

M07 ADMINISTRATION

MEDIUM / 6+ SURVIVORS / 120 MINUTES

The prison administrative offices are near a mall we used to know. We can surely find some valuable information here, as the place was used as an emergency HQ at the beginning of the invasion. We could find out where the main zombie hordes are, or where food, weapons, and medicine are stashed. We plan to use the mall to reach the administration building unnoticed by zombies. And as long as we're in the mall, we can probably grab some stuff there too.

Tiles needed: 2M, 3M, 4M, 5P, 6P & 10P.



OBJECTIVES

Let's follow the plan carefully:

- 1- **Explore all shops.** Each shop is marked with a red "X". Take all red Objectives in the mall (tiles 2M, 3M, and 4M).
- 2- **Look for the emergency files.** They are in one of the three rooms marked with a red "X" in the headquarters. Take the red Objectives in the administrative building (tiles 10P, 6P, and 5P) until you find the green one.
- 3- **Run as you never have.** Reach the Exit Zone with all Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as it's free of Zombies.

SPECIAL RULES

- **Emergency stuff.** Each Objective gives 5 experience points to the Survivor who takes it.
- **Where are these files marked with an "X"?** Put the green Objective randomly among the three red Objectives of the administrative areas, face down.
- **The blue pass for the blue door!** Once the blue Objective is taken, the blue door can be opened.



 Administrative area	 Player starting area	 Violet Prison main entry door	 Door
 Exit	 Zombie Spawn Zone	 Mall door	 Blue door
 Complete barricade	 Objective (5 XP, see special rules)		
 Police car you can drive	 Blue Objective (5 XP, see special rules)		

- **Police cars are ready to go.** You can drive the police cars.
- **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.