

07 GRINDHOUSE

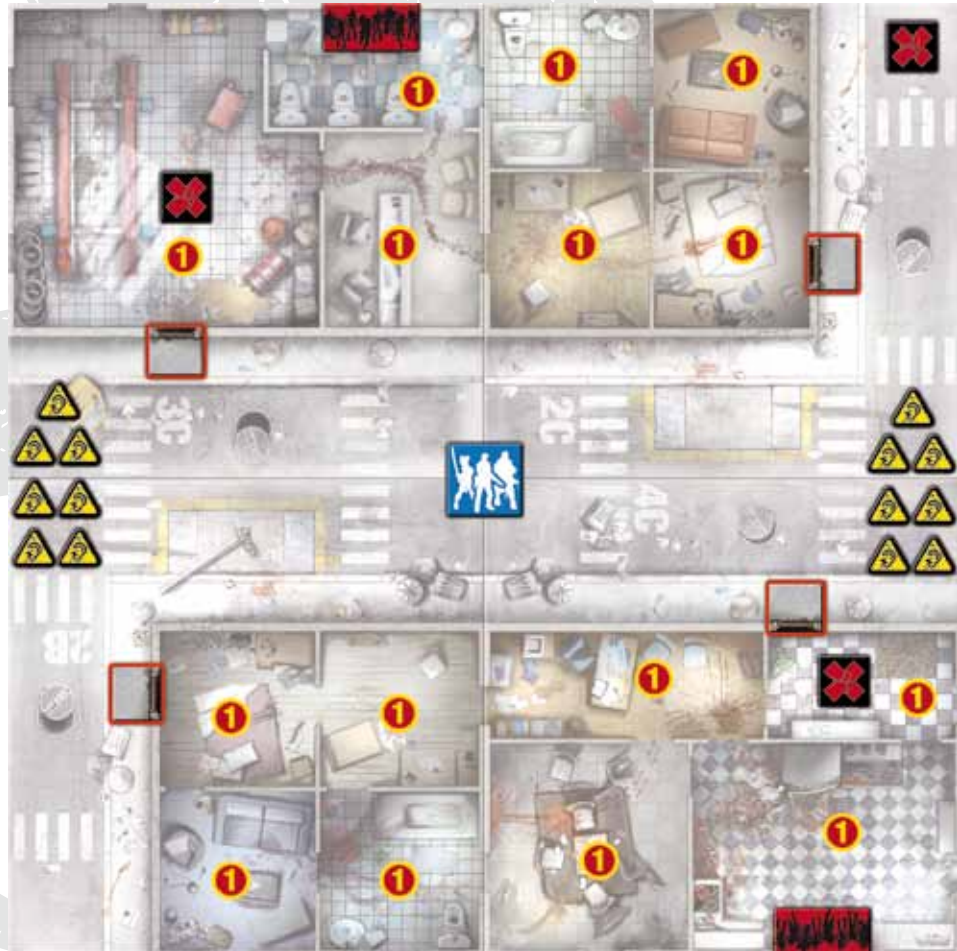
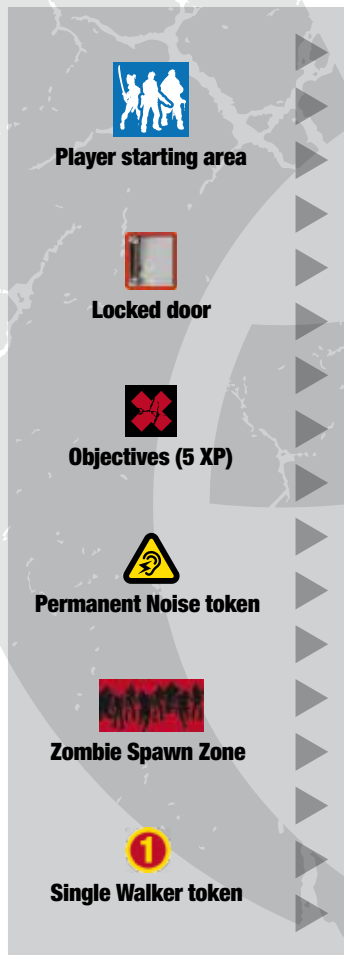
EASY / 6+ SURVIVORS / 45 MINUTES

While everything was collapsing, there was an accident at the nuclear power plant. Before disappearing, the authorities placed a large number of the power plant technicians in a wing of the hospital under quarantine. We must make sure these people are sealed in there forever, especially if they are infected. Why? Because there's one thing worse than a zombie: a radioactive zombie. I wonder where all the dogs went.

Tiles needed: 3C, 2C, 2B & 4C.

OBJECTIVE

- Neutralize the Zombie Spawn Zones (see special rules).



SPECIAL RULES

- Each Objective token gives 5 experience points to the Survivor who takes it.
- Dual door opening: Opening a door opens the other door of the same building as well.
- Zombie occupation: Each building Zone contains a single Walker at game start. Resolve a Zombie Spawn as usual when opening doors.
- Zombie Exit: Two Zones shown on the plan contain seven permanent Noise counters. These Zones represent the exits through which the Zombies might escape. If a Zombie reaches one of these Zones, remove it from the board and place it aside. If four Zombies leave the board in this way, the game is immediately lost.
- Neutralizing the Zombie Spawn Zones: A Survivor can neutralize a Spawn Zone in Zone he currently occupies for the cost of one Action. The Zone must contain no Zombies. Please note the Zombie Spawn Zones are active even if doors are locked.