

# WM9 - THE GREAT FIRE

Very Hard / 90 Minutes

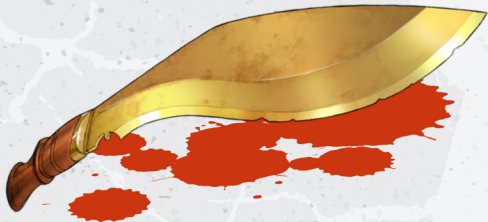
A fire has broken out in this building. Good news is it's been evacuated and is probably full of goodies. Bad news is the fire's spreading fast. Get in and grab everything as quickly as you can!

Material needed: **Zombicide: 2nd Edition.**  
 Tiles needed: **1R, 2R, 7V, & 9V.**

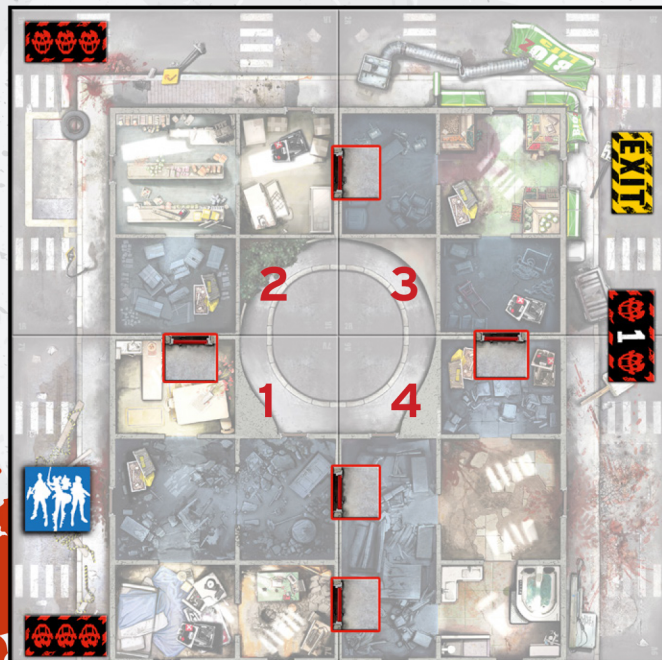
## OBJECTIVES

Accomplish the objectives in this order to win the game:

- 1- **My precious.** Recover as many Pimpweapons as possible before the building is engulfed in flames.
- 2- **And run!** 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.









1R	2R
7V	9V



## SPECIAL RULES

- **Setup.** Set aside all Aaahh!! cards from the Pimpweapon deck.
- **Closed rooms.** Doors isolate closed parts of the central building. These parts are considered as separate buildings for Zombie spawning purpose only.
- **Board games, books, and plushies.** Each objective gives 5 Adrenaline Points to the Survivor who takes it.
- **Flimsy doors.** Door Actions do not require Door-opening Equipment.
- **The fire spreads!** At the beginning of the first End Phase, place a Noise token in corner 1 of the middle Zone, as indicated on the map. This special Noise token serves as a **fire marker**. Fire markers are not removed during subsequent End Phases. At the beginning of each subsequent End Phase, add a fire marker to all corners of the middle Zone that already have 1 or more tokens on them. Then, set 1 Noise token (as a fire marker) in the next corner, clockwise, that does not have already one. A corner cannot have more than 3 fire markers. As soon as a corner reaches 3 fire markers, all building Zones on its tile are engulfed in flames and cannot be entered anymore. Any Survivor standing in such a Zone is eliminated and the game is lost.
- **This smoke!** During each End Phase, Survivors without the Scavenger or Tough Skill endure 1 Damage if they stand in a Building Zone on a tile with 1 or 2 fire markers.

- **Pimp my day.** Count the number of Pimpweapons found by all Survivors at the end of the game.
  - 4: **Trailblazer!** Congratulations! It's a complete victory!
  - 3: **Not so hot.** Didn't quite get everything, did you? Congratulations, nonetheless!
  - 1-2: **You're fired.** Did you get distracted, or just bad luck? Buck up. You'll do better next time.

 Survivor Starting Zone	 Exit Zone	 Closed Doors
 Spawn Zones	 4x Objectives (5AP)	 4x Pimpweapon Crates