

M08 RAID ON THE NEST

HARD / 6+ SURVIVORS / 120 MINUTES

There was a minimum-security prison in a remote area, a few miles outside the suburbs. When the zombies came, they resisted for a while but were soon surrounded by berserkers. As they were convicts, no one came to help them. They eventually fell and became berserkers themselves, shaming everyone around. Well, their prison is like a haunted house, but for real. Nobody dares go in there. We're sure the place is stuffed with weapons and quality supplies, as well as angry zombies. If we're quick enough, we can get in and out without serious bruises. We hope.

Material needed: Season 2: Prison Outbreak, Angry Neighbors.

Tiles needed: 1P, 2P, 3P, 4P, 11R, 12R, 17P & 18P.

17P	12R
1P	3P
2P	11R
4P	18P

	
Player starting area	A pair of Gunblades
	
Objective (5 XP)	Observation tower
	
Door	Torn barbwire
	
Exit Zone	Spawn Zones





OBJECTIVES

Raid the place, and run like hell!

1 – Raid! Take all Objectives.

2 – Run! Reach the Exit with at least one Survivor. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.

NOTE: A building on tile 17P has no door on purpose.



SPECIAL RULES

- **Raid Objectives.** Each Objective give 5 experience points to the Survivor who takes it.
- **Danger Zones.** Only the red Spawn Zones are active.
- **Awakening the beasts.** The blue, green, violet, yellow, and white Spawn Zones are inactive at the start of the game. Put the blue, green, violet, yellow, and white Objectives randomly among the Objectives, face down. When one of these colored Objectives is taken, flip the matching Spawn Zone to its red side. It is now active. Taking a double-sided red Objective has no additional effect.
- **Secret drop.** Set both Gunblade cards in the marked Zone. A Survivor standing in this Zone can take one of them at the cost of an Action. This is not a Search Action, so he can spend two Actions to take them both.