

Y2 The Keys to Safety!

Easy / 5-6 SURVIORS / 1 HOUR

A mission by Dan Manning

Well, that turned out to be more trouble than we thought it would be. We got the girl, but she is diabetic, sick and needs a shot of insulin. On the bright side, she is related to the boat captain and knows the keys to the boat are in the mechanic's shed. She said we could get both the key to the shed and her medicine in the bunk house. We heard some moaning in there and someone has built a barricade in front of the door, but we're still going in. It's the only way to get the yacht going. It's not over yet...

Tiles needed: 1B, 2B, 1C, 2C, 5D, 7B



OBJECTIVES

- Take all the red objectives. Four are standard supplies needed for the group. The hidden green objective is the key to the locked green door, and the hidden blue objective is insulin the girl needs. It can save her life, but it also accidentally triggers the other two zombie spawn areas. The objective in the single zone building is the set of keys to the boat.
- Get everyone out the exit alive- with all of the objectives.

SPECIAL RULES

- All objective tokens are worth 5xp.
- 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 the survivors that ended the previous mission. Reset threat levels to "0" and discard all weapons and deal new starting weapons.
- Add enough survivors (of your choice) at the exit zone to get to 6 total, including the girl you saved from the previous mission. They are coming from camp to help bring you back. They should also be in on the starting equipment shuffle.
- Place regular objective tokens in the buildings in 7B and 5D. Hide the green and blue token sides and mix them with the others. Randomly place them in the spots shown in the large building. Flip to reveal the other sides as you obtain them. Blue activates the two remaining spawn zones and green is the key to the locked green door. Only the survivor with the key may open that door.

2 new survivors: ①, ②

Zombie spawn point:

Spawn points activated by the blue objective:

Barricades:

Door opened only with green key (green objective):

Objectives (4 regular, 1 blue, 1 green): x4, ,

Exit:

Rubble:

Dogz starting spots: