

C52 SKELETON KEY

HARD / 4+ SURVIVORS / 90 MINUTES

A Mission by Charlène Daubelcour



Before the dead started walking, I used to work with a guy nicknamed "Skeleton Key". He was a big shot—the kind of guy reading "for your eyes only" files and carrying a license to kill. We became friends, and he told me about a place where some off-the-books lab coats were developing some terrific secret weapons.

Given our current situation, that stuff could be priceless.

There's a problem, of course: three unbreakable security doors with biometrics locks. The only person I know with access was Skeleton Key, and he spends more time chewing flesh than playing spy games these days.

A severed hand could get us through the security door with the fingerprint lock. A severed head would do the same for the one with iris recognition, if we're careful. The last one uses voice recognition, though, so we can't just cut Skeleton Key into useful pieces. We will have to drag this zombie along with us until we reach the last door. Let's hope a nice "uuuugh" will do the trick. And then... we get toys!

Material needed: Prison Outbreak, Toxic City Mall.

Tiles needed: 1M, 2M, 3P, 8P, 9P, 11P, 16P & 18P.

OBJECTIVES

To succeed, accomplish the objectives in this order.

1 – **Find Skeleton Key.** He is wandering in a nearby building. You can't miss him; he always wears blue clothes. Find the Zombie holding the blue Objective. If this Zombie is eliminated before the purple Switch is activated, the Mission fails.



2 – Activate the three Switches to gain access to the storage room. Easy, right? Don't forget you'll have to drag a Zombie along in order to succeed. A Riot Shield could be useful. And probably someone able to taunt Skeleton Key into the Zone you want.

3 – Take your new toys. There is a great red "X" marking the storage area. Use the red Objective to get the Ultrared Weapons.

4 – Try your new toys. Reach the Red Danger Level with all Survivors.

SPECIAL RULES

- **Our Zombie friend.** Place a Standard Walker on a blue Objective in the marked Zone. This is Skeleton Key. If Skeleton Key moves, move the blue Objective with him, so you always know where he is.

- **Your future new toys.** Set aside all Ultrared Weapons. The red Objective can't be taken, but the Survivor activating it receives an Ultrared weapon of your choice.

- **Give me your hand.** A Survivor standing in the white Switch Zone with Skeleton Key can spend one Action to force the Zombie to set his hand on the security panel. Then, any Survivor can spend one Action to activate the white Switch. Activating the white Switch opens the white door. Setting it back in its original position closes the white door. You'll have to repeat this whole process to activate the white Switch if you want to open the white door again.

The Survivor activating the white Switch for the first time takes the white Objective and gains 5 experience points.

- **T'as de beaux yeux tu sais?** A Survivor standing in the yellow Switch Zone with Skeleton Key can spend one Action to force the Zombie to show his eyes to the security panel. Then, any Survivor can spend one Action to activate the yellow Switch. 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). The yellow Spawn Zones is now active. Switching it again doesn't deactivate the Spawn Zone.

The Survivor switching the yellow Switch for the first time takes the yellow Objective and gains 5 experience points.

- **We have ways to make men zombies talk.** A Survivor standing in the violet Switch Zone with Skeleton Key can spend one Action to force the Zombie to "talk" to the security panel. Then, any Survivor can spend one Action to activate the violet Switch. Activating the violet Switch opens the violet door. Setting it back in its original position closes the violet door. You'll have to repeat this whole process to activate the violet Switch if you want to open the violet door again.

The Survivor switching the violet Switch for the first time takes the violet Objective and gains 5 experience points.

- **A police car? I always dreamed of driving a police car.** The police car can be driven. 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.

