

# M07 THE HAVEN

HARD / 6+ SURVIVORS / 120 MINUTES

We have found the perfect place to create a safe haven. All doors are electrically actuated except one that can be easily welded. There is lot of space and even a small kitchen, probably for the guards. There is only one little problem: the previous inhabitants trapped infected inmates in the nearby prison yard. The zombies are so numerous that the yard and the building next to it are now full. Nobody wants to live next to a bunch of howling, scratching, and shambling zombies, so we are going to open the doors to the yard and begin what will probably be the biggest zombicide of the month!

Tiles needed: 1P, 2P, 5P, 6P, 7P & 12P.

## OBJECTIVES

Working with method is the key to a good zombicide. Just follow each step:

- 1- **Open the violet doors.** This is the first obstacle between you and a slaughter. Activate the violet Switch.
- 2- **Open the white doors.** Then, let the zombicide begin! Activate the white Switch.
- 3- **Body count!** The Mission succeeds if, anytime after having completed the previous two objectives, there are no Zombies left on the board.

## SPECIAL RULES

- **King of the yard.** One of the infected was a really big guy. He didn't turn into a simple Walker but a huge Abomination. At the beginning of the game, place an Abomination in the Zone marked on the map.
- **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. The violet doors close when the violet Switch is set back to its original setting.
- **A faraway door linked to the violet Switch.** The Zombie violet Spawn Zone activates when the violet Switch is activated. This Spawn Zone ceases to spawn Zombies when the violet Switch is set back to its original setting.
- **The white Switch.** Activating the white Switch opens all white cell doors and the white door. The Survivor activating the white Switch for the first time also takes the white Objective and gain 5 experience points. The white doors close when the white Switch is set back to its original setting.





- **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). The Survivor activating the yellow Switch for the first time also takes the yellow Objective and gains 5 experience points.

- **You can use cars.**

- **Two police cars!** You can Search a 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.

<b>Player starting area</b>	<b>Spawn Zones</b>	
<b>Doors</b>	<b>Prison main entry doors</b>	<b>Cell doors</b>
<b>Switches</b>	<b>Objectives (5 XP)</b>	
<b>Rotating security gate</b>	<b>Abomination</b>	<b>Police car</b>