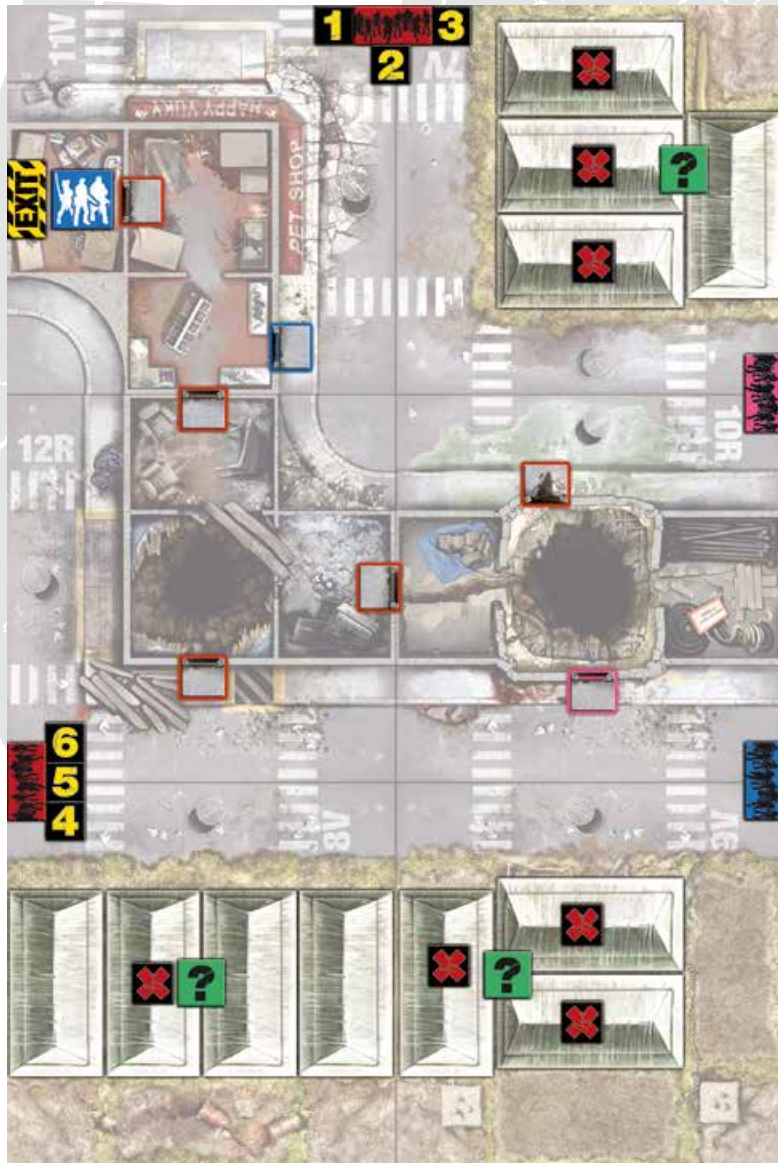


# M14 CAMP NIGHTMARE

HARD / 6+ SURVIVORS / 150 MINUTES

*Each time we get to a new area, we do our best to explore thoroughly, just to avoid unwanted competition and nasty surprises. We found a great place to rest for a few weeks, but there is a camp nearby that gives me the creeps. There are dried cadavers and blood traces everywhere. I guess many wounded people from the hospital a few blocks away came here, and things got nasty. Whatever. Night will fall soon, we found a nice place, and we have to secure the area. Let's do it quick and get some sleep.  
Wait. Something just moved, and it wasn't a zombie. Are some living people hiding there?*

**Material needed:** Season 3: Rue Morgue, Angry Neighbors.  
**Tiles needed:** 7V, 8V, 9V, 10R, 11V & 12R.



## OBJECTIVES

A trip to Camp Nightmare. Find your new friends and retreat to your resting place.

1 – Find the inhabitants. Each “X” indicates where you have seen something moving. Take Objectives until you find the six Companions.

2 – Retreat with your new friends. Reach the Exit with the six Companions. Any Survivor (and his Companions) may escape through this Zone at the end of his turn, as long as there are no Zombies in it.

## SPECIAL RULES

- Something is moving. Put the blue and pink Objectives randomly among the Objectives, face down. Each Objective give 5 experience points to the Survivor who takes it.

- Taking a red Objective grants the Survivor a random Companion card (without additional experience gain) and its matching Companion miniature.

- Taking the blue Objective activates the blue Spawn Zone. The blue door cannot be opened until the blue Objective has been taken.

- Taking the pink Objective activates the pink Spawn Zone. The pink door cannot be opened until the pink Objective has been taken.

- Pull the trigger. Activating the first Event Trigger in the game activates all Event Triggers on the board as well. Reveal all the tents and spawn in them.

An Event Trigger on its “activated” side is removed as soon as a Survivor stands in one of its Tile’s Zones at the end of an Action (meaning the first Event Trigger is removed as soon as it is activated). Until then, revealed Event Triggers count as Survivors for bed invasion purposes only.

11V	7V
12R	10R
8V	9V

