

# WM24 - THE LAST PASSAGE















**Hard / 120 minutes**

Based on a Mission by Elwyn Pidoux-Le Pessec

The city overflows with zombies. We've been working with other survivor groups in the region to get rid of these infected. We managed to gather most of them into a single, gigantic horde and lured them to a district we previously enclosed with everything we could find. Soon, we will be able to join together with the other groups to get rid of the horde in a single assault of epic proportions, including explosives. There is an issue, though. We cannot find our friends and no one is answering our talkie-walkie calls. We are on our own and the horde is hot on our tail. The only exit is the only passage we left out. It is closed with reinforced, electrical doors. We need to gather enough fuel to start the generators, open these doors, and get out!

Materials needed: **Zombicide 2nd Edition**

Tiles needed: **1V, 2V, 3R, 4V, 5R, 6R, 7V, 8V, & 9R.**

		<b>7x</b> 
<b>Survivor Starting Zone</b>	<b>Exit Zone</b>	<b>1x</b> 
		<b>1x</b> 
	<b>Closed Doors</b>	<b>Objectives (Special)</b>
		
	<b>Open Door</b>	
<b>1</b> 		<b>9x</b> 
<b>Spawn Zones</b>	<b>Pimpmobile</b>	<b>Pimpweapon Crates</b>

<b>8V</b>	<b>3R</b>	<b>7V</b>
<b>1V</b>	<b>6R</b>	<b>4V</b>
<b>5R</b>	<b>9R</b>	<b>2V</b>



## • OBJECTIVES

**It's a trap!** Accomplish the Objectives in this order to win the game:

- 1- Open the doors!** Take the Blue and Green Objectives.
- 2- Push through!** 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.

- Note the Blue Objective on tile 8V.
- Note the Green Objective on tile 2V.

**• Down to business.** 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.

**• Filling the generators.** Each Objective gives 5 Adrenaline Points to the Survivor who takes it. Place the Objective token on the Survivor's Dashboard. It doesn't take an inventory slot and can be traded like an Equipment card.

- The Blue and the Green Objectives represent generators to fill with gas. Only Survivors carrying 3 (or more) Red Objectives may take them. The Survivor discards 3 Red Objectives while taking them.
- The Blue Spawn Zone becomes active as soon as the Blue Objective is taken. The Blue door can only be opened when the Blue Objective has been taken.
- The Green Spawn Zone becomes active as soon as the Green Objective is taken. The Green door can only be opened when the Green Objective has been taken.

**• A noisy time bomb.** The Pimpmobile can be driven. It contains a single Pimpweapon. Place a Pimpweapon Crate on top of it. The Pimpweapon Crate gives a random Pimpweapon, among those still available, to the Survivor who takes it. They can then reorganize their inventory for free.

As soon as an Action is spent to interact with the Pimpmobile (taking the Pimpweapon Crate or Getting in), place 4 Noise tokens on the Pimpmobile. They move along with it as it moves. Remove 1 of these Noise token during each End Phase. The Pimpmobile explodes as soon as the last of these Noise tokens is removed. Resolve a Molotov effect in the Pimpmobile's Zone. Then, remove its token.

