Survivor in the same Zone with a Haunted Object may spend 1 Action to reveal and destroy it, each Red Haunted Object (Red Objective) gives 5 AP to the Survivor who destroys it, then roll a die and immediately apply the result:

RESULT	HAUNTED EFFECT
1	AHHH GHOSTS! Spawn 2 Walkers in this Zone.
2	Poltergeist. Discard 1 of your Equipment cards if possible.
3	Spooked! Open all closed Door tokens in this Tile if possible.
4	Whispers in the Walls. Place 4 Noise tokens on this Zone.
5-6	Curse Lifted! Draw 1 Equipment card from the Equipment deck and gain +1 Action this turn.

• **You infuriated the Dead.** When the Green Haunted Object (Green Objective) is revealed and destroyed, all Survivors gain 5 AP and the Survivor who destroyed it draws 1 Epic Weapon card. Then the Green Spawn Zone becomes active.

• **It's finally over.** After the final Haunted Object is destroyed, the Manor Front Door opens (flip the Green Door to its open side), granting access to the Exit Zone.

