

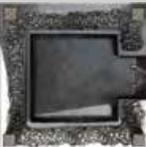
M10 EAST YATES ASYLUM

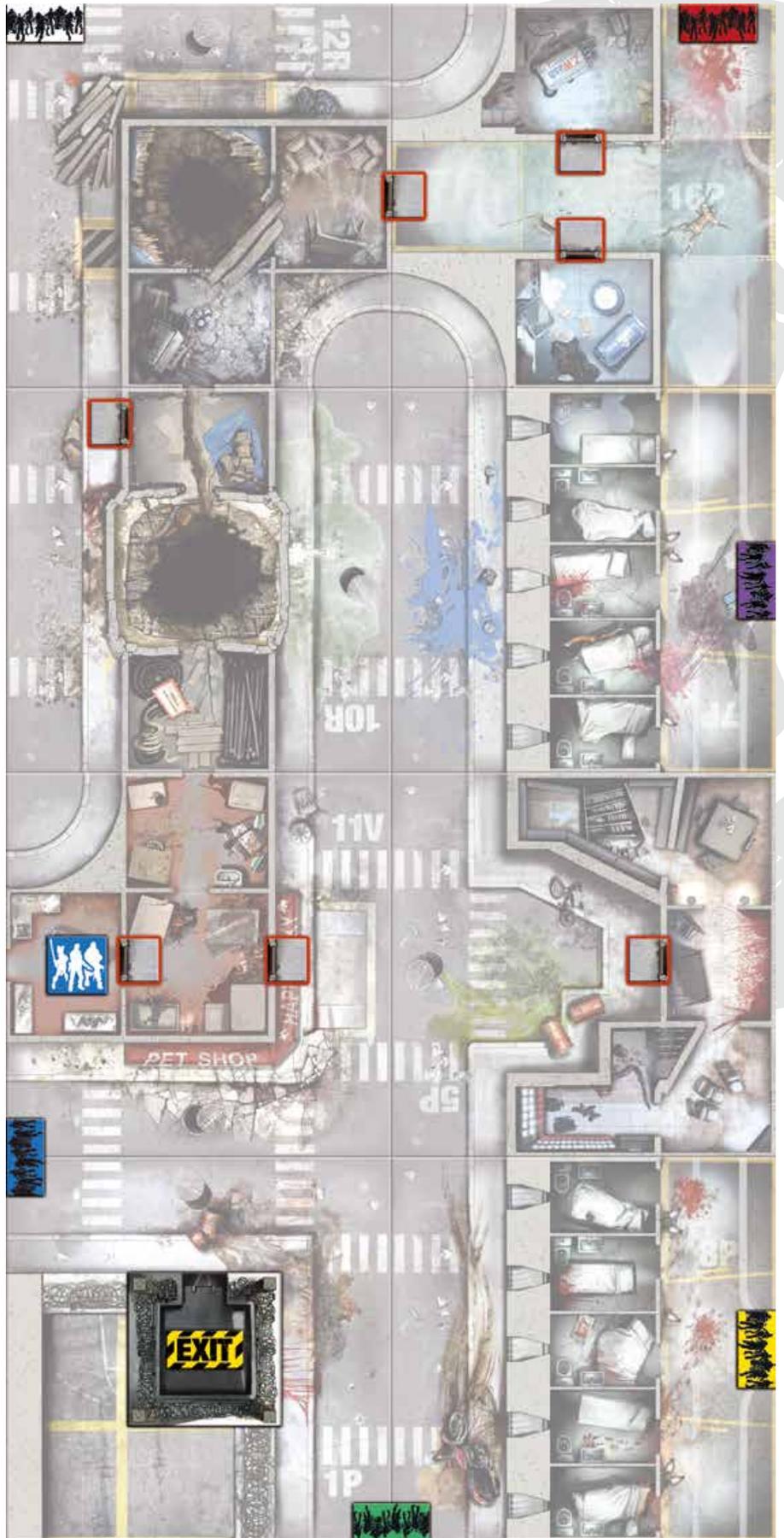
HARD / 6 TO 8 SURVIVORS / 150 MINUTES

East Yates Asylum is a huge place held by a handful of people. It was a hot battleground in the first months of the invasion, and it's still not completely safe. Some courageous survivors periodically try to clean out the whole place, but without success so far. Either more zombies are coming to the asylum for some unknown reason, or there are some unexplored sections packed with infected. Last night, a sizeable survivor group found shelter in East Yates. We woke up this morning hearing gunshots and screams. We have to go and see for ourselves. Something went really, really wrong.

Material needed: Season 2: Prison Outbreak, Angry Neighbors.
Tiles needed: 1P, 5P, 7P, 8P, 10R, 11V, 12R & 16P.

12R	16P
10R	7P
11V	5P
1P	8P

	
Player starting area	Door
	
Exit Zone	Spawn Zones
	
Observation tower	Spawn Zones



OBJECTIVES

Save these folks from the slaughter. Each Survivor must reach the Exit with at least one Companion. Any Survivor (and his Companions) may escape through this Zone at the end of his turn, as long as there are no Zombies in it.

SPECIAL RULES

- **Danger Zones.** Only the red Spawn Zones are active.

- **Fresh meat.** Shuffle 2 Gunman, 2 Handyman, 2 Searcher, and 2 Sniper Companion cards into the ZOMBIE deck (yes, the *Zombie* deck—you'll see them when they appear on the top of the pile). Drawing a Companion card from the Zombie deck replaces the Zombie card you should have drawn:

- Put the Companion miniature displayed on the card on a colored Spawn Zone of your choice. The chosen Spawn Zone token is flipped to its red side and is now active.

- If all Spawn Zones are active, put the Companion miniature in the Zone (or Spawn Zone) for which the Companion card was drawn.

Drawn Companion cards are not put in the Zombie discard pile but are removed from the game until someone collect them. Yep, you have only eight Companions to save. Be careful!

Fleeing Companions can be taken in the same way as Companion tokens, giving 5 experience points to the Survivor who takes them.

- **Fleeing the horde.** Companions without a Leader move like Standard Walkers. They can't move if a Zombie stands in their Zone.

