

# WM1 - AMY, AN ORIGIN STORY

Medium / 1 Survivor (Amy) / 45 minutes

*Amy just saw her sensei turn into a zombie and kill his boss. She had to use his precious katana against him. Now, she's all alone in the streets, at the beginning of a zombie invasion. What's next? Zombicide!*

Materials needed: Zombicide: 2nd Edition.

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

## OBJECTIVES

This is a solo Mission, played with Amy. Accomplish the objectives in this order to win the game:

- 1- Did I hear someone screaming?** Take all Objectives.
- 2- Leave the area!** Reach the Exit with all Survivors. A 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.
- Amy starts with a Katana instead of any regular Starting Equipment.
- Add Walkers in the indicated Zones.

- **Katana master.** Amy has the Charge Skill when equipped with a Katana in Hand. She can reroll all Melee Actions when using a Katana. The new results take place of the previous ones.

- **Unlocked doors.** All doors are unlocked and can be opened without any door-opening equipment.

- **Looking around.** Each Objective gives 5 Adrenaline Points to the Survivor who takes it.

- The Green Objective allows Amy to drive the Pimpmobile. When driving in any Zone with 4 or more Zombies in it, place a Noise token on the Pimpmobile. These Noise tokens are not removed during the End Phase. When it reaches 3 Noise tokens, the Pimpmobile crashes and the Mission fails.


- The Blue Objective adds a new Survivor to the game. Pick a random Survivor ID Card and place their miniature in the Zone. From now on, the player controls both Survivors. The new Survivor starts with no Equipment. Amy can immediately do a Trade Action with them, for free.

- **Sweet loot.** Each Pimpweapon Crate gives a random Pimpweapon, among those still available, to the Survivor who takes it. They can then reorganize their inventory for free.




6R	1V
3V	8V







**Amy Starting Zone**




**Exit Zone**




**4x Walkers**




**4x Pimpweapon Crates**



**4x Objectives (5AP)**



**Pimpmobile**



**Spawn Zones**