

WT01

THE UNDERGROUND PASSAGE

EASY / 4+ SURVIVORS / 90 MINUTES

A Mission by Eduardo Guerra

We've got to get out of town, but we're trapped inside a house full of zombies and the only way out is underground! We can fight our way to the bathroom and go down the manhole that leads to the sewer – with some luck we can find a path to the house on the other side of the street. If we make it to the cars out front, we can get out of here.

Materials needed: Season 1, Waste Treatment Facility

Tiles needed: 2B, 3B, 4B, 7B, 2WT, 3WT, 5WT, 7WT

OBJECTIVES

Get to the bathroom and go through the sewer to the house on the other side of the street. Then take the cars to the exit, with all survivors.

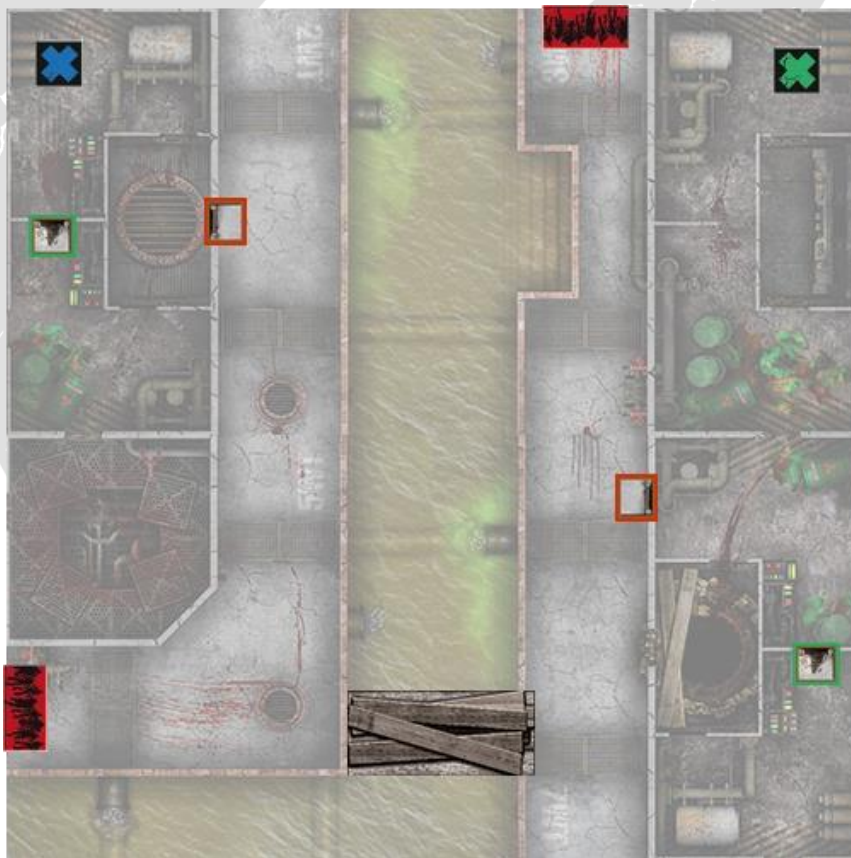






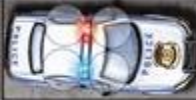
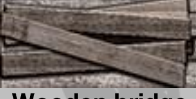

SPECIAL RULES

- **Grab what you can!** Each survivor may search the starting zone once only.
- **Into the dark.** By spending an action on the zone with the blue open door, the survivor drops down to the sewer below – to the zone with the blue objective. Zombies will then spawn on those sewer zones, including the zone with the objective, as if a door was opened.
- **Into the light.** By spending an action on the zone with the green objective, the survivors climb up to the house above – to the zone with the green open door. Zombies will then spawn on those room zones, including the zone with the door, as if a door was opened.
- **Heroes lead the way!** The first survivor to go into the dark, and the first survivor to get back into the light get 5 experience points.
- **We're attracting Zombies with our noise!** At the start of the game, all spawn zones are deactivated. Spawn zones in the sewer activate when the first survivor goes through the blue door. Spawn zones in the street activate when the first survivor comes through the green door.
- **These Zombies will follow us to hell!** By spending one action, a zombie can get up and down using the blue and green doors. Use the noise rules to define their movement. There is no line of sight between the houses and the sewer.
- **Avoid the hole!** The room with the hole (tile 7WT) is considered a blocked zone. It cannot be crossed by actors and it does not spawn zombies when a door is opened.
- **No swimming!** The water in this scenario is considered a blocked zone – Zombies will avoid it and survivors cannot cross it. The *Shove* skill can push the zombies into the water, killing them. However, the survivor will not gain experience points by killing them this way.
- **Pimpmobile.** The Pimpmobile can be searched once only. It contains any Pimpmobile weapon that you have (draw randomly).
- **Police car.** You can search the police car more than once. Draw cards until you find a weapon. Discard the other cards. The *Aaahh!* card triggers the appearance of a Walker as usual and interrupts the search.
- **Step on it!** You can drive the cars.

These rules append the *Waste Treatment Facility Special Rules* as described here:

- <http://zombicide.sigil.biz/rules>



	
Player starting area	Open blue door
	
Exit Zone	Open green door
	
Spawn Zone	Open door
	
Pimpmobile	Closed Door
	
Police car	Sewer manhole
	
Wooden bridge	Sewer manhole