

M05 THE MAKESHIFT LABORATORY

MEDIUM / 6+ SURVIVORS / 60-90 MINUTES

The clues we gathered yesterday hint at experiments on humans and zombies alike. What remains of the military apparently worked with various scientists to achieve... something. They failed many times but kept on coming back. Among the archives, James found the location of a makeshift laboratory where they analyzed the field results. After all this time, could we still have a government? I doubt it. Loose cannons? More likely. We should scout and find out for ourselves.

Please don't tell me the first zombie was a simple guy bitten by a radioactive spider.

Tiles needed: 2V, 3R, 4V, 6R, 7V & 9R.

OBJECTIVES

The game duration can vary with Abomination spawning. See the special rules for details.

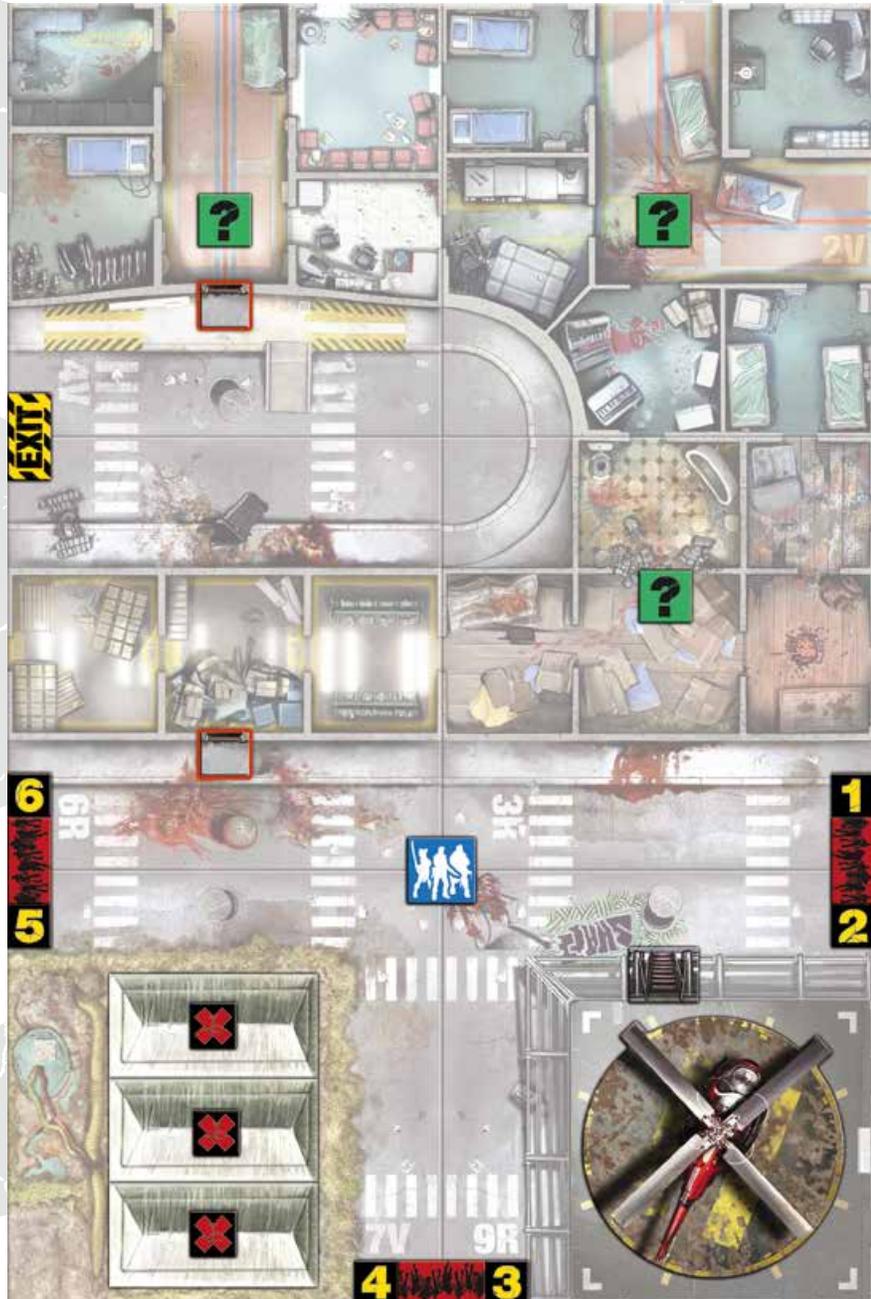
Here is the two-steps plan.

1 - Explore the area. Find the blue Objective, and activates all Event triggers.

2 - Two ways out! You win the game when all starting Survivors are in the Exit Zone at an End Phase.

SPECIAL RULES

- **Finders keepers!** Each Objective gives 5 experience points to the Survivor who takes it.
- **Could "further" become "too far"?** Put the blue Objective randomly among the Objectives, face down.
- **An Abomination! Get back to the helicopter!** Whenever an Abomination is on the board, put the Exit point on the helicopter token. When the board has no Abominations, put the Exit point in the indicated Zone.
- **The helicopter can't be flown.**



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| 4V | 2V |
| 6R | 3R |
| 7V | 9R |