

WM2 - BURN THE ALLEY!

Hard / 90 minutes

Materials needed: Zombicide: 2nd Edition.

Tiles needed: 1V, 2V, 3V, 4V, 7R, & 8R.

You found something rather unusual. It doesn't matter how many zombies you kill, more and more keep coming from the same street. Maybe a bomb will block the alley so you can avoid being overwhelmed.

● OBJECTIVES

Accomplish the Objectives in any order to win the game:

- **Burn the alley!** Destroy the Green Spawn Zone using the firebomb (see Special Rules).
- **Tango Down.** Kill an Abomination (or more).
- **Loot the Area.** Take all the Red Objectives.

● SPECIAL RULES

- **Setup.** Place an Abomination of your choosing in the indicated Zone.



- **Never-ending spawn.** Every time a Zombie is killed, place it beside the board, near the Green Spawn Zone. These Zombies form a reserve on their own. During the ensuing Spawn Phase, before the regular Spawn, perform these steps in order:

- 1- Count the number of Zombies in the special reserve.
- 2- The Green Spawn Zone spawns Walkers equal to half the number of Zombies in this special reserve. After the Walkers have been placed, empty this special reserve back into the regular Zombie reserve.
- 3- The Green Spawn Zone will still spawn normally during the Spawn Phase.

- **The firebomb.** A Survivor taking a Red Objective may receive either 5 Adrenaline Point OR remove up to 5 Zombies from the Green Spawn Zone's reserve (see above).

The Green Objective represents a firebomb. Any Survivor taking it places the token on their Dashboard. It does not take up space in their inventory and may be traded like an Equipment card. A Survivor holding the Green Objective may discard it, for free, within Range 0-1 of the Green Spawn Zone. The Spawn Zone is then removed permanently. The Never-ending spawn rule (see above) no longer applies.


- **Prestige weapons.** 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.


8R	7R
2V	3V
4V	1V


The diagram illustrates the map layout for the 'Survivor' and 'Abomination' starting zones. It features a central horizontal line with a yellow background. On the left side, there is a vertical black bar with yellow triangles pointing right. The map is divided into two main sections: 'Survivor Starting Zone' on the left and 'Abomination' on the right. The 'Survivor Starting Zone' includes a blue square icon with three white figures, a yellow square icon with a black and white figure, and a yellow square icon with a black and white figure. The 'Abomination' section includes a circular icon with a black and white figure. Below the main map, there are three rows of icons: the first row has a yellow square icon with a black and white figure, a yellow square icon with a black and white figure, and a yellow square icon with a black and white figure; the second row has a yellow square icon with a black and white figure, a yellow square icon with a black and white figure, and a yellow square icon with a black and white figure; the third row has a yellow square icon with a black and white figure, a yellow square icon with a black and white figure, and a yellow square icon with a black and white figure.


Survivor Starting Zone

Abomination

6x  **Pimpweapon Crates**

5x  **Objectives (5AP)**

1x  **Objective (5AP)**

 **Spawn Zones**