

# C50 HOT PROPERTY

HARD / 4+ SURVIVORS / 120 MINUTES

A Mission by Caroline and Gareth Brough

So Kim has been talking about a lock-up her old "business associates" used to store "various specialty goods". Apparently her boss had a taste for exotic weaponry and used to keep some of his collection there. It's quite close, too, and could be worth checking out. There could be something useful!

One thing, though. Kim also said the lock-ups were used as safe-houses for "acquaintances and business partners" who wanted to avoid "official entanglements" on their "holidays". I think we all know Kim well enough by now to hope that none of these people are still hiding out there.

Material needed: Season 2: Prison Outbreak, Dog Companions, Zombie Dogz.

Tiles needed: 3P, 4P, 17P & 18P.

## OBJECTIVES

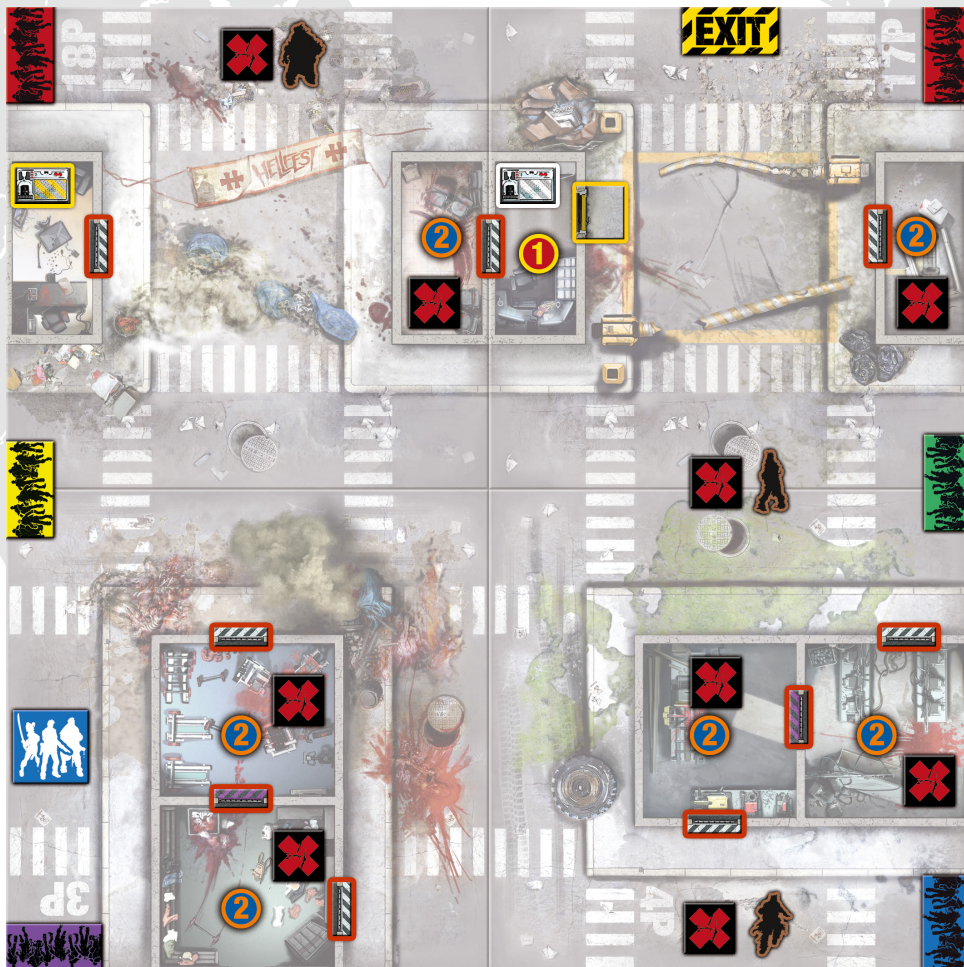
**1 – Get the keys from the security guards.** The good news is that the security office keys are nearby. The bad news is that the security guards carrying them are dead and quite angry about it. Kill the Zombie security guards, and take the Objective they are linked to.

**2 – Shut off the lock-up alarms.** Looks like the alarms for the lock-up doors are still working, unlike the motorized shutters. We'll have to shut the alarms off before trying to go in. Use the white Switch.

**Optional objective – Backup security cameras.** Some of the lock-ups are also protected by spy cameras. Guess Kim's old boss was a bit paranoid. Finding a computer terminal would allow you to see what's inside—just to avoid surprises! Use the yellow Switch before opening any lock-up. You can ignore this objective if you want.

**3 – Look in the lock-ups.** We don't know what's in the lock-ups, since no one kept honest records, so we'll have to open them all. Take the six Objectives in the lock-ups.

**4 – Get everybody out.** Reach the Exit Zone with all Survivors. Any Survivor may escape through this Zone at the end of their turn, as long as there are no Zombies in it.



## SPECIAL RULES

- **Following the plan.** Each Objective gives 5 experience points to the Survivor who takes it.
- **I don't think that's meant to open.** The violet doors cannot be opened.
- **I wonder where the boss is...** Do not Spawn the Berserker Abomination until the white Objective has been taken (see below). If you draw a Zombie card calling for a Berserker Abomination, spawn a Berserker Fatty and both its Berserker Walker escorts instead.



- **The security office keys.** During Setup, place a Berserker Walker, a Berserker Runner, and a Berserker Fatty in the marked Zones. Take two red and one yellow Objectives and randomly place one, face down, under each of these Zombie figures. These Objectives move with the Zombies. These Zombies never split; like an Abomination, you choose which path they take if several are available. Whoever kills one of these Zombies takes the attached Objective. Once the yellow Objective has been taken, the yellow door can be opened, and the yellow Spawn Zone activates. Guess they heard you!

- **Shut off the door alarms.** The locked doors have no power, so you'll have to open them the old-fashioned way once they're unlocked. Once the white Switch has been activated, the white doors can be opened. Activating the white Switch doesn't grant experience points.

- **The lock-ups (events).** The map displays six lock-ups, each one with an Objective. Put the violet, white, green, and blue Objectives randomly amongst the lock-ups, face down. When a lock-up Objective is taken, check the color to see what happens:

- *Blue.* The blue Spawn Zone activates.
- *Green.* You've set off some kind of distant alarm! The green Spawn Zone activates.
- *Violet.* The violet Spawn Zone activates.
- *Red.* Nothing... Just an eerie quiet.
- *White.* You've disturbed something...and it's angry! The Berserker Abomination appears in the Zone where the Objective was taken.

- **The lock-ups (loot).** Let's not forget why we came here. During Setup, pull the Equipment cards listed below, arrange them in the listed pairs, and put one pair randomly, face down, under each lock-up Objective. Any Survivor taking a lock-up Objective gets the corresponding pair of cards and may freely reorganize his Inventory.

- Nailbat + Automatic Shotgun
- Rifle + Scope
- Concrete Saw + Riot Shield
- Both Gunblades
- Plenty of Ammo (light) + Plenty of Ammo (heavy)
- Canned Food + Rice

- **The backup security alarms.** After activating the yellow Switch, flip all Objectives still on the board face up. The lock-up Equipment cards remain hidden.

- **The lonely guard dog.** Take six Companion Dog cards and place one randomly, face down, in the security office Zone marked on the map. Shuffle the rest into the Equipment deck. Any Survivor opening the yellow door freely gets the Companion Dog hidden there.