

# M12 PLACE YOUR BAITS

MEDIUM / 6+ SURVIVORS / 90 MINUTES

We've just opened a way to a hospital section we didn't see before. This explains the random zombie encounters we've had the past few days, and the huge A-Bomb we saw yesterday morning near the mall. We're sure the monster is lurking around, along with what remains of the infected army we decimated to secure the rest of the area. Fortunately, we found a nice trap. All we have to do now is go deeper into this gloomy aisle, lure out the A-Bomb, and live to see another day.

*Child's play.*

**Material needed:** Season 3: Rue Morgue, Angry Neighbors.

**Tiles needed:** 1V, 2V, 5V & 10V.

## OBJECTIVES

Trap the A-Bomb Abomination. Don't worry, we have a plan!

- 1 – Explore the Abomination's nest. Activate all the Event Triggers.
- 2 – Trap your prey. Make the A-Bomb Abomination fall in the Hole Zone on tile 10V.

## SPECIAL RULES

- **Reinforcements!** Shuffle 2 Gunman, 2 Handyman, 2 Searcher, and 2 Sniper Companion cards into the Equipment deck.
- **Allons enfants de la patrie.** Set the La Guillotine card in the marked Zone. Any Survivor Searching in this Zone can take it instead of an Equipment card.
- **Waiting for the bomb to drop.**
  - Until all Event Triggers are activated, replace all spawning A-Bomb Abominations with a Skinner Fatty and its two Skinner Walker escorts.
  - As soon as the last Event Trigger is activated, place an A-Bomb Abomination in the mortuary Zone of tile 5V (where the Guillotine is located).

<b>Player starting area</b>	<b>Door</b>
<b>Open door</b>	<b>La Guillotine + A-Bomb Spawn location</b>
<b>Spawn Zones</b>	<b>Event trigger</b>
<b>Spawn locators</b>	<b>Spawn Zone</b>
<b>Objective (5 XP)</b>	<b>Door</b>

