

# M04 BREADCRUMBS

MEDIUM / 6+ SURVIVORS / 90 MINUTES

We flew over a small park transformed into some kind of camp. There are military tents everywhere, and obviously, quite a fight happened here, too. We landed a few blocks away to explore the area. People kept coming in and out of here for some time—the cadavers are in various stages of decay. You can be sure some of them are now zombies waiting for their next prey. I'm so glad I have a reliable pair of boots.

Tiles needed: 1R, 2R, 5R, 7V, 8V & 9V.

## OBJECTIVES

Here is the two-steps plan.

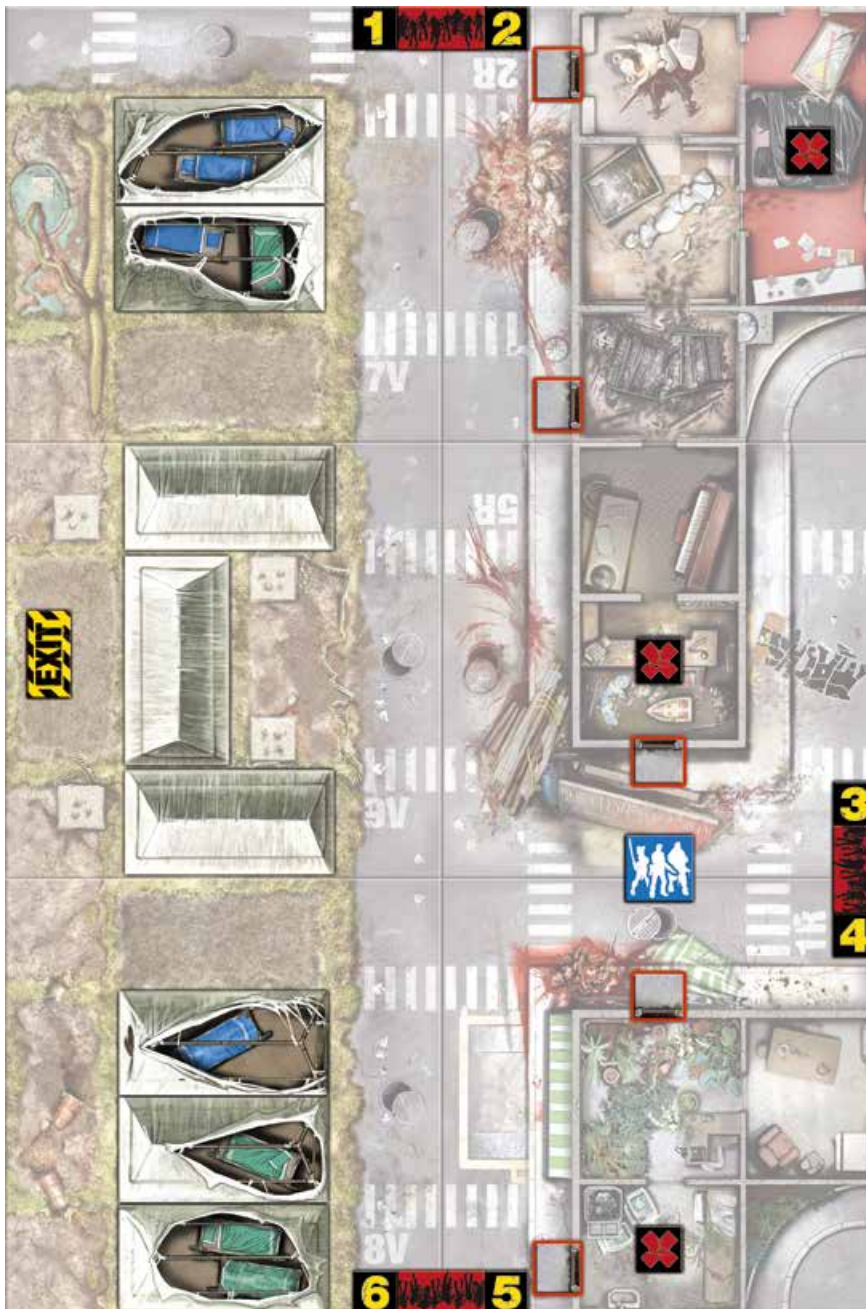
**1 – What was going on here?** Reveal the administrative and infirmary tents, and take all Objectives.



**2 – We have a clue, now get out!** Reach the Exit with all starting 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

- **A puzzle piece.** Each Objective gives 5 experience points to the Survivor who takes it.
- **Looking for archives, classified files, anything.** Put the administrative and infirmary tents randomly among the hidden tents of tile 9V.



7V	2R
9V	5R
8V	1R

▶		
▶	Player starting area	Spawn locators
▶		
▶	Door	Spawn Zone
▶		
▶	Exit Zone	Objectives (5 XP)