

WM31 - A NEW DAWN - PART V

Medium / 6 Survivors / 60 minutes

by Rodrigo Sonnesso and Toi Von Glehn

Dear diary,

We heard rumors about an abandoned warehouse filled with supplies and decided to check it out. We are running low anyway, and there's no harm to gather more for our new base. And guess who we came across. I can't believe it, but Rod is still alive and well... Turns out, he was a traitor all along, big surprise. We were led here by him, and we are now trapped inside with a bunch of zombies. Worst part is we have no idea where he has gone off to. But he can wait. We need to find a way to get out of here in one piece first!

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

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

• OBJECTIVES

Stayin' Alive! Accomplish these Objectives in any order:

- Retrieve the Survivors' belongings (take both Red Objectives).
- Gain access to the Exit Zone by opening the Blue or Green Door (or both).

Then

- Reach the Exit Zone with all Survivors. Any Survivor may escape through this Zone at the end of their turn if there are no Zombies in it.

• SPECIAL RULES

• Setup.

- Shuffle the Green and Blue Objectives randomly among the Red Objectives, facedown.
- Place 3 Survivors in each Survivor Starting Zone. One group must have the Fire Axe starting Equipment and another the Crowbar starting Equipment.
- Set aside any Survivor miniature (without a colored base) to represent Rod and place it in Zone 1.

• **Closed rooms.** Doors inside buildings isolate parts of the building. Isolated parts are considered to be separate buildings for Zombie spawning purposes only.

• **Here it is!** Each Objective gives 5 AP to all Survivors.

• **The only way out.** The Blue and Green Spawns Zones are inactive at the start of the game. When the Blue or Green Objective is taken, immediately open the door of the corresponding color and draw a Zombie Card for the corresponding Spawn Zone. From now on, this Spawn Zone is active.

• **Rod's trap.** Rod cannot be attacked, is not considered a Noise token, and is never targeted by Zombies. Epic Weapons Crates and Objectives cannot be taken while he is in the same Zone. Survivors starting their Activation on the same tile as Rod have -1 Action during their Turn.

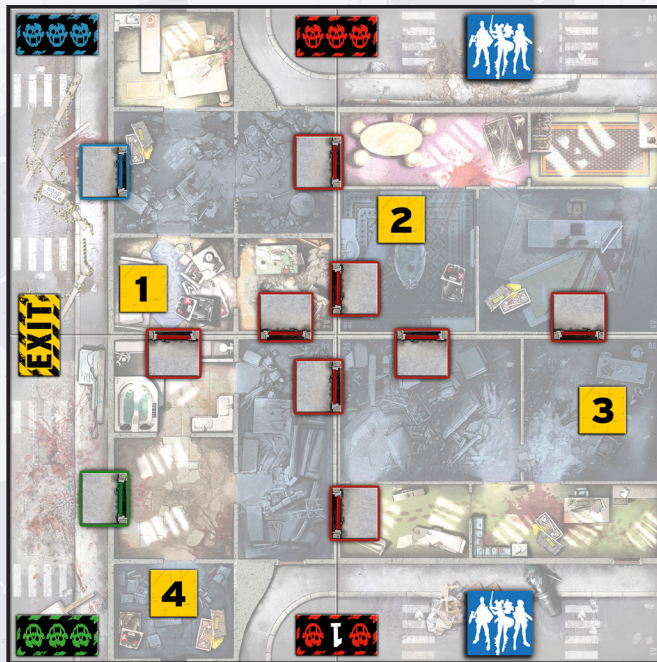
Roll a die during each End Phase:

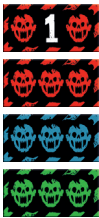
1-4: Place Rod in the corresponding numbered Zone. Then, spawn a Zombie Card at the Blue Danger Level in that Zone.

5-6: Remove Rod from the map. He may return later!

• **Locusts' arsenal.** 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.

7V	6V
9V	5V



			
Survivor Starting Zone	Spawn Zones	Closed Doors x8	Exit Zone
			
Numbered Zones		Closed Doors	2x
			
		4x Epic Weapon Crates	1x
			1x Objectives (5xp)