

WM44 - THE CLASSIFIED FILES

Medium / 6 Survivors / 60 min

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Rumors travel fast in the apocalypse. Word is there's a government military base nearby, abandoned in a hurry when everything fell apart - but not empty. Deep inside, behind locked doors and reinforced walls, something was left behind: confidential documents. No one knows exactly what they contain. Maybe records about how the outbreak started. Maybe proof it wasn't an accident. Maybe - a cure. The plan is simple: breach the base, find a way into the secure archive room, grab whatever intel we can, and gear up along the way. Military bases are never short on weapons - and we have a feeling we're going to need them.

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

Tiles needed: **3R, 4R, 5R, 6R, 7R, & 8R.**

6R	8R	4R
5R	7R	3R

• OBJECTIVES

Assault the base! Complete these objectives in this order:

1. Take the Army Sniper Rifle and the Plenty of Bullets card on tile 8R.
2. Reach the Secure Archive Room (QR Code Zone on tile 4R) with all Survivors. They may escape through this Zone at the end of their turn as long as there are no Zombies in it.

Then,

AND ONLY THEN:

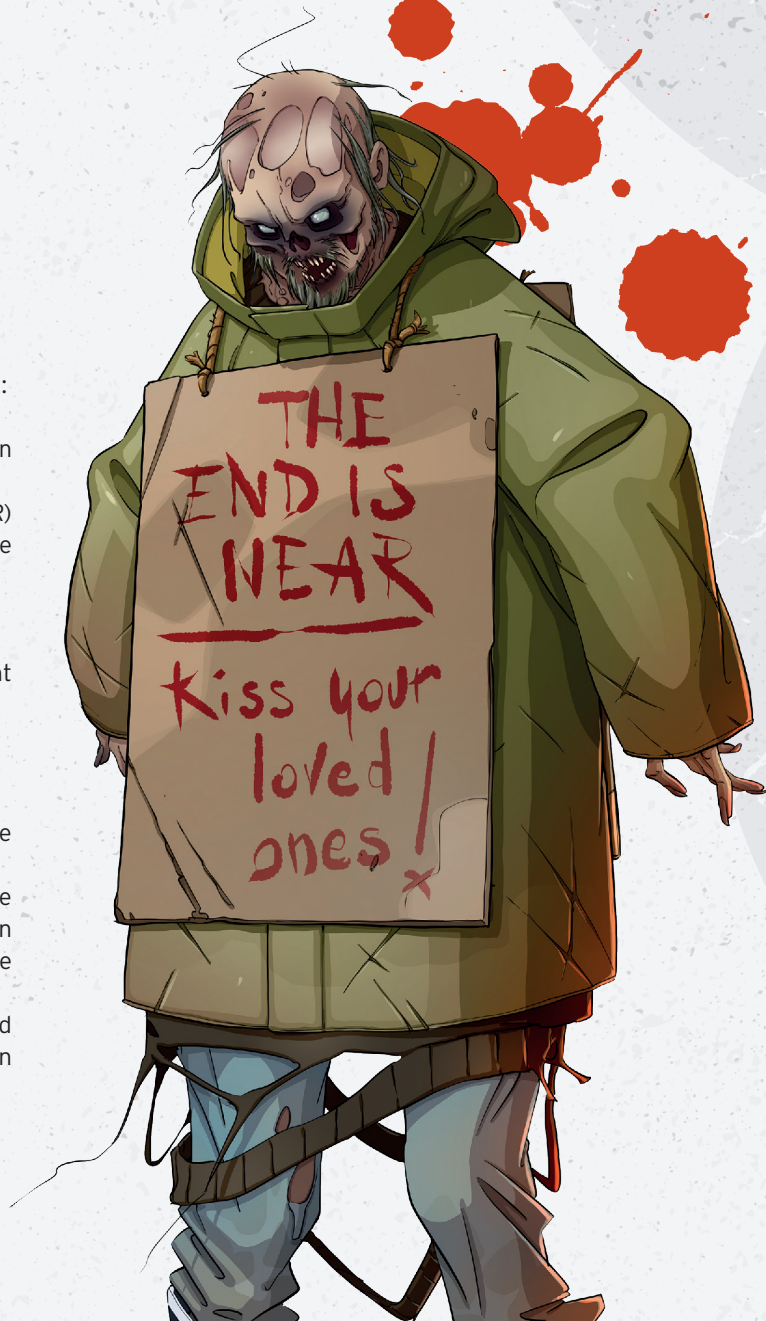
3. Scan the QR code and uncover the secret the government was trying to hide from you all this time!

• SETUP

- Place the Green Objective revealed on the corresponding Zone.
- Shuffle the Blue Objective, facedown, among the Red Objectives. Place all respective Objectives in their corresponding Zones, except on Tile 4R (Secure Archive Room).
- Set aside the Army Sniper Rifle (Epic Weapon card) and Plenty of Bullets (regular Equipment card). Place them on tile 8R, instead of the Epic Weapon Crate.

• SPECIAL RULES

- **Looking for a Card Access.** Red Objectives give 5 AP to the Survivor who takes it. Blue and Green Objectives give 5 AP to ALL Survivors.
- **Locked Doors.** The Blue and Green Doors can only be opened once their corresponding Objectives have been taken.
- **Army Equipment.** A Survivor may spend an Action to take both the Army Sniper Rifle and Plenty of Bullets cards from the Zone. This is considered a Search Action.
- **Yes Sir!** At the end of every Player Phase, each Walker, Runner, and Abomination in a Zone containing at least 1 Brute (considered an army Sergeant) immediately gains an additional Move Action. Then, all Zombies activate normally during the Zombie Phase.





Survivor Starting Zone



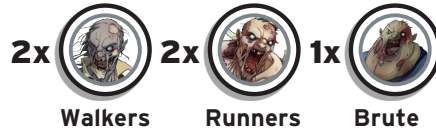
Equipment Card



Epic Weapon Card



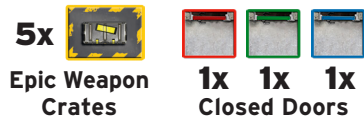
Spawn Zones



Walkers Runners Brute



Objectives (5xp)



Epic Weapon Crates Closed Doors

