

# M08 SEVEN VEILS' DEATH

HARD / 6+ SURVIVORS / 150 MINUTES

We found an almost intact medical area where they were clearly testing both humans and zombies. If these guys found a cure for the zombie infection before dying, we may get a solid clue here. Of course, I'm sure there are really cool supplies and weapons here as well, but if there is any hope, it could be here. On the other hand, do I really want it to stop and go back to our old world? So many tents. I'm really looking forward to playing hide-and-go-screw-yourself with zombies!

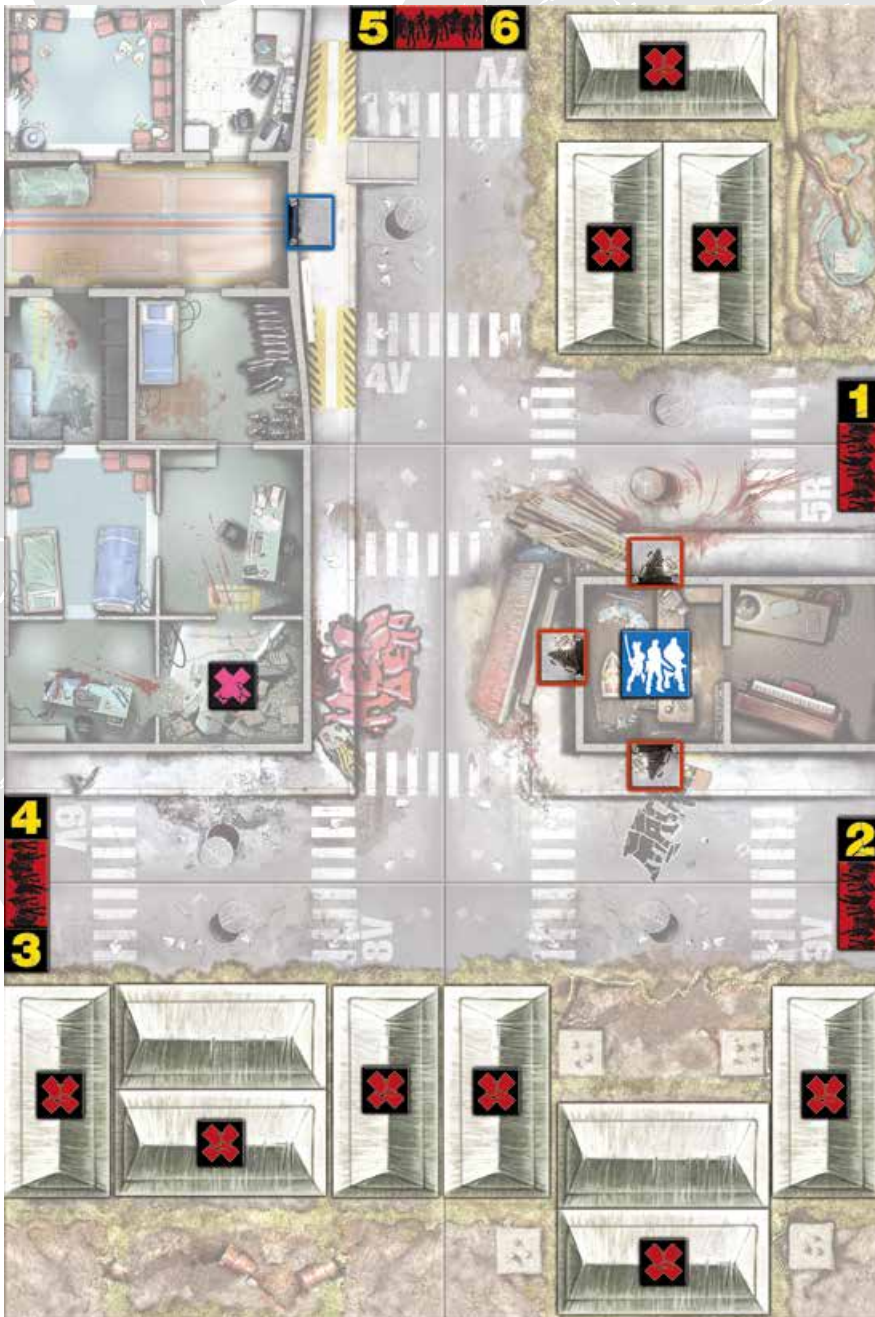
Tiles needed: 4V, 5R, 6V, 7V, 8V & 9V.

## OBJECTIVES

- Get the answer and win the game. Take all Objectives.

## SPECIAL RULES

- We rarely see such quality material these days. Each Objective gives 5 experience points to the Survivor who takes it.
- The hospital door. Put the blue Objective randomly among the red Objectives, face down. The blue door cannot be opened until the blue Objective has been taken.
- This baby is not a military weapon. Set La Guillotine's card in the administrative tent when the latter is revealed.
- Wonk! Medieval style. Set a Nailbat card in the infirmary tent when the latter is revealed.



4V	7V
6V	5R
8V	9V

Player starting area  
 Objectives (5 XP)  
 Door  
 Open door  
 Spawn locators  
 Spawn Zone