

C45 ESCAPE FROM LA SANTÉ

MEDIUM / 6+ SURVIVORS / 180 MINUTES

A Mission by Duncan Callander

La Santé prison. In a vain attempt to find a safe place to shelter and ride out the apocalypse, we decided to break into a prison. Predictably, this turned out to be a very bad idea. Some of the locals are trapped behind bars and need rescued, since most of the other inmates have turned into zombies.

We are outnumbered, surrounded, and running low on ammunition. It's time to make our escape.

Material needed: Season 2: Prison Outbreak.
 Tiles needed: 1P, 2P, 5P, 6P, 7P, 12P, 13P & 16P.

OBJECTIVES

Rescue, resupply, and escape in that order.

1 – Rescue. Some prisoners are trapped in their cells. Recue those who are still alive. Red “X”s mark the cells containing someone—or a dead body, you can’t know for sure until you open the door. Find the blue and green Objectives. You can still take other Objectives after finding them.

	
Player starting area	Rotating security gate
	
Exit Zone	Prison's storage area
	
Open doors	Someone to rescue?
	
Cells doors	Switches
	
Police car	Spawn Zones

2 – Resupply. A great white “X” indicates the prison’s storage area. Take the white Objective. You’ll need to activate the rotating security gate to do so.

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



SPECIAL RULES

- **Zombies everywhere.** At the beginning of the game, place all indicated Zombies (Standard and Berserkers of all kinds except Fatty) in the marked Zones.
- **Doing what has to be done.** Each Objective gives 5 experience points to the Survivor who takes it.
- **Only two have survived.** Put the blue and the green Objectives randomly among the red Objectives, face down. The player who finds either of these Objectives may replace the token with a new Survivor of his choice that he controls from then on. The new Survivor begins without Equipment and experience. If no additional Survivor is available, ignore this rule.



- **A switch for the cells...** Activating the violet Switch opens the violet cells' doors. Don't spawn Zombies in these cells. The Survivor activating the Switch for the first time also takes the matching Objective and gains 5 experience points. The Switch can only be activated once.

- **...And a switch for lots of problems.** When the yellow Switch is activated, the rotating security gate rotates a quarter turn to the left or to the right. Spawn Zombies in both Zones with open doors, behind the rotating security gate, as if a door leading to this part of the prison had just been opened. The yellow Spawn Zone also activates. The Survivor switching the Switch for the first time also takes the matching Objective and gains 5 experience points. The Switch can only be activated once.

- **A police car.** You can Search the police car more than once. Draw cards until you find a weapon. Discard the other cards. The Aaahh! card triggers the appearance of a Walker as usual and interrupts the Search.

- **You can use the car.**