

## 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.

• **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.

• **The client is our priority.** Doug's Companion is called the 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	9V
8R	5V



**Doug**  
Starting Zone



**EXIT**  
Exit Zone



**1**  
Spawn Zones

**4x** 

**Pimpweapon Crates**

**4x** 

**Objectives (5AP)**



**Open Door**



**Closed Door**

**2x** 

**Walkers**