

A3 WANDA'S REVENGE

Wanda has a score to settle with two guys from her past life, before the zombies.

The first one is her ex-boss. We all have seen or heard about this kind of boss, who retains one dollar from your tips for every missing cent on a bill, who sets cameras everywhere in his restaurant (yep, even in the girls' toilet) because he thinks that his employees are stealing from him, who makes employees pay to use the toilets (which are, after all, reserved for the customers, and employees aren't customers, are they?).

The second guy is a clingy ex-boyfriend. The painful type of ex-boyfriend, who is absolutely unable to understand the meaning of several useful expressions: "no", "we're done", "stop pestering me" and so on. Of course, he was a regular customer of Wanda's drive-in, coming for breakfast, for lunch, for dinner and for one or two hundred coffees.

All these guys probably became zombies, so... payback time! Let's do it survivors style, with guns and teamwork!

You will need the following tiles for this Mission: **1C, 5E, 6B, 1B, 5B & 6C.**

OBJECTIVES

Wanda has a clear plan for her revenge. Let's do it as she wants.

Find the clingy ex-boyfriend and the fat boss. Wanda designated her clingy ex-boyfriend as "green Objective" and her fat ex-boss as "blue Objective". She knows where they lived and the places they used to go. She made a map and marked those places with a red "X". We just have to find where they are now and let Wanda have a sweet vengeance. It means once we have found the green Objective a Runner will appear and once we found the blue Objective, a Fatty will appear. We just have to take them down.

Let's finish the job with all the other painful customers.

Since we are there, let's offer Wanda a complete revenge. We are going to head for the drive-in and kill everybody (i.e. all Zombies within the building Zones of the 6B and 6C tiles, both those already there and those who are going to spawn after opening the first door). The drive-in must be empty and no Zombies must get out. Otherwise... the mission fails and Wanda gets quite disappointed.

Go home and make Wanda enjoy her revenge. Reach the Exit Zone with all the Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in the Zone.



MEDIUM
4+ SURVIVORS
90 MINUTES

SPECIAL RULES

Wanda's six-step revenge program. Each of the six Objective tokens gives 5 experience points to the Survivor who takes it.

Clingy ex-boyfriend's step. Put the green Objective token randomly among the Objective tokens, face down. When this token is taken, a Runner immediately appears in the Zone where the token was. Kill the Runner to achieve this objective. If other Runners join the Zone where the clingy ex-boyfriend is, lay down the Clingy ex-boyfriend Runner to know where he is. Killing the clingy ex-boyfriend gives five extra experience points to Wanda if she takes part in the Mission, on top of the normal one point for the Survivor who kills him. Revenge is sweet!

Fat boss step. Put the blue Objective token randomly among the Objective tokens, face down. When this token is taken, a Fatty immediately appears in the Zone where the token was. Kill the Fatty to achieve this objective. If other Fatties join the Zone where the fat boss is, lay down the fat boss Fatty to know where he is. Killing the fat boss gives five extra experience points to Wanda if she takes part in the

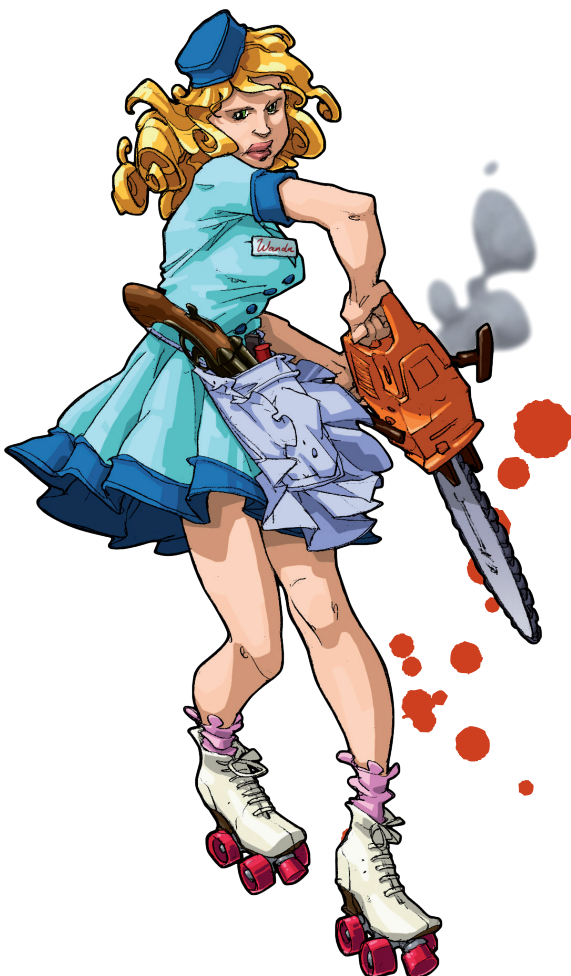
Mission, on top of the normal one point for the Survivor who kills him. Vengeance!

Note: If either the clingy ex-boyfriend or the fat boss ever need to split, play them just like the Abomination: do not add an extra Zombie figure and choose which path they take.

Ex-customers never leave the drive-in. Incredible. They became zombies while they were eating burgers and now they're still waiting for some more French fries (or so we suppose). They could wait for a long time, since the cook became a zombie too. At the beginning of the game place 2 Fatties and 4 Walkers in each Zone marked on the map.

You can use cars.

You can search each pimpmobile only once per game. It contains either Ma's Shotgun, or the Evil Twins (draw randomly). Only the weapons that have not yet been taken can be inside them. When there are no more... there are no more.



DAILY SPECIALS



Cars you can drive



Exit Zone



Zombie Spawn Zone



Player starting area



Objectives (5 XP)



5 XP.
Ex-boyfriend objective



5 XP.
Fat boss objective



Locked door



2 Fatties + 4 Walkers

MEDIUM
4+ SURVIVORS
90 MINUTES

A3

ZOMBICIDE - SCENARIOS