

WM20 - A NEW DAWN - PART II

Hard / 2 Survivors / 30 minutes

Dear Diary,
I'm not alone anymore... It feels kinda weird, actually. Being an introvert, avoiding people my entire life, now I have a new challenge: two strangers, almost as hungry and worried as me. However, one of them is rather annoying, talking constantly about nothing, and struck with bad luck wherever we go. His name is Rod. He pretends to belong to a group of organized survivors that call themselves "The Locust," and he wants to take us to join up with. But first, he has to finish his mission: getting a map from inside a vault located in the Locust's previous shelter. They lost many people there and many zombies are around. I'm a bit skeptical... but haven't I always been? Perhaps this is a good time for me to make my dreams come true.

Material needed: **Zombicide: 2nd Edition.**
Tiles needed: **1R, 5R, 6V, & 7V.**

OBJECTIVES

Do you know the way? Accomplish the Objectives in this order to win the game:

- 1- **Take the Blue Objective.**
- 2- **Reach the Exit with all Survivors and Companions.** Any Survivor and Companion may escape through this Zone at the end of their Turn if there are no Zombies in it.

1R	5R
7V	6V



Survivor Starting Zone



Exit Zone



Closed Doors



4x Objectives (5AP)



4x Pimpweapon Crates



Spawn Zones

SPECIAL RULES

- Setup.**
 - Shuffle the Blue Objective randomly among the Red Objectives, facedown.
 - The Survivors get the following Starting Equipment: 1 Fire Axe, 1 Baseball Bat, and 2 Pistols. Distribute them as desired.
 - A Survivor of the player's choice is the Leader of Rod, a random Companion, for this Mission. Place Rod in his Leader's Zone during Setup.
- Rod's karma.** Indoor Spawn Zones are only active when there is at least 1 Survivor in the building. If Rod is inside as well, spawn 1 Danger Level higher (max: Red).
- Green door.** The Green Door is blocked and cannot be opened.
- Closed rooms.** Doors inside buildings isolate parts of them. Isolated parts are considered to be separate buildings for Zombie spawning purpose only.
- Finding the vault and the map!** Each Objective gives 5 AP to the Survivor who takes it. The Blue Objective can only be taken if Rod is in the same Zone. Leave the Blue Objective revealed if it was found without Rod. No AP is gained, and another Action will be required to take it.
- The horde is growing.** The Blue Spawn Zone becomes active as soon as the Blue Objective is taken.

