

## WM23 - THE AGATHA-POCALYPSE

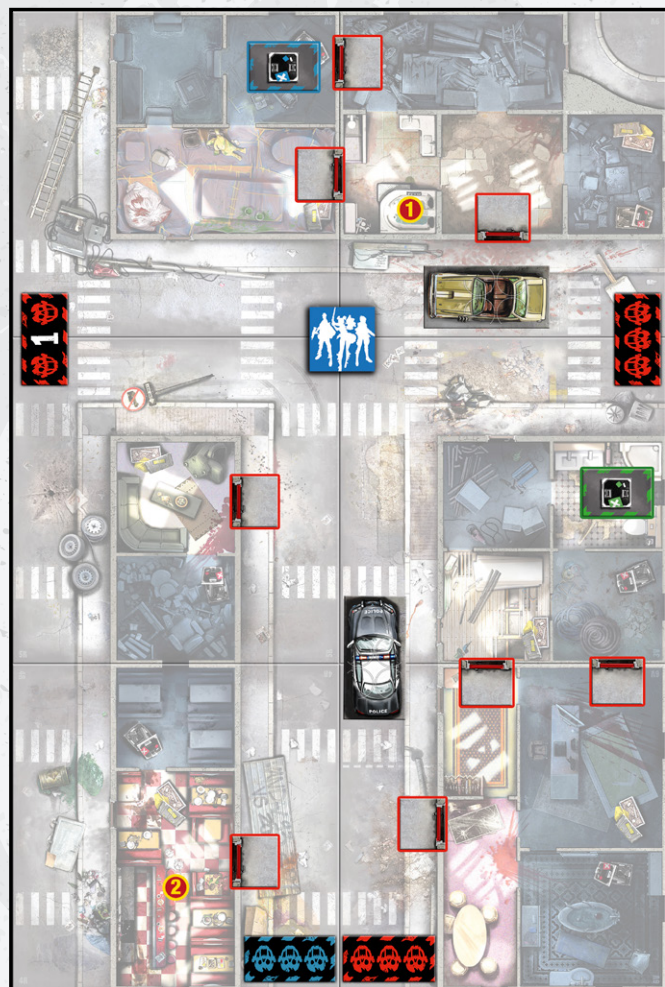
Medium / 120 minutes

Based on an Mission by Lliane Louet

Raising a kid properly is already a challenge in itself, and even more so during a zombie apocalypse. As we were crossing the suburbs to reach our shelter, we stumbled across a little girl named Agatha, asking if we had seen her favorite plushie and pacifier. At first, we wondered if we were hallucinating. But no, she was there, too small to carry a weapon, yet sporting a Zombicide spirit matching ours. Her dad was away, she said, and we had to help her finding her treasures, otherwise she would cry and the big bad cop would come. You know what that means!  
Yes. We had to start searching!

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

Tiles needed: **2V, 3V, 4R, 5R, 6V, & 9V.**



### • OBJECTIVES

**Make Agatha's day.** Accomplish the Objectives in this order to win the game.















- 1- Take the Blue and the Green Objectives.
- 2- Eliminate the Abominacop in the meat grinder's Zone (see Special Rules).

### • SPECIAL RULES

#### • Setup.

- Remove the Abominacop from the Abomination deck.
- Remove a Molotov card from the Equipment deck. Set it in the Pimpmobile, replacing the Pimpweapon.
- Note the Blue Objective on tile 2V.
- Note the Green Objective on tile 3V. Note that it is not in the Objective Zone. The latter stays empty.
- A Survivor starts with a Noise token set on their Dashboard, representing Agatha. Agatha does not take up space in their inventory and can be traded like an Equipment card. The Survivor holding Agatha counts as an additional Noise token and has the Taunt Skill.
- Set 2 counters (of any kind) apart, called the Agatha counters, to create a pool.

2V	9V
5R	3V
4R	6V

	4x 	
Survivor Starting Zone	1x 	
	1x 	
	Objectives (Special)	1 
	6x 	
Police Car	Pimpweapon Crates	Closed Doors
		
Pimpmobile (cannot be driven)	Bathtub Zone	Meat grinder Zone

- **Agatha-pocalypse!** Remove an Agatha counter during each End Phase. As soon as the reserve is empty, no additional counters can be gained. Agatha starts crying! Apply the following effects:

- The Survivor holding Agatha must use the Taunt Skill once during each of their Turns, if possible.
- Remove any Abomination from the board (no AP gained) and place the Abominacop in the Police Car's Zone.
- The Blue Spawn Zone becomes active.

- **It's bath time!** Once during the game, a Survivor holding Agatha and standing in the indicated bathtub Zone **1** can spend 1 Action. Add 3 Agatha counters to the pool.

- **What do we have here? Toys!** Each Objective gives 5 AP to the Survivor who takes it. It also adds 1 Agatha counter to the pool.

As soon as both the Blue and the Green Objectives are taken, Agatha counters can no longer be lost or gained (the Blue Spawn Zone can stay permanently inactive this way). If the Abominacop is not on the board, remove any Abomination from the board and place the Abominacop in the Police Car's Zone.

- **A huge meat grinder.** A huge meat grinder stands in the marked diner Zone **2**. Any Survivor standing in this Zone can spend 1 Action and eliminate all Zombies standing in it, gaining all related AP. Using the meat grinder is the only way to eliminate the Abominacop.

- **Reinforced doors.** The only doors Survivors can open are marked with Door tokens.

- **Sweet child o'mine.** 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.

- **Cars.**

- The Police Car cannot be driven until the Abominacop has been placed on the board. When searching it, draw cards until a weapon card is drawn. Discard the other cards. The Aaahh! card triggers the appearance of a Walker as usual and interrupts the Search.

- The Pimpmobile cannot be driven. It does not hold a Pimpweapon. The first Survivor Searching it takes the hidden Molotov instead. They can reorganize then their inventory for free.



**THE SAMARITAN'S DAUGHTER**  
 Players may use the Survivor called Gabriel, featured as a Kickstarter exclusive for *Zombicide: 2nd Edition*. In that case, Gabriel must carry Agatha for the duration of the game.