

C48 HUNGRY, THIRSTY, AND DANGEROUS

MEDIUM / 6+ SURVIVORS / 180 MINUTES

A Mission by Stéphane Blanc-Santelli

We are hungry. And thirsty. The good news is we have a huge load of weapons, and the county jail nearby is humming with zombie moans. That means no one has cleaned the place and plundered its food reserve. These zombies are the only things between me and a full stomach. Seems they don't just want to eat me, they also want to prevent me from eating. I'll show them!

Material needed: Season 2: Prison Outbreak.
 Tiles needed: 5P, 6P, 11P, 12P, 16P & 18P.

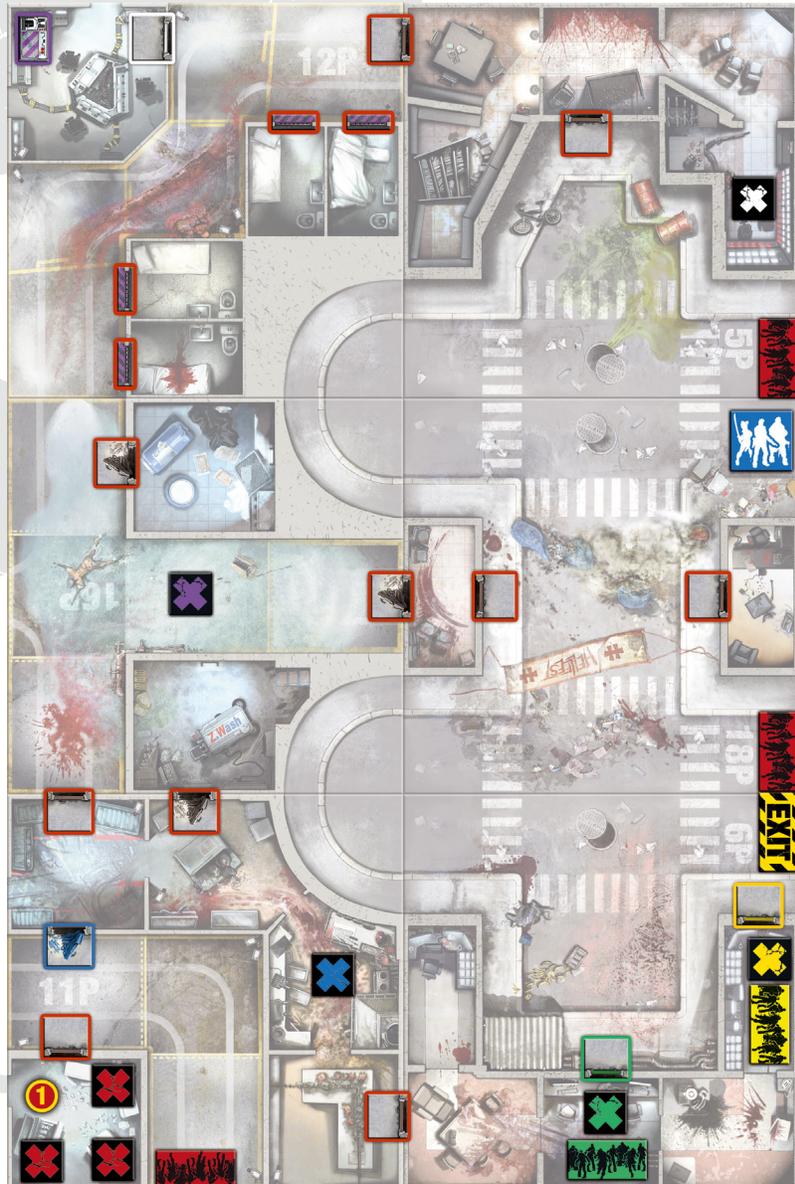
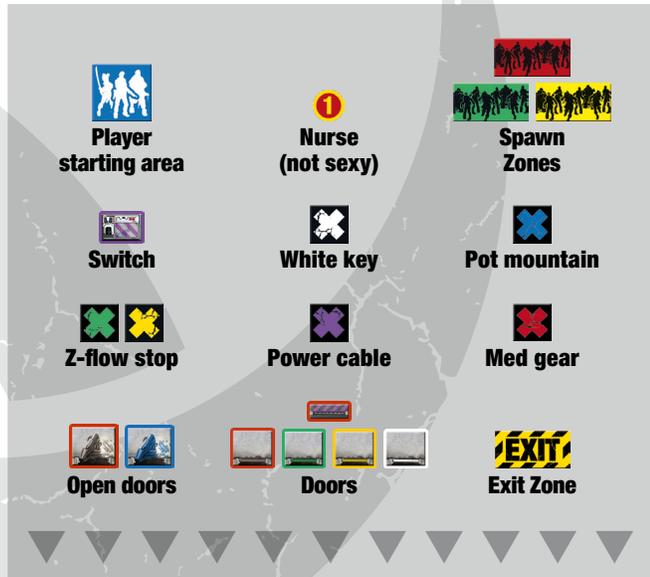
OBJECTIVES

The plan is simple, which mean it will probably derail as soon as you start. This is how it must be done, so here it is:

- 1 – Find the chow.** Find at least one supply card (Canned Food, Rice, or Water) per Survivor. Eliminated Survivors don't count toward the amount needed.
- 2 – Get the med gear.** You'll probably have to deal with the nurse first. Be warned: she is definitely not the sexy type. Take the three red Objectives on the 11P tile.
- 3 – Find a peaceful place to enjoy your next meal.** Reach the Exit Zone with all remaining Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it. You win if you have one supply card (Canned Food, Rice, and Water) per remaining Survivor.

SPECIAL RULES

- **The nurse isn't sexy.** Before the game begins, place a female fatty in the infirmary. The injection will hurt a bit at first, but then, you won't feel anything.
- **Hoping for a good meal.** Each Objective gives 5 experience points to the Survivor who takes it.



• **Remake of death row.** A power cable is lying on the floor, in the flooded corridor of tile 16P (marked with a violet Objective). Any Actor immediately suffers 2 Damage upon entering any indoor alley Zone of tile 16P, then at each subsequent End Phase as long as he stays in such a Zone.

• **Key to the control room.** The power control room is behind a locked door. The white door can only be opened once a Survivor has taken the white Objective.



• **Cut the power.** The violet Switch controls the green, violet (standard and cells), and yellow doors, as well as the power running through the power cable of tile 16P. These doors can only be opened using the Switch. The Switch can be activated or set back to its original position, and doesn't grant experience points in either case.

- Activating the Switch opens all associated doors and disables the "Remake of death row" special rule. Turn the violet Objective face down as a reminder.

- Setting the Switch back to its original position doesn't close the doors, but it re-activates the "Remake of death row" special rule. Zombies killed in this manner don't grant experience points. Turn the violet Objective back to its violet side as a reminder.

• **Repair the cable.** A Survivor can take the violet Objective when it's turned on its red side (gaining 5 experience points) to remove the fallen cable from the flooded corridor. Once it is done, the "Remake of death row" rule doesn't apply anymore.

• **Stop the Z-flow.** The accesses used by Zombies appearing on the green and yellow Spawn Zones can be closed. A Survivor can take the green or yellow Objectives to remove the corresponding Spawn Zone, as long as there are no Zombies in the Zone.

• **A pot mountain.** The Survivor taking the blue Objective draws Equipment cards until he finds two supply cards (Canned Food, Rice, or Water). The drawing immediately ends if an Aaahh! card is drawn. Discard all other cards.

• **Med gear.** Taking a red Objective from tile 11P allows the Survivor to discard all of his Wounded cards.