

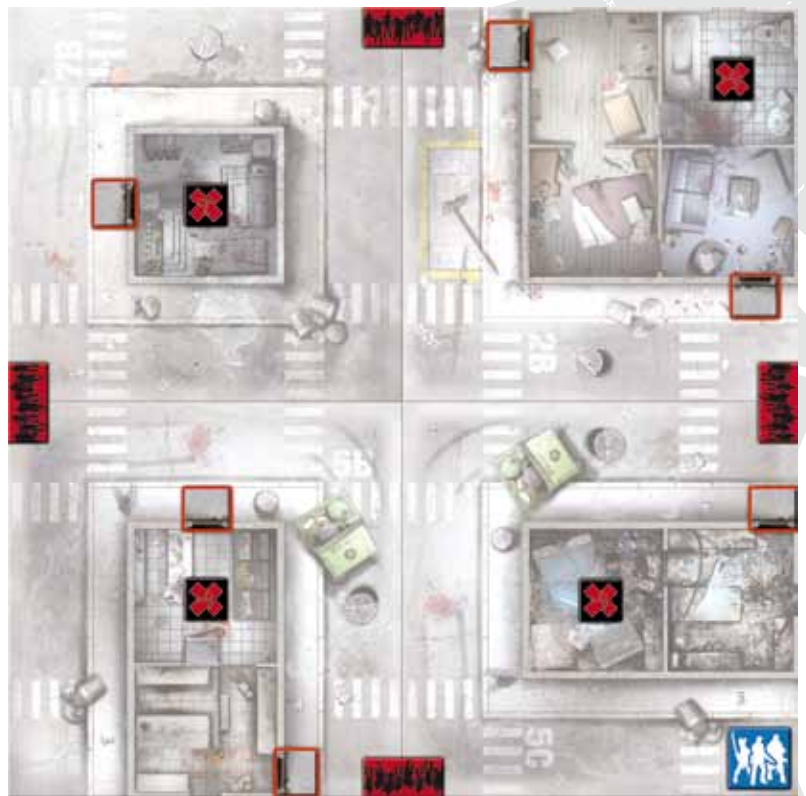
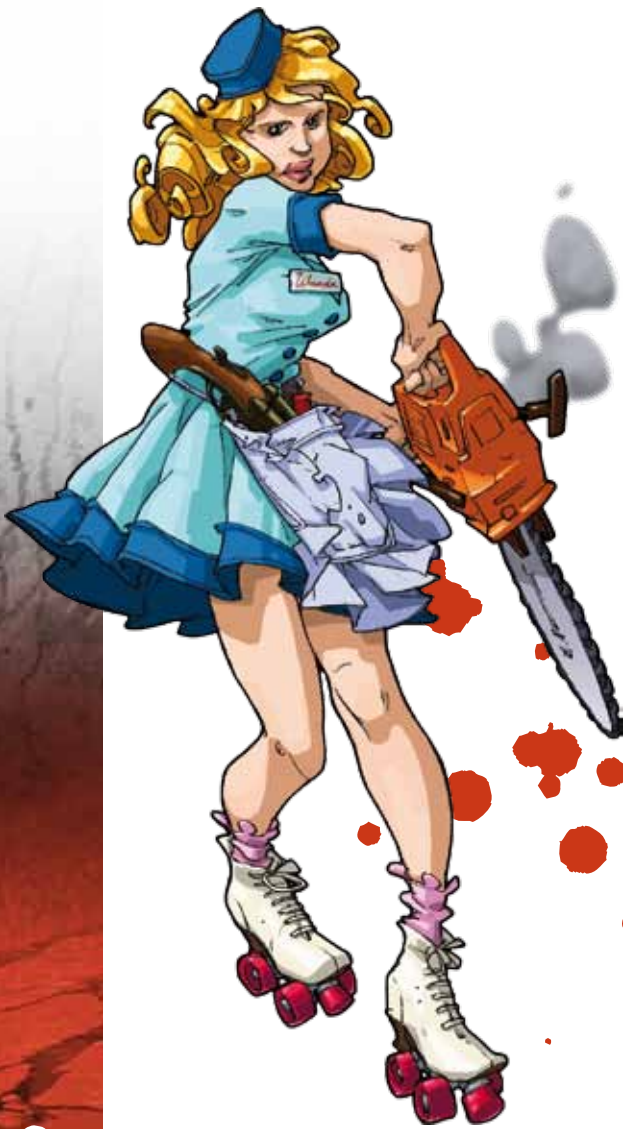
10 SMALL TOWN

HARD / 4+ SURVIVORS / 120 MINUTES

Back to basics. We're exploring the surrounding area in wider and wider concentric circles around our hideout. Several weeks have passed since the infection began, and the zombie population has peaked. What may seem like a routine mission is actually an ordeal where the smallest mistake could be fatal.

Glad I quit smoking or all this running around would kill me.

Tiles needed: 7B, 2B, 5B & 5C.



Player starting area



Zombie Spawn Zone



Locked door



Objectives (5 XP)

OBJECTIVE

- Take all the Objective tokens.

SPECIAL RULES

- Each Objective token gives 5 experience points to the Survivor who takes it.