

A17 A STUPID BET

MEDIUM / 6+ SURVIVORS / 60 MINUTES

"I'll bet you my last chocolate bar that we can kill the A-Bomb lurking in this hospital before noon."
"Look, we already came through here. There is no A-Bomb!"

"So, easy money, then. Right?"

This exchange started us on the most stupid bet we could imagine. Now we are locked up in a hospital with an A-Bomb abomination on our tail. Just great.

Material needed: Season 3: Rue Morgue.

Tiles needed: 1V, 2V, 4V & 5V.

OBJECTIVES

1 - Kill the A-Bomb and find the blue key. You choose the order, but you can't exit without the head of this Abomination.

2 - Save your life. Reach the Exit Zone with at least one Survivor. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.

SPECIAL RULES

• **Where did we come from?** The player starting area can be located on any Event trigger. Choose the one you prefer. Before the first Players' Phase:





- Reveal the Event trigger chosen as the player starting area and Spawn Zombies.
- Set the A-Bomb on the Spawn Zone closest to the player starting area.

• **Zombies everywhere!** Any revealed Event trigger is set back to its unrevealed face whenever there are no Survivor on its tile. It can be triggered again!

• **Pleasant surprises!** Put the blue and the pink Objectives randomly among the red Objectives, face down. Once the blue Objective has been revealed, the blue door can be opened. The Survivor who takes the pink Objective receives the Nailbat.

• **It could be useful.** Each Objective gives 5 experience points to the Survivor who takes it.

4V	1V
2V	5V

 Door
 Event trigger
 Spawn locators
 Spawn Zone
 Objective (5 XP)

