

# C17 THE LAST STAND

HARD / 6+ SURVIVORS / 90 MINUTES

A mission by Artur Rymanowski

After a month trying to survive in the ruins of the old world, some of us have had enough. We've heard the military set up a headquarters nearby. Maybe they can get us out of this nightmare. It's the last hope for some of us, so we're going to look! Either we find rescue there or die, and take as many zombies with us as possible.

Tiles needed: **1B, 3C, 5B, 5E, 6C & 7B.**

## OBJECTIVES

- **Get inside the military HQ.** Find the green Objective in order to open the green door.
- **Try to establish contact with the military.** Use the radio (the blue Objective) to establish communications with the remaining military personnel in town.
- **Defend yourself!** Survive until help comes!
- **Get out!** Reach the Exit Zone with all 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

- **Look what I found...** Each Objective gives 5 experience points to the Survivor who takes it.

• **It's a radio!** The blue Objective cannot be taken. You can just activate it. Doing so doesn't grant experience points.

• **The key to the HQ.** Put the green Objective randomly among the red Objectives, face down. When this token is taken, the green door can be opened.

• **How to turn it on?** A Survivor standing in the blue Objective's Zone can spend one Action to use the radio. At the first use, put a 6-sided die showing "1" near the blue Objective. This is the "Radio Die". Each time the radio is used again, add 1 to the Radio Die. This can be done only once per Players' Phase.

• **Can anyone hear us?** If the radio was used at least once, roll a die at the end of each Zombies' Phase. If the result is equal to or lower than the current Radio Die value, you establish contact with the military and must now just wait for the rescue.

• **Hold on a little longer!** Once you've established contact with the military, turn the Radio Die to "6". At each End Phase, lower the number by 1. To make things worse, from now on the blue Spawn Zone is active.

• **They're here!** After surviving 6 game turns, when you are supposed to turn the die from "1" to "0", roll it instead. Place an Exit Zone token on the Zone corresponding to the die's result.

• **Out of fuel.** You can't use cars.

• **Police car.** You can Search the police car more than once. Draw cards until you find a weapon. Discard other cards. The Aaahh! card triggers the appearance of a Walker as usual and interrupts the Search.

