

# 05 BIG W

HARD / 6+ SURVIVORS / 180 MINUTES

Zombies are dangerous, but they may not be the greatest threat. We always have to find new resources, food, weapons, ammo, and above all safe shelter. Here we are in the city center, a cemetery of concrete and glass. The big office buildings are definitely infested. Hopefully, though, we can find the means to survive a few more days. Remember, we must not open more than one door at a time and must not make too much noise. Otherwise, all the zombies in the city will be on us in minutes! I dreamed of bacon yesterday. Just bacon.

**Tiles needed:** 5D, 2C, 1C, 7B, 5C, 6B, 5E, 1B & 4B.



## OBJECTIVE

- Take all the Objective tokens.

## SPECIAL RULES

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



Player starting area



Zombie Spawn Zone



Locked door



Objectives (5 XP)

