

# C34 STORAGE WAR

HARD / 4+ SURVIVORS / 60 MINUTES

A Mission by Matt Turnbull

Apparently being crazy runs in Ned's family. He told us his uncle rented a bunch of storage containers down by the docks and kept his "valuables" there, including his defective coin collection, his civil war miniatures, and the keys to his boat. I'm sure the miniatures are nice, but that boat's our ticket out of the city. I wonder why Ned's uncle didn't use it...

Material needed: Season 1.

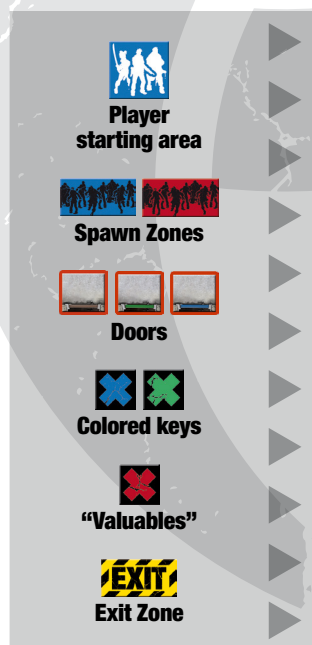
Tiles needed: 1C, 2B, 2C, 3B, 5B, 5C, 5D, 5E & 7B.

## OBJECTIVES

Here is the plan:

**1 – Family heirlooms.** Take all the red Objectives.

**2 – Row your boat.** Reach the Exit Zone with all remaining Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies.



## SPECIAL RULES

- **"Valuables".** Each Objective gives 5 experience points to the Survivor who takes it.
- **Green key.** The green door cannot be opened until the green Objective has been taken.
- **Blue key.** The blue door cannot be opened until the blue Objective has been taken. Taking the blue Objective also activates the blue Spawn Zone.
- **Ned's Uncle.** Looks like Ned's uncle had the same idea but didn't make it. Now he's out to stop you from getting on his boat. Once you obtain all three red Objectives, immediately spawn an Abomination (Ned's uncle) on the Exit Zone.
- **The return of Ned's Uncle.** Ned's Uncle has eaten all local Abominations. Don't spawn an Abomination when a Zombie card says so. Instead, spawn a Fatty and its two Walker escorts.

