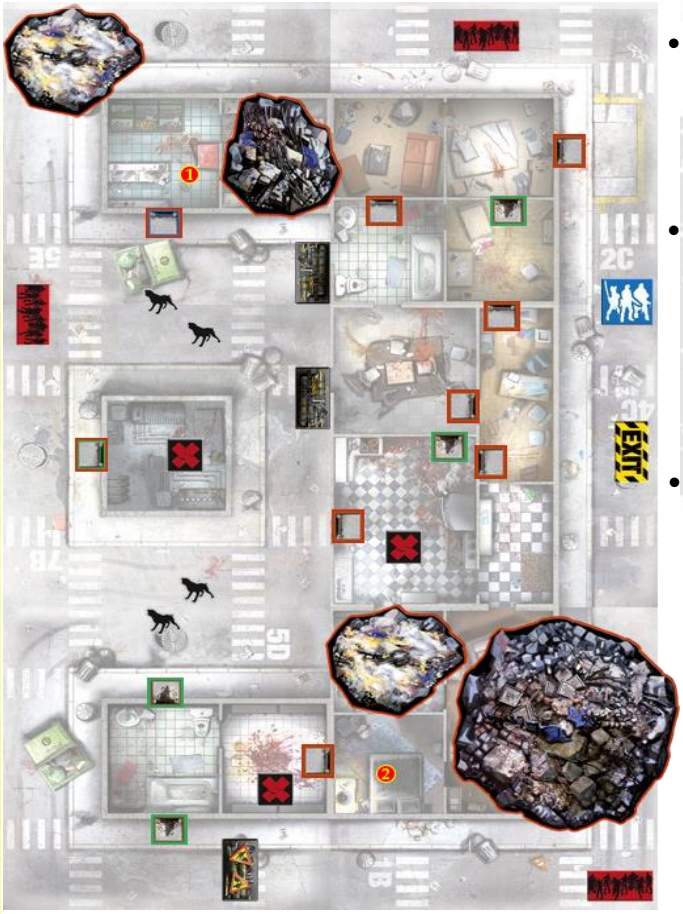
Y3 The Outpost is Gone.

Medium / SURVIORS FROM Y2 / 2 HOURS

A mission by Dan Manning

With keys in hand, it was time to gather the others and get back to the boat. When we arrived at the outpost, we noticed a distinct smell: the odor of death. The partially destroyed building and narrow passages seemed like the perfect stronghold. Unfortunately, we were wrong. At least we wired the building with explosives in case we were overrun. Looks like we're going to need them. We're not leaving without our friends though- if anyone is left alive. Wait. Do I hear voices?

Tiles needed: 5E, 2C, 7B, 4C, 5D, 1B



THE SET-UP

- Start with only the survivors that finished mission Y2.
- Without switching weapons, the survivors must drop all but two ranged weapons (shuffle the others back into the deck). The survivors that had the weapon must start the mission with that weapon (no exchanges).
- All survivors may keep one melee weapon and one non-weapon (ammo, gas, laser pointer, etc.) each and shuffle in the rest.
- Drop all survivors to threat level 6. Any survivors below that level will start at their current number.
- All wounds are healed.

OBJECTIVES AND SPECIAL RULES

- **All objective tokens are worth 5xp.**
- **Place the designated zombie dogz on the board at the start.** If you don't have dogz, replace them with runners. *Use the dogz cards!*
- **Randomly place the blue and green objective tokens** upside down on tiles 4C and 5D. The blue is the key to the door on 5E and the green opens the room on 7B.
- **Rescue the two wounded survivors hiding in the rooms marked with the "1" and "2".** Choose any random survivors for the areas. Neither survivor can walk and must be carried. It costs a survivor 2 actions to move a wounded survivor 1 zone. They must be in the same zone to move.
- **Time to shut these zombies down!** Place a red objective token in the room on 7B. This is the detonator to bring the building down. Unlock the door with the green token (key), grab the red token (detonator), and make your way out. When you hit the exit, you hit the detonator and ignite the place up. That should slow the horde down while you make it to the yacht!
- **You must unlock all doors, get all objectives, attempt to rescue the stranded survivors and make it back to the exit to win the scenario.**

2 new survivors: 1, 2 Zombie spawn point:

Barracades:

Door opened only with green key (green objective):

Objectives (1 red, 1 blue, 1 green):

Exit: EXIT Rubble: Dogz starting spots: