

## WM46 - APOCALYPSE KICKOFF

Very Hard / 6 Survivors / 90 min

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The world ended in the middle of the World Cup. Stadiums fell, cities burned, but the tournament goes on.

Ney technically is still an active professional although most fans already consider him "almost retired." Between his dramatic dives, selective injuries, and showing up slightly above "match fitness" weight, his call-up never came. He insists he's fine with it. Completely fine. Absolutely unbothered.

So, if he's not playing... he hosts soccer events. Tonight's plan: a VIP watch party in a luxury skybox at the Maracanã.

Our tasks: Find his Parças, secure the drinks, recover the sound system and reach the Maracanã alive!

While Ney didn't make it to play the World Cup, he's still determined to steal the spotlight. Do you have what it takes to become the newest Ney's Parça?

*Parça (Brazilian slang): a close friend or trusted buddy. Your ride-or-die companion, especially in good times, bad decisions, and unforgettable parties.*

Materials needed: **Zombicide: 2nd Edition and Zombicide: Rio Z Janeiro.**

Tiles needed: 7R, 23V, 25V, 26V, 27V, & 28V.

23V	25V	28V
7R	27V	26V

### • OBJECTIVES

**Become a Ney's Parça.** Accomplish the Objectives in this order to win the game:

1. **Find all hidden Parças.** (Red Objectives).
2. **Grab the Essentials.** Find the Sound System and Drinks (Green and Blue Objectives).

Then,

3. **Reach the "Camarote" in Maracanã Stadium.** Reach the Exit with all Survivors. A Survivor may escape through this Zone at the end of their Turn as long as there are no Zombies in it.

### • SETUP









- Shuffle the Blue and the Green Objectives randomly among the Red Objectives, facedown.
- One Survivor starts with Ney as a Companion (see Zombicide 2nd Edition, p. 33).
- Replace the Zombicide: 2nd Edition's Equipment, Starting Equipment, and Epic Weapon decks with the corresponding decks from Zombicide: Rio Z Janeiro.
- Place the Wound deck next to the board.

### • SPECIAL RULES

- **Save the Boy!** The game is lost if Ney is eliminated.
- **Injured.** For each Wound a Survivor suffers, they must also immediately draw a card from the Wound deck and apply its effects.
- **Parças.** Red Objectives represent Ney's Parças. Each Red Objective gives 5 AP to the Survivor who takes it.
- **Zombie Fans.** The Blue Spawn Zone is inactive and becomes active as soon as the Blue Objective or the Green Objective is taken.
- **Bring the Noise.** The Green Objective represents the Sound System. When the Green Objective is taken, ALL Survivors gain 5 AP. Then, draw a Zombie card for each Spawn Zone.
- **Secure the Beverages.** The Blue Objective represents the Drinks. When the Blue Objective is taken, ALL Survivors gain 5 AP. Then, spawn 1 Walker in each Surprise Spawn Zone.





	1x 	3x 	6x 	
Survivor Starting Zone	2x 	Surprise Spawn	Epic Weapon Crates	Exit Zone
	1x 		5x 	1x 
	Spawn Zones		Objectives	Objectives

