

# C26 MILITARY BASE

HARD / 4+ SURVIVORS / 180 MINUTES

A Mission by Tim Thorson

After being in the city for so long, our team is running short on ammo. We decided to head to a military base on the outskirts of town. Upon arriving, we only saw a few walkers and empty buildings. It seems too easy, but that base is the only place that might have the supplies and ammo we need. One way or the other, we're going in.

Tiles needed: 1B, 1C, 2B, 2C, 5C, 5D, 5E & 5F.



## OBJECTIVES

Take the ammunition and return to town.

**1- Take all the ammunition and search the barracks until you have found all the weapons!** Take all the Objectives and the three "ammo cache" cards.

**2- Back to town.** 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

- **Dead soldiers don't need ammo.** They died where red "X"s have been set. Each Objective gives 5 experience points to the Survivor who takes it.

- **Dead officers don't need keys.** Put the green Objective randomly among the red Objectives, face down. Once the green Objective has been taken, the green and the blue doors can be opened.

- **Special ammo cache in the barracks.** Remove one Shotgun, one Sub MG, one Rifle, two Plenty of Ammo (one of each type), and two Aaahh! cards from the Equipment deck. Shuffle these cards and draw three of them, face down. These are the ammo cache. Place them near the blue Objective. Shuffle the other cards back into the Equipment deck. When a Survivor takes the blue Objective, he receives the 3 ammo cache cards. Any Aaahh! cards revealed when the cache is taken triggers the appearance of a Walker as usual.

- **Stop this noise!** When the blue Objective is taken, the blue Spawn Zone activates.



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

• **I said, “Stop this noise!”** When the police car is Searched, its alarm goes off. Place two Noise tokens on the police car. They stay there until the alarm is turned off. This is not cumulative if the police car is Searched again while its alarm is on. A Survivor in the Police car’s Zone can spend one Action to turn off the alarm—remove both Noise tokens.

• **You can’t use the cars.**



Ammo cache



Doors



Exit  
Zone



Player  
starting area



Police car  
you can’t drive



Dead soldier



Spawn Zones

