

WM48 - THE DEADAGONAL ALLEY

Medium / 6 Survivors / 60 min

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The Survivors were scavenging the old commercial district, chasing rumors of supplies still hidden in the area. Weapons, gear... maybe even a magic wand, if you believe the rumors. Things you don't find just anywhere. That's when they found it: A diagonal alley cutting straight through the city blocks. Hidden, narrow... and full of the dead. One moment it seemed like it wasn't there. The next, like a cheap magic trick, there it was. Maybe the alley holds what the Survivors need. Grab everything and get out, before this shortcut turns into a DEAD end.

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

Tiles needed: **3R, 4R, & 7R.**

3R

4R

7R

• OBJECTIVES

Like Magic! Complete these objectives in the following order:

1. **Leave Nothing Behind.** Take all Red Objectives and the Magic Wand (Green Objective).
2. **Get Aboard.** Exit from the **Platform 3/4** (Exit Zone). A Survivor can attempt to escape through this Zone at the end of their turn

as long as there are no Zombies in it (see Platform 3/4 Special Rule below).

• SETUP

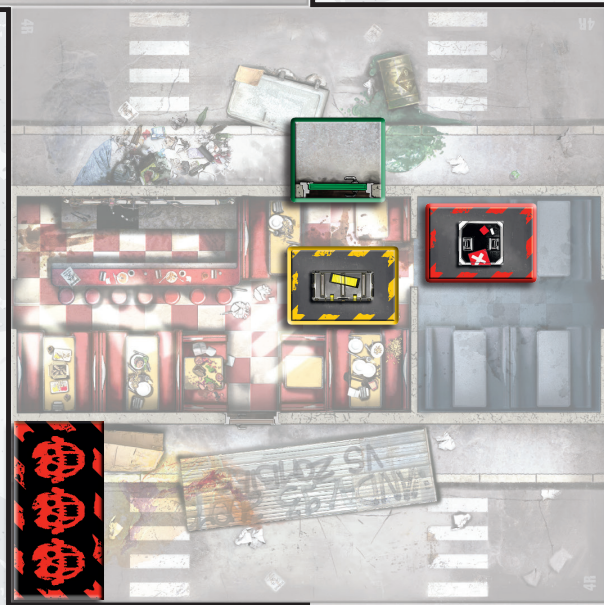
- The Map tiles are placed as shown.
- Place the Red Objectives, Green Objective (face up), Epic Crates, closed Red and Blue doors and Spawn Zones as shown on the map.

• SPECIAL RULES

- **Magic Tricks.** The Red Objectives give 5 AP to the Survivor who takes it. The Green Objective give 10 AP to ALL Survivors.
- **Colored Magical Things.** The Blue and Green Spawn Zones are inactive at the start of the game. When a Blue or Green door is opened, immediately resolve a Spawn in the matching-colored Zones. That Spawn Zone is flipped and then become active for the rest of the game. Blue and Green doors may be opened normally.
- **AvaZa Zedrava.** The Green Objective represents the Magic Wand. It does not take up an Inventory slot and may be traded as a regular Equipment. A Survivor carrying the Magic Wand may cast a powerful spell: By spending 2 Actions, they may target a Zone at Range 1 and roll 3 dice. If at least one die shows a 6, resolve a Molotov effect in that Zone.

- **Platform 3/4.** To attempt to exit the map, a Survivor in the Exit Zone must spend 1 Action to roll 6 dice. The Survivor succeeds with at least 3 dice results of 4 or higher. If they fail, they may reroll all failed results by spending an Action. The Survivor may keep spending Actions to reroll until they succeed or run out of Actions.





			
Survivor Starting Zone	Exit Zone	1x	1x
		Closed Doors	
3x		1x	
	Epic Weapon Crates	1x	
		1x	
		1x	
		Spawn Zones	
			
3x	1x		
Objectives			

