

M06 THE MORTUARY

HARD / 6+ SURVIVORS / 120 MINUTES

What a pity. The military/scientist alliance wasn't doing anything awful or gruesome to those infected. Just kidding. They were trying to find a cure to the zombie invasion, and they gathered as many resources as possible to achieve their goal. We got some codes and coordinates for their facilities from our previous raid, and we're going to see if they have anything. "Anything" means anything valuable", of course, but also "everything pointing to their actual location, if any". Knowing where the best-armed group in the region hides out is precious information, you know. Parker thinks their flight computer may hold the data we seek. The whole place, however, has been infected and quarantined. Did I tell you I hate hospitals?

Tiles needed: 1V, 2V, 4V, 5V, 8R & 9R.

9R	8R
2V	4V
1V	5V

OBJECTIVES

Here is the two-steps plan.

1 – Get the blue pass to the helicopter. Find the blue Objective.

	
Player starting area	Event trigger
	
Doors	Open door
	
Exit Zone	Objectives (5 XP)
	
Spawn locators	Spawn Zone

2 – Get the flight computer. You win the game when all starting Survivors are in the Exit Zone at an End Phase.

SPECIAL RULES

- **Useless before the invasion, invaluable now.** Each Objective gives 5 experience points to the Survivor who takes it.
- **Access card.** Put the blue Objective randomly among the Objectives, face down. The **blue and pink** doors cannot be opened until the blue Objective has been taken.
- **The helicopter can't be flown.**

