



WM28 - A RISKY DEAL

A SIDE MISSION FOR WASHINGTON, Z.C.

Hard / 6 Survivors / 90 minutes

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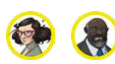
Now it's undeniable that the capital has fallen! Chaos is rampant and no one knows the whereabouts of the President. One of our Secret Service contacts has notified us that there are two important agents somewhere in the White House. They need to be moved to the presidential bunker for protection as soon as possible. We suggested a deal. We rescue and escort the two Secret Agents in exchange for letting us into the secret bunker. We know there are other groups of survivors around here maybe doing the same (maybe not), so we have to be quick!

13V	12R	15V
14V	11R	10R

This is a standalone Mission, played independently from the Washington, Z.C. Campaign.

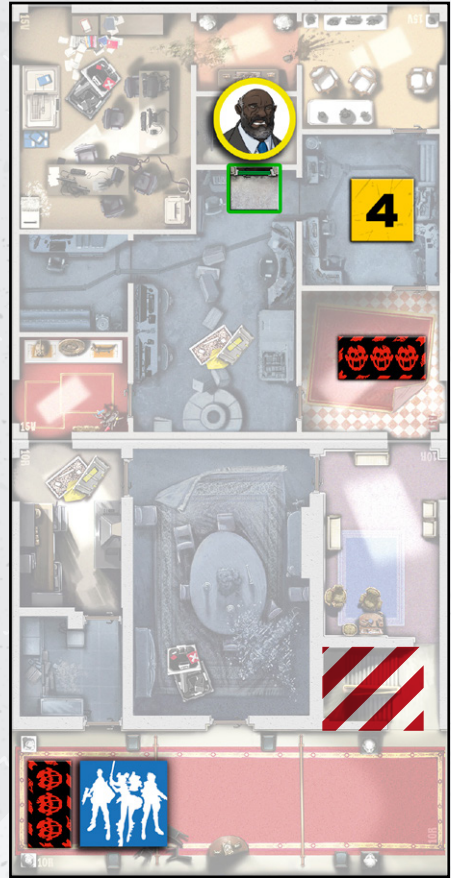
Material needed: Zombicide: 2nd Edition and Zombicide: Washington Z.C.

Tiles needed: 10R, 11R, 12R, 13V, 14V, & 15V.

			
Survivor Starting Zones	Spawn Zones	Highlighted Zones	Numbered Exit Zones
	6x 	6x 	
Closed Doors	Objectives (5AP)	Epic Weapon Crates	Secret Agent Companions



Ground Floor



First Floor

• OBJECTIVES

Save the agents. Complete these objectives in any order:

- Rescue both Secret Agents.
- Find the entrance to the Secret Presidential Bunker (Exit).

Then

Reach the Exit Zone with all Survivors and both rescued Secret Agents. They may escape through this Zone at the end of their Turn as long as there are no Zombies in it. The game is lost if any Survivors or Secret Agents are eliminated.

Starting hour: **11am**



• SPECIAL RULES

• Setup.

- Place the Blue and Green Objectives randomly among the Red Objectives, facedown.
- Survivors start the game separated equally (players choose) among the 2 Starting Zones.
- Taylor and the President's miniatures represent the secret agents. Place them in the indicated Zones. They are considered to be Companions.
- Replace the standard Equipment decks with Washington Z.C.'s Advanced Equipment decks.

• Floors. The map comes with 2 separate boards, representing floors. The highlighted stairs Zones on both floors are considered adjacent Zones. 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.

Spawn Zones are only active if there is 1 Survivor (or more) on their floor.

• The way to the secret bunker. Each Objective gives 5 AP to the Survivor who takes it.

The Blue door cannot be opened until the Blue Objective is taken. The Green door cannot be opened until the Green Objective is taken.

When both colored doors are open, roll a die at the end of each End Phase:

- 1-4: Place the Exit token in the corresponding Zone as indicated on the map. Don't roll the die anymore.
- 5-6: Spawn a Runner on each active Spawn Zone.

• Rescuing the secret agents. A Survivor may spend 1 Action in a Secret Agent's Zone to become their Leader. The Leader of Secret Agent No1 (the President's miniature) gains the Spare Parts Skill. The Leader of Secret Agent No2 (Taylor's miniature) gains the Night Vision Skill. These Companions cannot suffer Friendly Fire.

• Presidential armory. Each Epic weapon Crate gives a random Epic weapon, among those still available, to the Survivor who takes it. They can then reorganize their inventory for free.