

M05 AN EASY MISSION

MEDIUM / 6+ SURVIVORS / 150 MINUTES

It's an easy mission. We just want to clean this medium security quarter. There are lots of cells full of zombies. We just open the cells then kill all the zombies. What could go wrong?

Our main concern is the dining hall. It is closed with one of these security doors that nothing can open except the right switch, and we couldn't find it. We'll probably have to cut it with the welder. Meanwhile, this little cleaning mission will give us time to make a decision about it.

Tiles needed: 7P, 8P, 12P & 15P.

OBJECTIVES

Seek and destroy!

- 1- **Open the violet and white cells.** You just need to activate the violet and white Switches to open these doors.
- 2- **Come back.** 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.

SPECIAL RULES

- **Checkpoints.** Each Objective gives 5 experience points to the Survivor who takes it.
- **This isn't regular guard equipment.** Someone left a Gunblade and a Riot Shield in the guards' checkroom. Definitely not standard prison equipment. Why store all this gear here? A Survivor can spend one Action in the same Zone to collect this equipment.
- **The violet Switch.** Activating the violet Switch opens all violet cell doors. The Survivor activating the violet Switch for the first time also takes the violet Objective and gains 5 experience points. This Switch can only be activated once.
- **The white Switch.** Activating the white Switch opens all white cell doors. The Survivor activating the white Switch for the first time also takes the white Objective and gains 5 experience points. This Switch can only be activated once.
- **There it was. The dining hall switch, I mean.** The dining hall doors were closed for a good reason. Lots of zombies were locked inside! The Zombie violet Spawn Zone activates when the violet Switch is activated.

