

C54 RAISING OLD GLORY

HARD / 4+ SURVIVORS / 90 MINUTES

A Mission by Clay Marcum

We found a city square where it looks like the police used cars and barricades to make a final stand. Final is the important word, because there isn't much left of the cops beyond their cars. The zombies are efficient, if nothing else. We also found Old Glory lying there at the base of the flagpole in the middle of the square. She's bloodied and torn, but there's still something grand in that old flag. If we could raise her up to full staff, it would show other survivors that some of us are still fighting. There are a few problems. There always are. The cable is broken, the pulley is corroded, and we don't have anything to fasten her with. And the zombies, of course. Always the zombies...

Material needed: Season 2: Prison Outbreak, Toxic City Mall, Zombie Dogz.

Tiles needed: 3P, 4P, 9P, 2M, 3M & 8M.

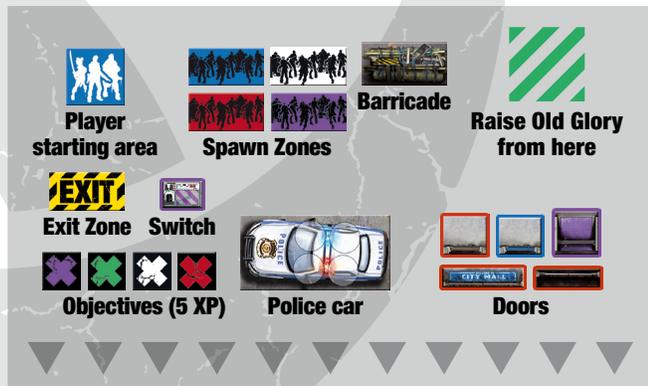
OBJECTIVES

Let's get Old Glory raised! Objectives #1, #2, and #3 can be achieved in any order. Objectives #4 and #5 must be achieved after the first three and in order.

- 1 – **We need some grease for that pulley.** The Fatty Burger in the mall should have plenty. Collect the white Objective token.
- 2 – **We need to replace the broken cable.** The gym should have a cable we can use. Collect the green Objective token.
- 3 – **We also need a way to fasten her to the cable.** Handcuffs should do the trick. Collect the red Objective token from the city lock-up.
- 4 – **Get back to the square so we can grease the pulley, attach the cable, fasten her on, and raise her up!** (See the Special Rules.)
- 5 – **Escape.** Reach the exit Zone with all Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.

A SMALL NOTE FROM SHANNON

For those who, like me, weren't raised in America, "Old Glory" is the Star-Spangled Banner's nickname. There is a quite cool story behind it, definitively worth a read!



SPECIAL RULES

- **Is this a barking I just heard?** Set aside the Zombie Dogz Spawn cards. You will need them once you've raised Old Glory (see "Dinner Bell").
- **Collect the supplies.** Each Objective gives 5 experience points to the Survivor who takes it. The green, red, and white Objective tokens (but not the violet one) count as Equipment. Each occupies one Inventory slot for the Survivor who picks it up. It can be traded like any other Equipment card. If a Zombie takes an Objective token with an attack, or if a Survivor carrying one of these Objective tokens dies, the Mission fails.



- **The mall alarm.** Both blue doors can be opened as standard doors. Once either of them is opened, an alarm sounds, and the blue Spawn Zone activates.

- **The city lock up.** Activating the violet Switch opens the violet door and activates the violet Spawn Zone. The Survivor activating the Switch for the first time also takes the matching Objective and gains 5 experience points. The Switch can only be activated once.

- **The Last Stand.** The policemen set up some serious barricades. The barricades are permanent and cannot be broken.

- **The police car has made its last stand too.** You can't drive the police car. You can Search the police car more than once. Draw cards until you find a weapon. Discard the other cards. The Aaahh! card triggers the appearance of a Walker as usual and interrupts the Search.

- **Raising Old Glory.** Once the green, red, and white Objectives have been taken, the Survivors can go to the marked area on the map. Then:

- The Survivor with the white Objective must perform eight "Make Noise" Actions to grease the pulley. Set aside one Skill counter for each Action spent this way until you have all eight. How can it be so noisy? Because you can't repair Old Glory without singing the national anthem.

- Once the pulley has been greased, the Survivor with the green Objective must perform eight "Make Noise" Actions to attach the new cable. Set aside one Skill counter for each Action spent this way until you have all eight. This Survivor also can't help but sing some of the national anthem while doing this.

- Once the new cable has been attached, the Survivor with the red Objective must perform eight "Make Noise" Actions to attach Old Glory. Yes, he sings, too. Set aside one Skill counter for each Action spent this way until you have all eight.

- Finally, a single Survivor of your choice must perform eight "Make Noise" Actions to raise Old Glory up. No, the national anthem can't be sung quieter, now that you know the drill! Once Old Glory is raised, each Survivor receives 5 experience points.

- **Dinner bell.** Once Old Glory is raised, the wind makes the flag clang against the poll sounding like a dinner bell. It also carries the smell of that grease that's now all over the cable. The white Spawn Zone activates, but only draw Spawn cards from the Zombie Dogz pile.