

WM30 - A NEW DAWN - PART IV

Hard / 6 Survivors / 60 minutes

by Rodrigo Sonnesso and Toi Von Glehn

Dear diary,
I've finally found the entrance to the Locust shelter. And to top it off, I've found some awesome allies along the way. Ones that share the same goals and ideals as me, unlike Rod. Our plan was to "negotiate" with 'The Locusts' and turn their place into our new hideout, but to our immense surprise, we were greeted by a huge procession of Zombies instead. The worst has come to pass. These fiends discovered the entrance to the shelter before us and turned everyone inside into undead. Well, there goes our plan. We must split up to clear the whole area quickly. At least we know there is no need to "negotiate" with zombies!

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

Tiles needed: **1V, 2V, 3V, 6R, 7R, & 8R.**

• OBJECTIVES

Exterminate the infected Locust gang!

Accomplish these Objectives in order:

- 1- Take all Red Objectives.
- 2- Take both Green and Blue Objectives.
- 3- The game is won as soon as there are no Zombies left on both maps at the end of a Player's Phase.

• SPECIAL RULES

• Setup.

- The game is made played on 2 separate boards. There is no connection or Line of sight between them.
- Place 3 Survivors in each Survivor Starting Zone in each map (players choose). Both groups must start with a Fire Axe from the starting and regular Equipment decks.
- Place 8 Walkers and 4 Runners as indicated in the map.

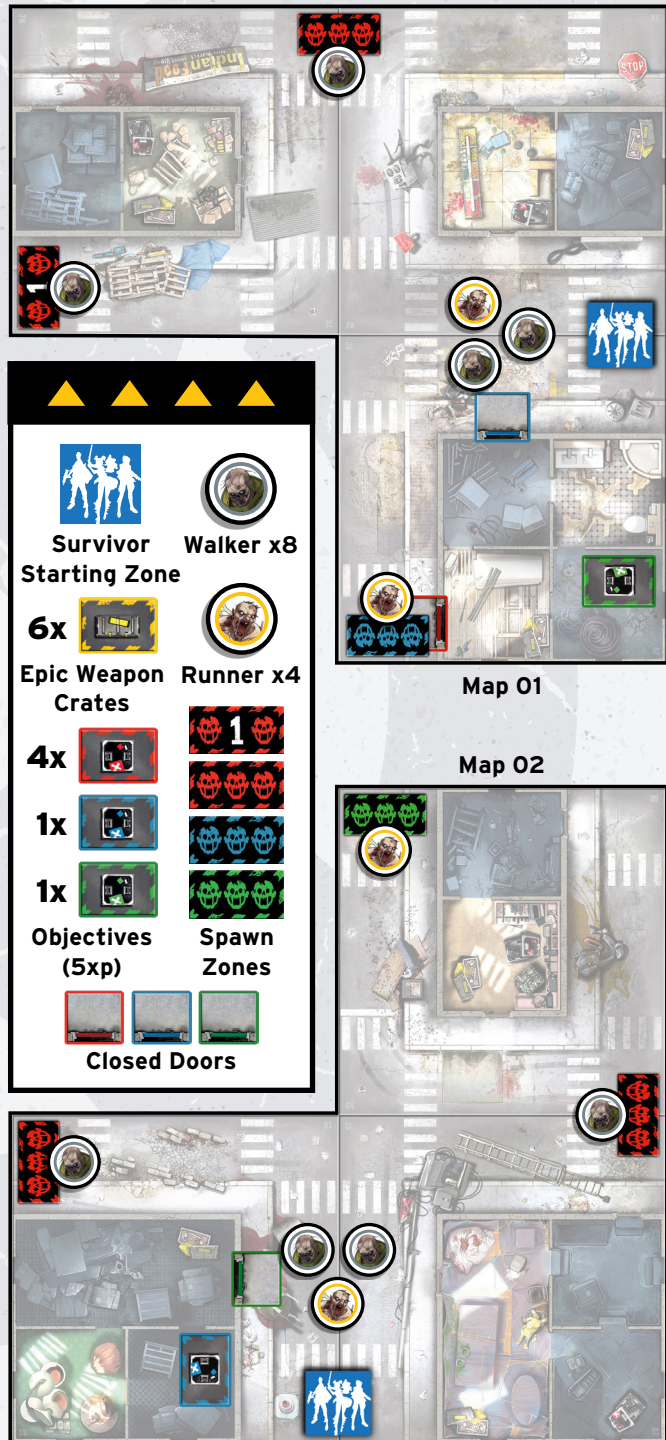
• This can help!

- Red Objectives give 5 AP to the Survivor who takes it.
- 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.

• **Locust's resistance.** The Blue and Green Spawn Zones are active at the start of the game.

• Open sesame!

- The Blue Door cannot be opened until all Red Objectives in its map have been taken.



- The Green Door cannot be opened until all Red Objectives in its map have been taken.
- The Red Door can't be opened.

• **Cleaning up the Locust's shelter.** When a Red Objective is taken, immediately draw a Zombie Card for any Red Spawn Zone on the other map. Then, remove that Zombie Spawn token from the game. When the Blue or Green Objective is taken, immediately draw a Zombie Card for the Spawn Zone of the same color. Then, remove that Zombie Spawn token from the game.