

M13 THE PARKER EXPERIENCE

HARD / 6+ SURVIVORS / 120 MINUTES

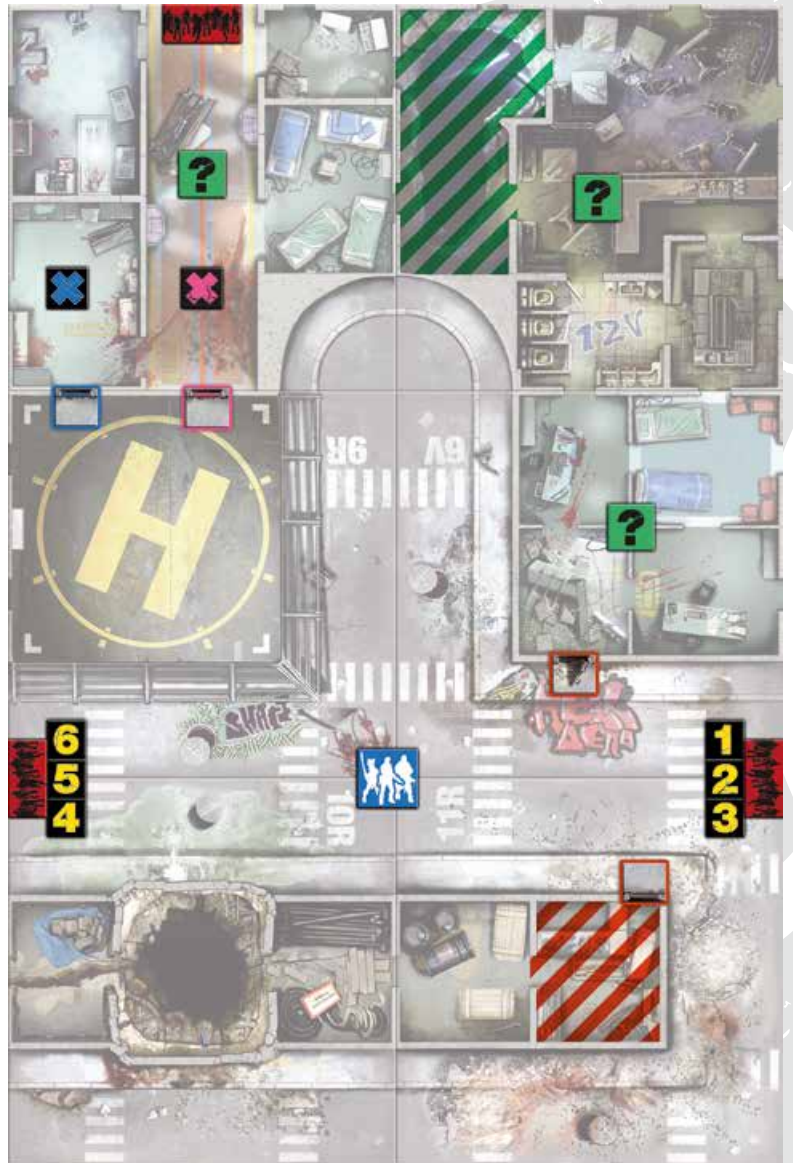
We never really wondered why fatties were, well, fatties, or how they became the zombies' underbosses, but Parker does. Everyone guessed they were bullies of some kind when human, and the infection simply strengthened this aspect of their personality. Why, then, Parker asks, are they larger and bulkier, and how do they attract walkers to them?

Now I can't help but think about it every time I see a fatty. I'm sure we all do. That's why we're going to help Parker to trap a few fatties for experimentation. I just don't want to see the probes she will use. No, no.

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

Tiles needed: 3V, 6V, 9R, 10R, 11R & 12V.

3V	12V
9R	6V
10R	11R



OBJECTIVES

Get a few Fatties for Parker to toy with. The Mission is a success as soon as these conditions are met:

- At least four Skinner Fatty miniatures, and Skinner Fatties *only*, are in the Hole Zone of tile 12V (“Fatty trap”).
- There are no Zombies on tile 3V.

SPECIAL RULES

- **Laboratory equipment.** Each Objective gives 5 experience points to the Survivor who takes it. The blue and pink doors cannot be opened until the corresponding Objectives have been taken.
- **Here is your scientific team.** Place 2 Gunman, 2 Handyman, 2 Searcher, and 2 Sniper Companion miniatures in the indicated Zone. They can be taken in the same way as Companion tokens, giving 5 experience points to the Survivor who takes them.

Player starting area	Spawn locators	Event trigger	Spawn Zone
Doors	8 Companions + La Guillotine	Fatty trap	Objectives (5 XP)

- **The armory's prize.** Set the La Guillotine card in the marked Zone. Any Survivor Searching in this Zone can take it instead of an Equipment card.
- **Hospital invasion.** The Spawn Zone on tile 3V doesn't have a Spawn locator.