

M06 RESCUE MISSION

MEDIUM / 6+ SURVIVORS / 150 MINUTES

Once we opened the dining hall, zombies started spreading into the prison, and there were really a lot of them. We were stupid enough to try containing them. We lost the fight but managed to escape the horde. Unfortunately, we got separated, and some of us are trapped in a security quarter that can't be opened from the inside. They're cornered by the incoming zombies. On the other hand, we're maybe lucky to have been separated. The second half of the team managed to reach an area where they can find some gear, open the doors, and rescue the others.

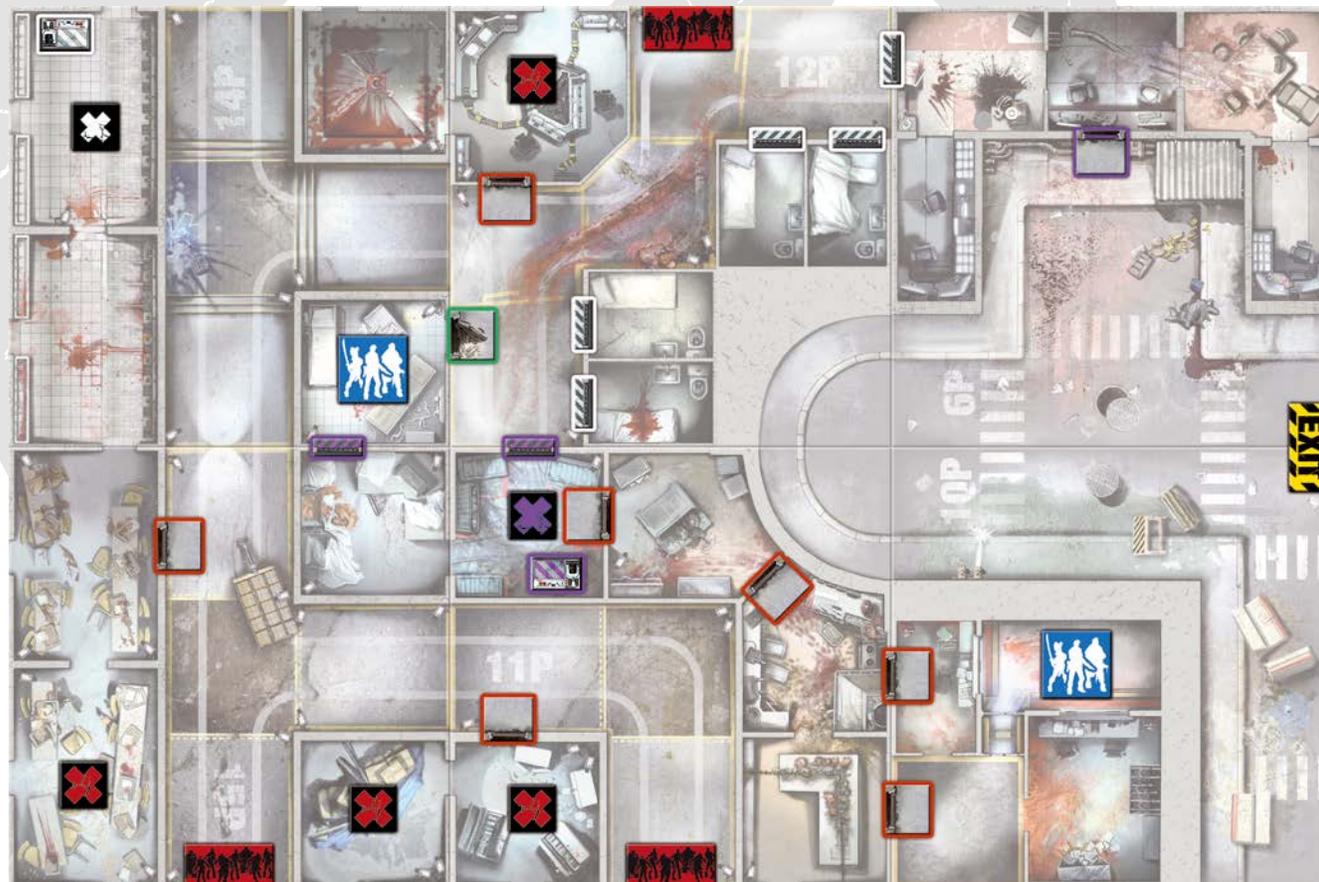


Tiles needed: 6P, 10P, 11P, 12P, 14P & 15P.

OBJECTIVES

Here's the rescue plan.

- 1- Open the violet doors.** This way, the team will be able to unite again. Activate the violet Switch to open these doors.
- 2- Open the white doors.** The white doors are the only thing between you and the exit. Activate the white Switch to open these doors.
- 3- No one gets left behind.** 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.



SPECIAL RULES

- **Exploring very carefully.** Each Objective gives 5 experience points to the Survivor who takes it.
- **Separated team.** Half of the team is trapped inside the prison. There are two starting areas. Split the team in two equal groups (if the team has an uneven number of members, choose which group has the extra Survivor) after distributing the starting Equipment. The first group begins on one starting area. The second group begins in the other starting area.
- **The violet Switch.** Activating the violet Switch opens all violet cell doors and the violet door. The Survivor activating the violet Switch for the first time also takes the violet Objective and gains 5 experience points. This Switch can only be activated once.
- **The white Switch.** Activating the white Switch opens all white cell doors. The Survivor activating the white Switch for the first time also takes the white Objective and gains 5 experience points. This Switch can only be activated once.

