EDITION S ND ZOMBICIDE **SNOISSIM**

WM3

WM3 - DOUG, AN ORIGIN STORY

Hard / 1 Survivor (Doug) / 45 minutes

After his office gets surrounded by zombies. Doug has only one plan in mind: save his client, hopefully find more survivors, and get out of the building alive.

Materials needed: **Zombicide: 2nd Edition.** Tiles needed: **1R, 5V, 8R, & 9V.**

• OBJECTIVES

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

1- Wait, did you hear that? Take all Objectives.

2- Leave the building! Reach the Exit with all Survivors. A Survivor may escape through this Zone at the end their Turn as long as there are no Zombies in it.

SPECIAL RULES

Setup

- Place the Blue Objective randomly among the Red Objectives, facedown.

- Tile 9V receives no Pimpweapon Crate.

- Place open and closed doors in the indicated Zones.

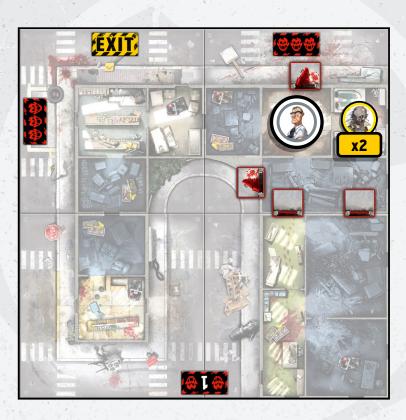
- Doug starts with a Sub-MG and a Fire Axe instead of a regular Starting Equipment.

- Add Walkers on the indicated zones.

Pick a random Survivor ID Card (except Doug's, obviously). The indicated Survivor is placed in the Survivor Starting Zone. They are now a Companion, and Doug becomes their Leader.

• **Closed rooms.** Closed doors isolate parts of the building. These parts are considered like separate buildings for Zombie spawning purpose only.

• Hey! Are you OK?! Each Objective gives 5 Adrenaline Points to the Survivor who takes it. The Blue Objective adds a new Survivor to the game. Pick a random Survivor ID Card and add their miniature in the Zone. From now on, the player controls both Survivors. The new Survivor starts with no Equipment. Doug can immediately do a Trade Action with them, for free.



takes it. They can then reorganize their inventory for free.The client is our priority. Doug's Companion is called the

• Sweet loot. Each Pimpweapon Crate gives a random

Pimpweapon, among those still available, to the Survivor who

Client. The Client's Leader has these additional rules: - They cannot perform the Move Action more than 2 times per Turn.

- They may draw 2 cards when Searching, choose 1 of them, and discard the other. However, 1 Walker immediately spawns in the Zone afterwards.

• Falling down. Each time Doug performs a Ranged Action with a Sub-MG killing at least 1 Zombie, he immediately gains 1 free Melee Action to use before the end of his Turn. This is cumulative. Doug may gain several free Melee Actions this way.

1R

8R

91

5V