

WM4 - ALL SYSTEMS ONLINE

Hard / 120 minutes

Hey, this old antenna looks like it's still working! We could set up a local communication network with this. However, we will need to activate two different circuits at the same time for it to work. We're gonna need a lot of teamwork for this mission. There's no time to waste. Let's get this system started!

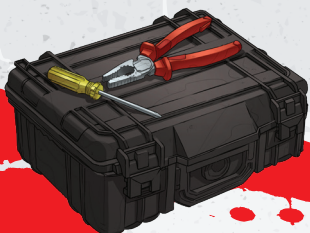
Material needed: **Zombicide: 2nd Edition**

Tiles needed: **3V, 5V, 6V, 7V, 8V, & 9V.**

• OBJECTIVES

On my mark, 3, 2, 1... Accomplish the Objectives in this order to win the game:

1- Now! Find the Blue and the Green Objectives. 3 Survivors must be in the Zone containing the Blue Objective and 3 Survivors must be in the Zone containing the Green Objective at the same time.



8V	6V
5V	9V
3V	7V



2- Let's Go! Reach the Exit with all Survivors. Any Survivor may escape through this Zone at the end of their Turn, as long as there are no Zombies in it.

• SPECIAL RULES

• Setup.

- Place the Blue and the Green Objectives randomly among the Red Objectives, facedown.
- There is no Survivor Starting Zone. Place each Survivor on a different tile. Players may freely choose where to start but it must be in a Street Zone.
- Some rooms are isolated by doors. They are considered as separate building for Zombie spawning purposes only.

• **Levers.** Once found, the Blue and Green Objectives cannot be taken. Once you accomplish the "Now!" Mission Objective, remove both Objectives tokens. Then, each Survivor earns 10 AP.

• **Supplies.** Each Red Objective gives 5 AP to each Survivor.

