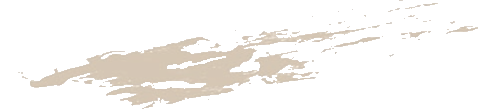
WS1 – MISSION TEMPLATE

WS1 • UNDEAD OR ALIVE  CUSTOM MISSIONS

TITLE FONT: “CORNDOG”

### LEVEL (EASY / MEDIUM / HARD / VERY HARD) / X SURVIVORS/XX MINUTES

### Design and development: William Snop

|  |  |
| --- | --- |
| **8V** | **3V** |
| **1R** | **6R** |
| **4R** | **2R** |
| **7R** | **9V** |

|  |  |  |
| --- | --- | --- |
|  |  |  |
| **9V** | **4R** | **6R** |
| **2R** | **8R** | **1V** |

Lore Font: TypeWriterBold

Write your Lore Text here.

Material needed: Zombicide: XXX. Optional material: Zombicide: XXX.

Class limitations: X.

Tiles needed: XX, XX & XX.

OBJECTIVES

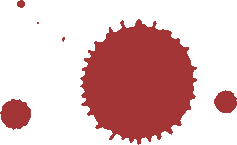
Body Font: “FairplexNarrowBook”, “FairplexNarrowBold”

Main Objective. Accomplish the Objectives in any/this order to win the game:

1. Short Objective. Detailed Objective.

THEN…

1. Short Objective. Detailed Objective.



You can select some Blood Samples to decorate your custom mission

SPECIAL RULES

* Setup.
* Detailed Setup.
* Detailed Setup.
* Special Rule Title.Detailed Special Rule.
* Special Rule Title.Detailed Special Rule.

**Choose your table below. Table Font: “Tahoma”**

**12V**

**10R**

**11V**



ZOMBICIDE  CUSTOM MISSIONS • WS1

You can select your Required Token Table from this selection. Edit them by right-clicking then “Group” 🡪 “Ungroup”



Survivor Starting Zone

Objectives (5 AP)



**6x**



Gatling Gun



Noise Token



Spawn Zones



No Objective Token



**2x**

Faithful Companions



Townsfolk Companion



Melting Pot



Wagon



Survivor Starting Zone

Objectives (5 AP)



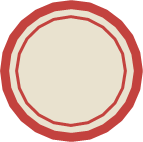
**5x**



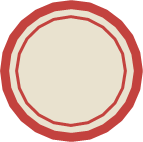
Noise Token



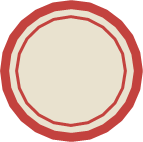
Spawn Zones



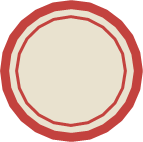
**1**



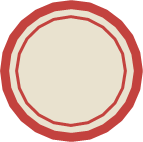
**4**



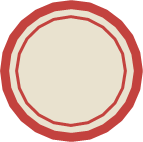
**2**



**3**



**5**



**6**

Possible Entry Zones for the Train



Survivor Starting Zones

Objectives (5 AP)



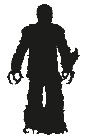
**6x**



Noise Token



Spawn Zones



Wicker Eddie



Insert your map here