

# WT02

## WALK THE PLANK

MEDIUM / 6+ SURVIVORS / 120 MINUTES

A Mission by Eduardo Guerra

We don't know why, but there are a lot of zombies coming from the Water Treatment Facility. My best guess is that the water brings them from all the towns nearby. Yesterday we discovered that two wooden bridges are the only available paths that the zombies use to get into the city. If we destroy those bridges, we can significantly reduce the number of zombies around here. The mall should have some tools that can help us out!

Materials needed: Season 2 – Prison Outbreak, Toxic City Mall, Waste Treatment Facility

Tiles needed: 1M, 2M, 1P, 2P, 1WT, 2WT, 5WT, 7WT

### OBJECTIVES

Get to the Waste Treatment Plant and destroy the two wooden bridges used by zombies to reach the city. To win, no survivors should be left stranded on the far side of the bridges when they are both destroyed.

### SPECIAL RULES

- **The right tools.** Set aside all the Chainsaw cards and the Concrete Saw card from the equipment deck. Put a green and blue marker face down randomly among the objectives in the mall. When the blue objective is taken the survivor finds a Chainsaw, and when the green objective is taken the survivor finds the Concrete Saw. Survivors receive 5 experience points for taking any objective.

- **Destroy the bridge.** You can only cause damage to a bridge using a Fire Axe, a Chainsaw or a Concrete Saw. To attack a bridge, a survivor must be in an adjacent zone and the bridge should be clear of zombies and survivors. The survivor must spend 2 actions to attack the bridge once. Free or extra melee actions cannot be used. A bridge is destroyed when it has sustained 10 damage points.

- **The hole is safe!** The room with the hole (tile 7WT) is considered a normal zone. It spawns zombies when a door is opened, and actors can pass through without falling.

- **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.

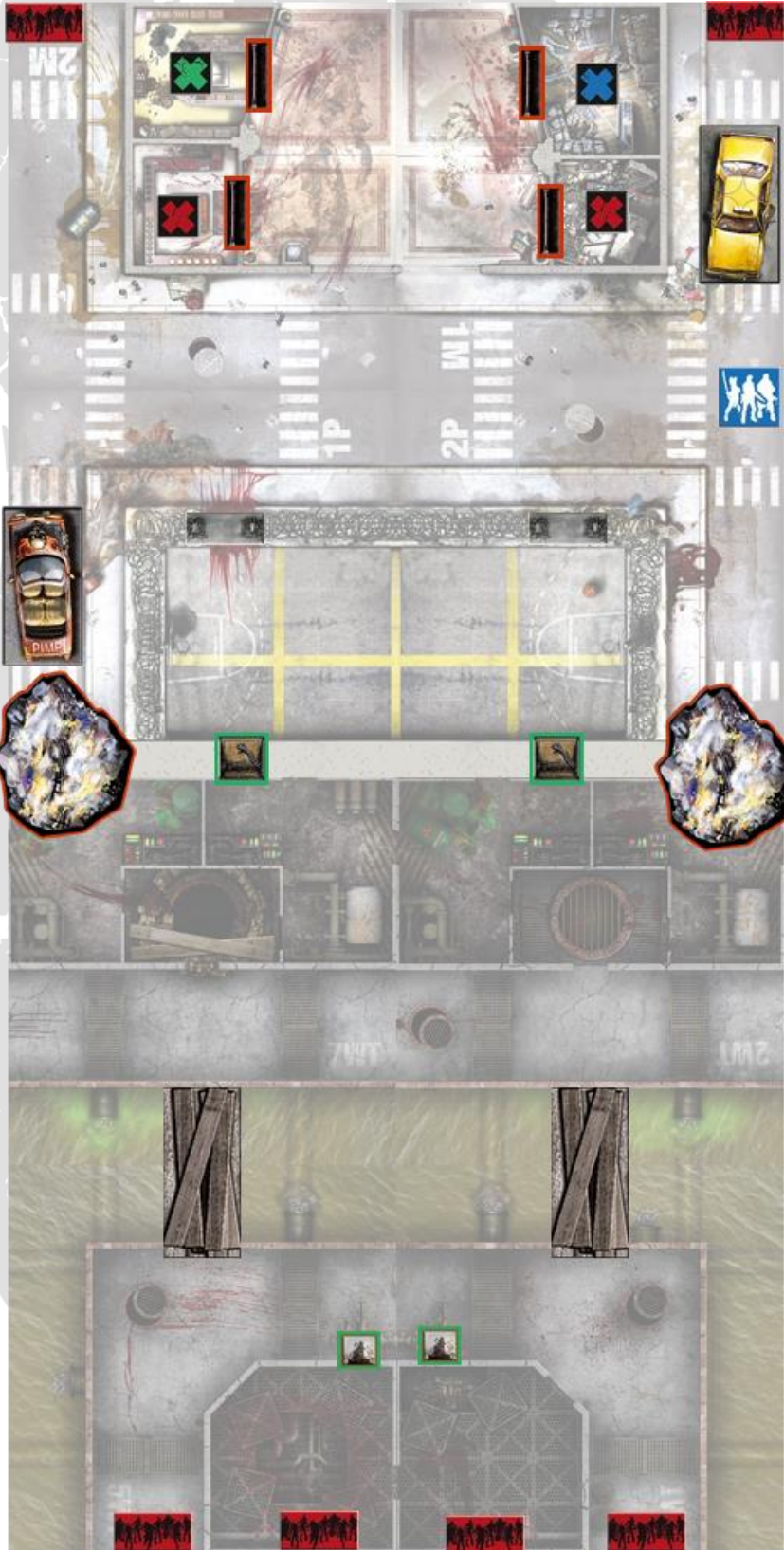









- **Pimpmobile.** The Pimpmobile can be searched once only. It contains any Pimpmobile weapon that you have (draw randomly).

- **Who called a taxi?** You can search the taxi more than once. 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>



	<b>Player starting area</b>		<b>Concrete Saw (5 XP)</b>
	<b>Spawn Zone</b>		<b>Chainsaw (5 XP)</b>
	<b>Pimpmobile</b>		<b>Objective (5 XP)</b>
	<b>Taxi</b>		<b>Open Doors</b>
	<b>Wooden bridge</b>		<b>Closed Doors</b>
	<b>Unpassable rubble</b>		