

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