

WM25 - CREEPY CORNERS

by Rodrigo Sonesso and Toi Von Glehn
Hard / 6 Survivors / 45 minutes

Lon discovered an underground passage leading to an old, abandoned subway station under construction. However, access to this tunnel is at a very "fun" location known as Creepy Corners. Maybe this subway station is one of the few places at the moment where we can take shelter. The plan now is to collect as much food as we can and take that hidden tunnel before we become zombie dinner.

Material needed: **Zombicide: 2nd Edition.**
Tiles needed: **5R, 6R, 7R, & 8R.**

• OBJECTIVES

Zig-zag massacre! Accomplish the Objectives in this order to win the game:

- 1- **Get food.** Take all Objectives.
- 2- **Get to the station.** Reach the Exit with all Survivors. A Survivor may escape through this Zone at the end of their Turn if there are no Zombies in it.

		
Survivor Starting Zone	Exit Zone	Closed Doors (cannot be opened)
	4x 	
	3x 	
Spawn Zones	Objectives (5AP)	Closed Doors (Subway Tunnel)

• SPECIAL RULES

- **Setup.** There is no Objective token on tile 8R (Exit).
- **Give me food!** Each Red Objective gives 5 AP to **ALL** Survivors. Place the Objective token on the Survivor's Dashboard. It occupies an Equipment slot and can be traded like Equipment. If the Survivor's inventory is full, the player discards an Equipment card of their choosing to make room for the food.
- **Just walls.** The closed Red Doors cannot be opened.
- **The subway station's tunnel.** The Blue door (tile 6R) and the Green door (tile 8R) are considered linked by an underground tunnel. They don't share a Line Of Sight to each other, yet an Actor may Move from one to the next as if they were adjacent. Opening the Blue door opens the Green door as well. Perform a Zombie Spawn on tile 8R's Dark Zone and in the Blue Spawn Zone. From then on, the Blue Spawn Zone is active.

7R 5R 8R 6R

