

# M15 NED'S KEY

HARD / 6+ SURVIVORS / 180 MINUTES

At last. Three years after the initial outbreak, Crazy Ned finally has a clue about his bunker key's whereabouts. He's almost sure he left it with his antiquarian friend to get a duplicate made, just in case he might, you know, lose it. Could the mystery be finally solved?

**Material needed:** Season 3: Rue Morgue, Angry Neighbors.  
**Tiles needed:** 1R, 2R, 4R, 5R, 7R, 9R, 10R, 11V & 12V.

## OBJECTIVES

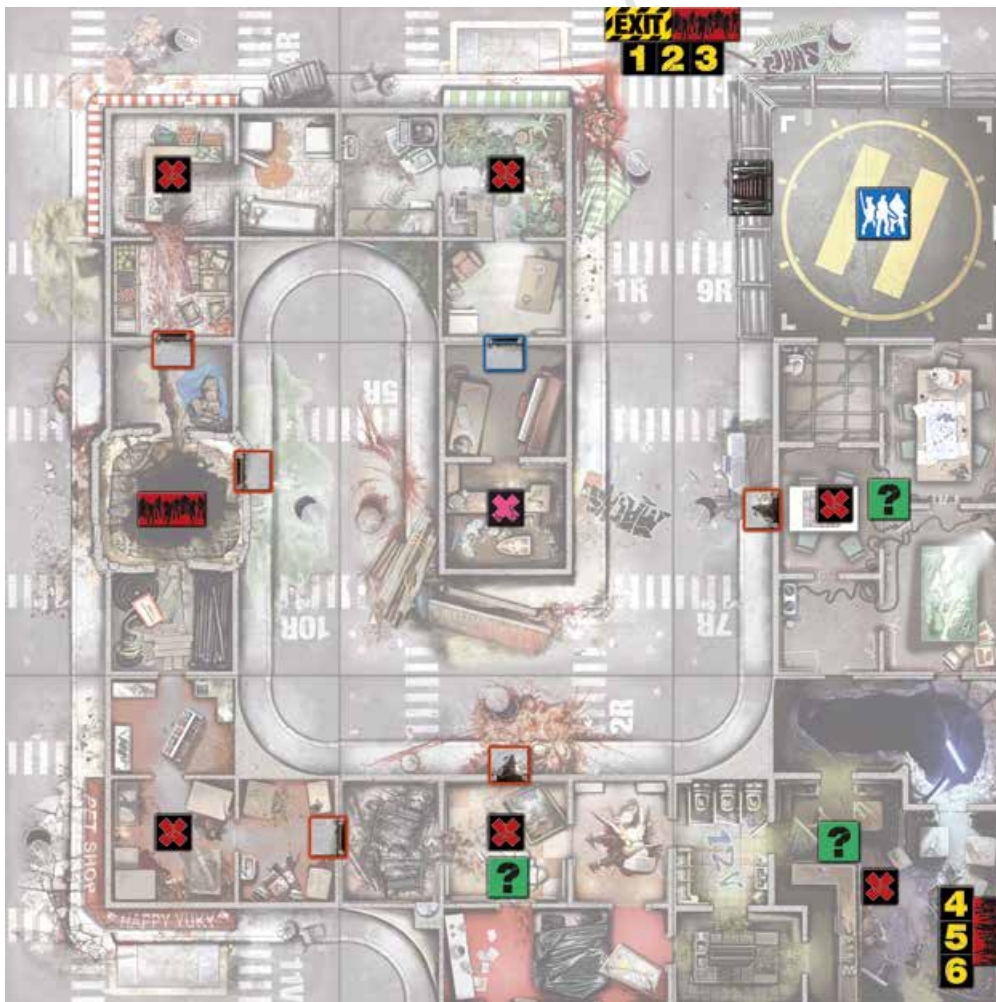
Is it the key? After all this time, we can't believe it, but it's worth a try. So let's try, and do this in the right order:

1 – Find a way to enter the antique shop. In fact, there is only one way in: find the shop's key. Ned has marked red "X"s where it might be hidden. Take the red Objectives until you find the blue one.

2 – Take Ned's duplicated key. Take the pink Objective.  
 3 – Go back home with Ned's key. It may not open the bunker, but you sure had fun finding it! Reach the Exit with all starting Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.

## SPECIAL RULES

- **Keys.** Keys? KEYS! Each Objective gives 5 experience points to the Survivor who takes it. Put the blue Objective randomly among the red Objectives, face down. The blue door cannot be opened until the blue Objective has been taken.
- **Infected trampling.** The Spawn Zone on tile 10R doesn't have any Spawn locator.
- **Zombies overflow.** As soon as there are at least fifteen Zombies in a Hole Zone, Zombies (NOT Survivors) treat this Hole Zone as a standard building Zone and can leave it like it's an ordinary Zone (even if by doing so they reduce the Zombie numbers in the Hole Zone below fifteen). The Hole Zone reverts back to its normal status and rules if it holds less than fifteen Zombie miniatures.



4R	1R	9R
10R	5R	7R
11V	2R	12V

- Player starting area
- Event trigger
- Objectives (5 XP)
- Doors
- Stairs
- Open door
- Exit Zone
- Spawn Zones
- Spawn locators