

A28 THE VAULT OF HELL

HARD / 4+ SURVIVORS / 180 MINUTES

We were exploring an old bank when we discovered an odd door in the vault. It was leading to an underground bunker from the early 60's, and looked in perfect condition. Then we got through the airlock without sending a scout first... Good news: the vault is huge. Like huge. Bad news: we're now in hell. There are zombies everywhere, and the airlock is now locked. On second thought, after all, I'm happy we didn't send a friend alone in this place. And from what I can see, I realize we're not the first explorers to get trapped here in the past few months. These unfortunate souls.

Material needed: Season 2 Prison Outbreak.
 Tiles needed: 11P, 12P, 13P, 14P, 15P & 16P.

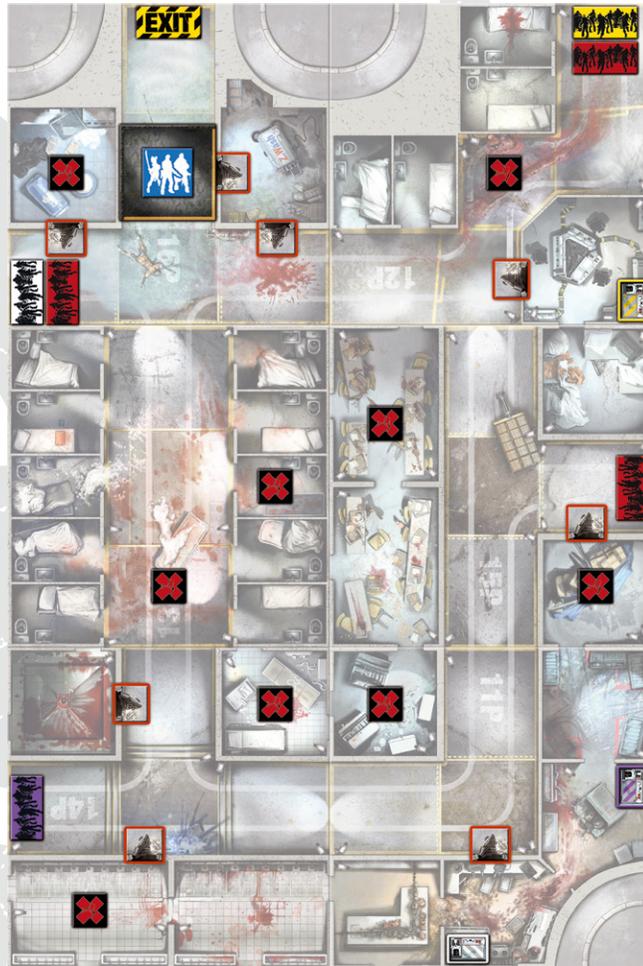
OBJECTIVES

Escape from Hell. Reach these objectives in the indicated order to win the Mission.

- 1- Take at least three Objectives.
- 2- Turn the rotating security gate and get to the Exit with all starting Survivors. Any Survivor may escape through the Exit Zone at the end of his Activation, as long as there are no Zombies in it.

SPECIAL RULES

- **Setting.**
 - Set apart one blue and two red Objectives, face down, to form an emergency Switch pile (see "Emergency Switch" below).
 - Put the purple, white and yellow Objectives randomly among the red Objectives, face down. Each Objective gives 5 experience points to the Survivor who takes it.
 - Draw a Zombie card and spawn the corresponding Zombies on each room of tile 16P (starting tile).
- **Hellbound.** When a Survivor ends a Move Action on a tile where no other Survivor stands, draw a Zombie card for each room of the tile, and spawn the corresponding Zombies.
- **Bank security.** Switches can't be activated until the corresponding Objective has been found.
- **Deeper underground.** The purple, white, and yellow Spawn Zones aren't active from the beginning. Each Spawn Zone gets active as soon as the corresponding Switch is used for the first time.



16P	12P
13P	15P
14P	11P

- **Emergency Switch.** Each time a Switch is activated, randomly draw an Objective from the emergency Switch pile.
 - Red: nothing happens. The Objective token is removed from the pile.
 - Blue: turn the Rotating Security Door a quarter turn to the left or right (you choose).