

Y1 Save the Girl!

Medium / 3-4 SURVIORS / 2 HOURS

A mission by Dan Manning

We've slowly made our way to the shore. In an old house we found a short wave radio. After a day of tuning it, we picked up a voice. She said she was trapped in the engine room on a yacht just offshore. We might not have gone for her, but she thinks she can get us out to sea to safety and we're all tired of living day-to-day. We'll send in a small group to retrieve medical supplies for her and try to rescue the girl quietly.

Tiles needed: Yacht map, 5B, 5E, 5F

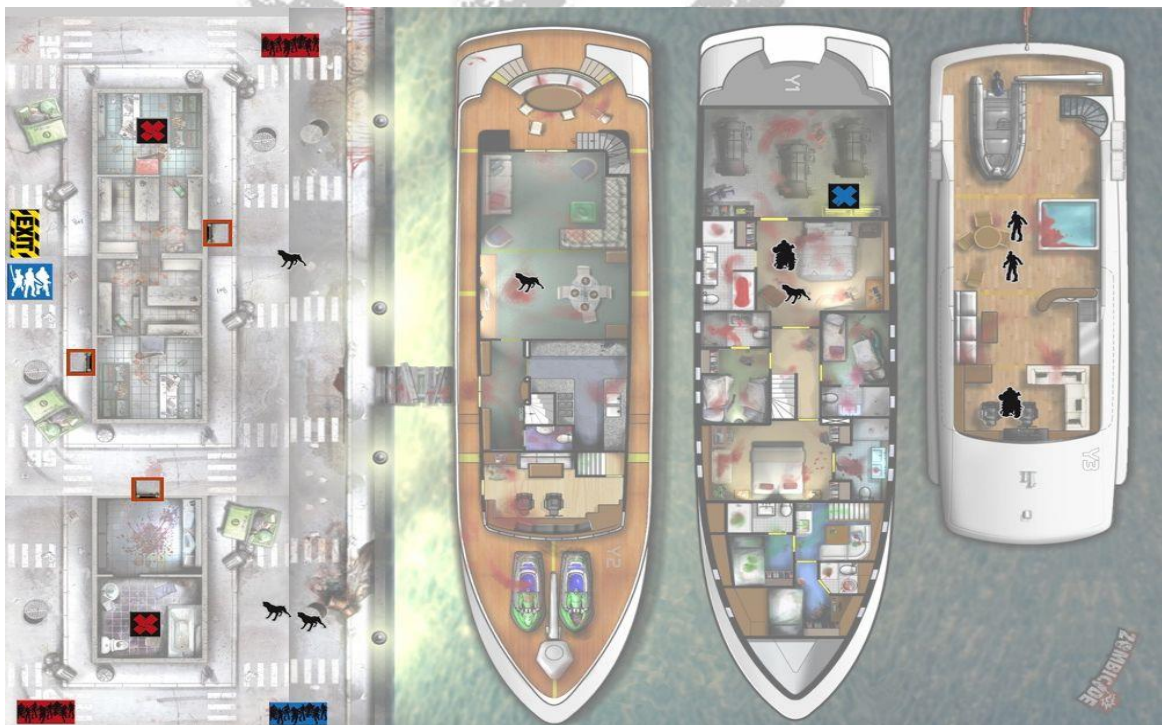


OBJECTIVES

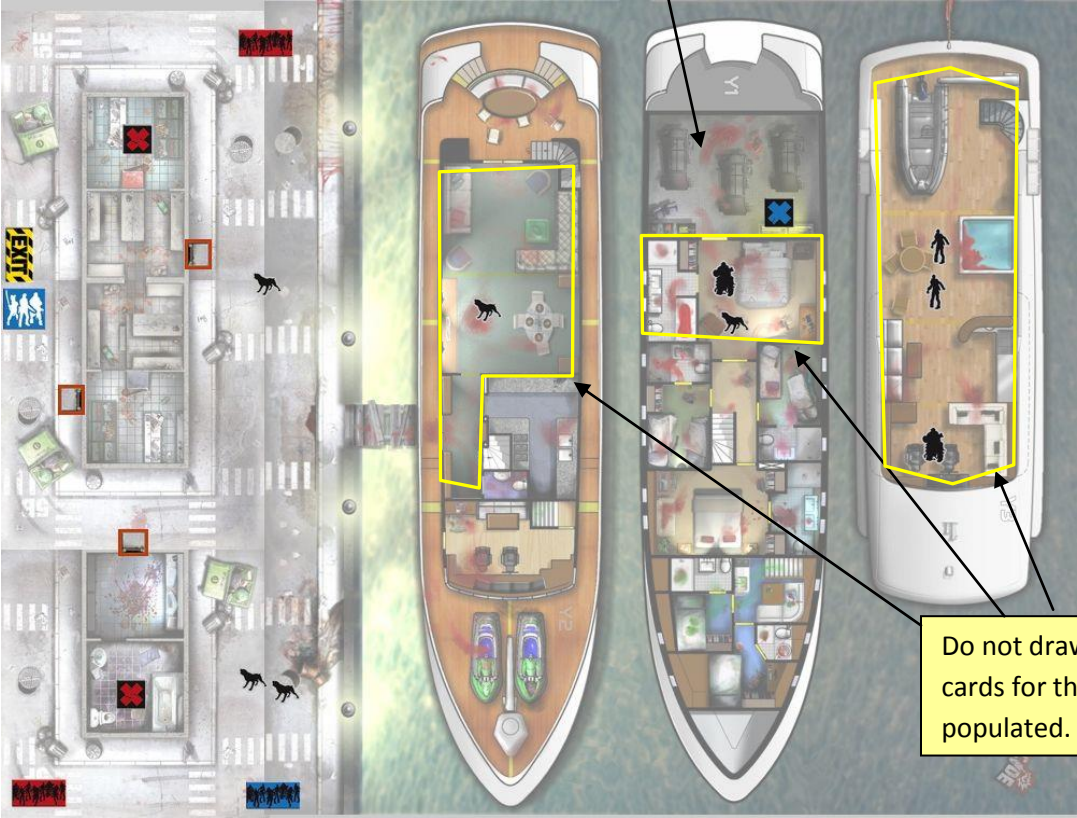
- Take both red objectives. They are the medical supplies you need for the girl. You receive 5 XP for each objective.
- Reach the blue objective (the girl), gain 5 XP and add her to the party. Either choose a woman at random or choose one from among those not already in your party. She starts weaponless.
- Get at least two survivors and the girl out the exit alive.

SPECIAL RULES

- Place the designated zombies on the board at the start. If you don't have dogz, replace them with runners. Don't use the dogz cards.
- Start with no more than 3 or 4 survivors
- The engine room, where you find the girl, cannot be searched.
- Taking the blue objective activates the blue spawn point.
- No rooms with zombie actors placed in them at the start will spawn anything when entered.
- Deck Y3 (all one room) will spawn no zombies other than what is already there.
- Activate the blue spawn zone when you take the blue objective (which is the girl).



The engine room, where the female survivor has locked herself in, is empty and cannot be searched.



Do not draw additional spawn cards for the areas already populated.