

BoD1 TO THE WINCHESTER

A mission by zombie57

10:37. Saturday morning...

Our two heroes awake to find yet again their town overrun with more undead intent on feeding. Tired fed up and hung over from the night before, they have a plan. A plan so simple that be described in words of few syllables but plenty of action. One of our heroes declares...

"I know what we should do... ..we should gather our friends, head to the Winchester and wait for this to all blow over"

You will need the following tiles for this scenario:
1B, 1C, 2B, 2C, 5C, 5D, 5E, 7B

OBJECTIVES

Our two heroes of your choice start on the blue square on the bottom left of the map.

Their mission is to get to the Winchester pub, have a pint and wait for this to blow over (ideally with their friends who they must rescue).

To win the game, our heroes and as many friends as possible must get to this room in the Winchester pub with the Exit marker. The pub must have no undead in it with the door closed to win the game.

The pub door can only be opened and closed by the team member who is carrying the green token which is the key to the Winchester pub at the cost of one action.

The key to the Winchester is in the storage room which is locked by the blue door.

The key to the storage room is held by one of your four friends and is one of the four objective tokens.

Doors can only be opened if a key is carried by the person who is performing the action.

GAME SET'UP

Set out the map as shown below.

At random place the blue objective token as one of the four objectives face down while the other ones should be red on both sides.

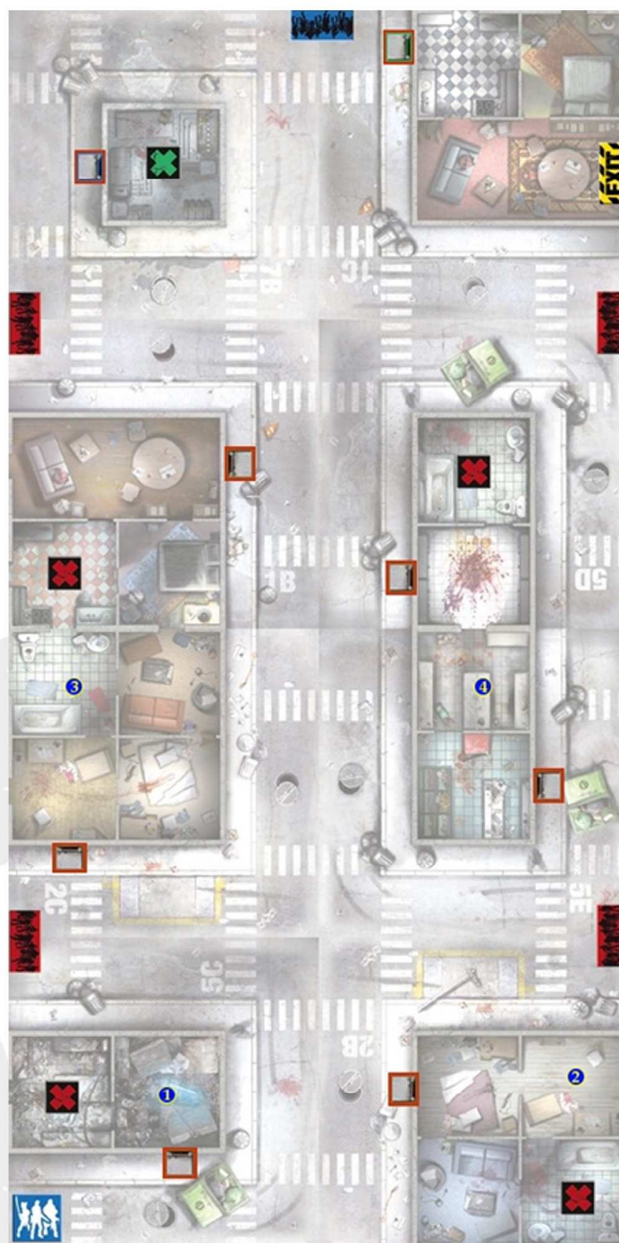
Randomly pick four Survivor dashboards from all you own. These will be your friends. Make this as random as possible using what cards you have and place them in a pile face down.

The starting default equipment for the first two survivors are a Fire Axe for one and a Pistol for the other.

If only one person is playing then they control both survivors.

If two people are playing, they control a survivor each.

If more than two players are playing, the additional friends that are found are allocated to players without survivors.



SPECIAL RULES

Zombie Spawns

Zombies spawns are as normal with the following exceptions.

The blue zombie zone is activated only when the blue door is opened to the Winchester storage. From that point onwards it is treated as a normal spawn point.

When opening doors to buildings, normal spawn rules apply with the exception of the rooms with numbers 1 – 4. These locations do not spawn Zombies but have a survivor who is hiding and will only reveal themselves when a player enters the room. See the friends second below for details.

Friends

Your friends are marked on the map using 1 - 4 in selected rooms.

When you open a building the room with the survivor will not spawn zombies. Only when you move into that room will the survivor will come out of hiding.

If you have four survivors still in hiding, roll two dice to decide what survivor is hiding.

- 2-3 – The first top survivor card is now in play.
- 4-6 – The second survivor card counting down from the top.
- 7-9 – The third survivor card counting down from the top.
- 10-12 – The bottom survivor.

If you have three survivors still in hiding, roll one dice.

- 1-2 – The first top survivor card is now in play.
- 3-4 – The middle survivor card is now in play
- 5-6 – The bottom survivor card is now in play.

If you have two survivors still in hiding, roll one dice.

- 1-3 – The first top survivor card is now in play.
- 3-6 – The bottom survivor card is now in play.

When a survivor is revealed, because they were hiding any starting bonuses such as weapons are not given.

If all players playing have a survivor then allow the players to decide among themselves who has the extra character.

Ensure that it balanced so that players are controlling an equal number of survivors each where possible.

