

WM17 - ELLE, AN ORIGIN STORY

Very Hard / 1 Survivor (Elle) / 30 minutes

Where did that kid go? I can't believe they decided to hide in the part of town where most of the dead ends are! Rumors say there is a secret lair around here. I could seize the occasion and check for myself... Such a place could be of great help, if it even exists! Now, it's time to look for shorty.

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

Tiles needed: **1R, 3V, 4V, & 8R.**

• OBJECTIVES

This is a solo Mission, played with Elle. Accomplish the Objectives in any order:

- Find the Companion (Green Objective).
- Find the Exit Zone.

Then, reach the Exit with Elle and the Companion. They may escape through this Zone at the end of their Turn if there are no Zombies in it.



• SPECIAL RULES

• Setup.

- Elle starts the Mission with a Fire Axe and a Pistol.
- Choose any Kid Survivor, take their corresponding miniature and ID card, and set them aside. They will be a Companion in this Mission.
- Shuffle the Green and Blue Objectives randomly among the Red Objectives, facedown.

• **Growing up!** Each Objective gives 5 AP to the Survivor who takes it.

• **From the shadows.** During each Spawn Step, roll a die for each Spawn Zone before drawing a Zombie card for it:

1-2: Draw a Zombie card as usual.

3+: This Spawn Zone don't spawn Zombies. If this tile's building has been opened, spawn 1 Walker in each of its Dark Zones.

• **I found the secret lair.** When the second Red Objective is taken, place the Exit token in that Zone.

• **Friends forever.** When the Green Objective is taken, place the Kid Survivor in that Zone. They are a Companion and Elle becomes their Leader (See Companion rules).

• **Extra firepower!** The Blue Objective gives either a Plenty Of Bullets or Plenty Of Shells card from the Equipment Deck to Elle (the player chooses). Elle may then reorganize their inventory for free. Shuffle the Equipment deck afterwards.



Survivor
Starting Zone



Exit Zone



Spawn Zones



4x
Pimpweapon Crates



3x
Objectives (Special)



1x
Objectives (Special)