

C30 ZOMBIES AT THE DOOR

HARD / 4+ SURVIVORS / 90 MINUTES

A Mission by Sergio Bac

One door, two doors—how many doors until we get out of here? How many zombies are waiting behind each of them?

Material needed: Season 1.

Tiles needed: 3B, 4B, 6C, 6B, 5E, 5F, 5C & 5D.

OBJECTIVES

Get out! Reach the Exit Zone with at least one Survivor. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.

SPECIAL RULES

- **The blue door.** Randomly place a red Objective and the blue Objective, face down, in each blue Zone. Once the blue Objective has been taken, the blue door can be opened.
- **Uh-oh. An alarm.** Once the blue Objective has been taken, the blue Spawn Zone activates.
- **Will you dare open the blue door?** The blue door can only be opened by a Survivor who has reached the Yellow Danger Level or above.
- **The green door.** Randomly place a red Objective and the green Objective, face down, in each green Zone. Once the green Objective has been taken, the green door can be opened.

- **You don't dare open the green door, do you?** The green door can only be opened by a Survivor who has reached the Orange Danger Level or above.

