

C32 RUN FOR IT!

HARD / 4+ SURVIVORS / 90 MINUTES

A Mission by Sean McDonald

We thought we could get in, get the riot gear, and get out. With all we've gone through to get this far, we thought that gear would make us safer. The place was quiet. We didn't see or hear anything. We thought it would be a walk in the park. We were wrong!

Everything seemed fine until we stumbled into the wrong rooms. Even with all the infected we've seen, nothing prepared us for these two. Our only chance now is to RUN!

Material needed: Season2: Prison Breakout.

Tiles needed: 8P, 11P, 12P, 14P, 15P & 16P.



OBJECTIVES

Escape! Reach the Exit Zone with all remaining Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.

- *Superior Escape:* All Survivors reach the Exit Zone.
- *Acceptable Losses:* No more than 1 Survivor dies.
- *This Could Mean the End:* More than 1 Survivor dies.
- *Complete Failure:* All Survivors die.

SPECIAL RULES

- **The violet Switch.** Activating the violet Switch opens the violet cell doors and activates the violet Spawn Zone. The violet Spawn Zone only activates after the violet Switch is activated. The Switch can't be set back into its original position.
- **The white Switch.** Activating the white Switch opens the white cell doors and activates the white Spawn Zone. The white Spawn Zone only activates after the white Switch is activated. The Switch can't be set back into its original position.
- **The yellow Switch for the rotating security gate.** When the yellow Switch is activated, the rotating security gate rotates a quarter turn to the left or to the right (choose the direction of rotation each time the Switch is used).
- **How do we kill these beasts?** When an Abomination is killed, place his miniature on the Player starting area.



