

WM52 - AREA 52 UNDER NEW MANAGEMENT

Very Hard / 6 Survivors / 90 min

Design and Development: Keli L. CRUZ

When conspiracy theorists finally uncovered the coordinates to Area 51, the government did what any sensible bureaucracy would do: pack up the UFOs and relocate everything to Area 52. Too bad the zombie apocalypse reached them anyway. Due to a lack of maintenance, a malfunctioning alien device is unleashing massive EM pulses (electromagnetic pulse) that is shutting down power plants and cutting off communications across the entire region. To fix this mess, we'll have to breach the complex, shut the device down, and get out alive. Intel has also informed us that one of the aliens is extremely agoraphobic and refuses to go outside, but it can't stand being left alone either.

Material needed: **Zombicide: 2nd Edition**; **Zombicide Urban Legends Abomination Pack**.

Tiles needed: 1R, 2R, 6R, 7V & 9V.



• OBJECTIVES

Complete these objectives in this order:

1. **Shut Down the Device.** Collect the Green Objective.
2. **Evict the Resident.** Defeat the Chupacabra Abomination.
3. **Evacuate.** Reach the Exit with all Survivors. A Survivor may escape through this Zone at the end their Turn as long as there are no Zombies in it.

• SETUP

- Take 2 Flashlight cards from the Equipment deck, then shuffle the deck. Draw 3 random cards from the Equipment deck (ignore any Aaahh! cards), then shuffle the deck again. Distribute these 5 cards, along with all Starting Equipment cards, among the Survivors.
- Place the Chupacabra Abomination in the indicated Zone.

• SPECIAL RULES

- **Blackout.** All Building Zones on the map are considered

Dark Zones (including during Building Spawn triggers when opening doors).

- **Maximum Security.** The Blue and Green Doors can only be opened once their corresponding Objectives have been taken. Blue and Green Spawn Zones are inactive.

- **Manual Safety Lock.** The Blue Objective represents the manual security panel. When taken, the Blue Objective gives 5 AP to ALL Survivors and the Blue Spawn Zone is active from now on. Discard the Objective token.

- **Shut Down the Device.** The Green Objective represents the malfunctioning Alien Device. The Survivor who takes it gains 5 AP and draws 1 Epic Weapon. Flip the Green Spawn token. That Spawn Zone is active from now on. Discard the Objective token.

- **Lighting up the Sectors.** The Green Objective must be collected before any Red Objectives can be taken. The Survivor who takes a Red Objective gains 5 AP. From that moment on, ALL Building Zones in that Objective's Sector (tile) permanently lose the Dark Zone status. Discard the Objective token.

- **Homebody Alien (Chupacabra Abomination).** Ignores locked doors (it can move through them). It cannot enter street Zones.




Survivor
Starting Zone


Exit Zone

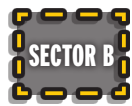

Chupacabra
Abomination

5x 
Epic Weapon
Crates

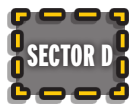
5x  1x  1x 
Closed Doors

1x 
2x 


Sector A


Sector B


Sector C


Sector D

5x  1x  1x 
Objectives

1x 
1x 
Spawn Zones

