

C33 MEDICAL MUMBO JUMBO

HARD / 4+ SURVIVORS / 180 MINUTES

A Mission by Tim White

We've been running for days or maybe weeks. I don't know, and I don't care. My gut hurts, and the vomiting won't stop. Doug says I have appendicitis. Amy found a medical textbook at the local library and says she's willing to cut me. Imagine, a goth cutting someone else.

Phil knows where we can get some "anesthetic" and where there's a dental surgery we can use. We just need the keys to the surgery cabinet. Ned says the keys are probably where the poor doctor died, and he claims to know all this dentist's favorite haunts. Ned scares me sometimes. Why would he stalk a dentist?

This might be the last update. If I don't die in the dentist chair, I'll likely be consumed by zombies. As always, they're right behind us.

Material needed: Season 1.

Tiles needed: 1C, 3B, 4B, 4D, 4E, 5C, 6B & 6C.

OBJECTIVES

Modern surgery requires following the prescribed methodology. That's what Amy said, anyway.

1- Find the anesthetic and the keys to the surgery cabinet. The anesthetic is on the bedside table in the location with the green "X". The keys could be in any location marked with a red "X".

2- Perform surgery. Don't be afraid. You are a Survivor. Everything will be okay.

3- Find a place to rest. Reach the Exit Zone with all Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as it contains no Zombies.

SPECIAL RULES

• **The patient.** Before the game begins, roll a die for each Survivor. The lowest result designates the patient (re-roll ties).

• **On the road.** The Survivors have been running since they lost their shelter, but they had time to equip themselves. In addition to the normal starting Equipment, distribute a Shotgun, a Sawed-off, a Sub MG, an extra Pistol, and a Rifle.



• **This is not exactly what we were searching for, but...** Each Objective gives 5 experience points to the Survivor who takes it.

• **Closed rooms.** Some building Zones are isolated by doors. Consider these separate buildings when spawning Zombies.

• **Where is the dentist's body?** Put the blue Objective randomly among the red Objectives, face down. Put the Objective token on the ID Card of the Survivor that finds it. It can be traded as an Equipment card but doesn't take an Inventory slot. If the Survivor carrying it is eliminated, the game is lost.

• **I've found the sleeping p...the anesthetic.** The anesthetic is represented by the green Objective. Put the Objective token on the ID Card of the Survivor that finds it. It can be traded as an Equipment card but doesn't take an Inventory slot. If the Survivor carrying it is eliminated, the game is lost.



- The surgery.** To perform the surgery, the patient must be in the dentist's office (on tile 4B) with the Survivor(s) carrying the "anesthetic" (the green Objective) and the surgical cabinet key (the blue Objective). The "surgeon" (any Survivor can be the surgeon, even if he doesn't have a colored Objective) must spend three Actions to do the surgery. Completing the surgery is worth 5 experience points for both the surgeon and the patient. The patient will only be able to perform Move Actions after undergoing surgery.

- Noisy cops.** The police cars cannot be driven or Searched. They may generate Noise if the sirens are stuck on and will be the loudest Zones on the board unless deactivated. Survivors may turn a police car siren on or off by standing in the same Zone and spending one Action. Place a Noise token on the police car to indicate that the siren is on (don't remove it at the End Phase), remove it immediately when it is turned off. When the game begins, the police car with the Noise token has its siren turned on (see the map).

Player starting area	Spawn Zone
Noise token	Exit Zone
Police car	Door
Sleeping p... Anesthetic (5 XP)	
Where the surgical cabinet key could be (5 XP)	