

S01 DAMNATION ALLEY

HARD / 4+ SURVIVORS / 180 MINUTES

A Mission by S.E.O'Brien.

Crazy old Ned's barely keeping it together! We're running for our lives last night and he insists on throwing his trash in the bin. It's not like there's anyone left to empty them. I guess we all gotta hold onto our sanity somehow. We managed to slip through the Mall and lock ourselves into a back room to get some rest - but now Ned's realised he accidentally hurled his backpack into the dumpster along with all our extra ammo! How the hell are we gonna get out of here now?

Materials needed: Season 1, Season 2: Toxic City Mall & Prison Outbreak

Tiles needed: 1B, 6P, 5P, 5M, 6M, 5F, 17P, 3P, 2M, 1M, 5B, 5D, 6C, 6B, 5E



OBJECTIVES

- **Find Ned's backpack.** Searching through a dumpster is a time consuming and noisy process. A survivor must spend two actions to search a dumpster.
- **Get out!** Reach the Exit Zone with the backpack and all Survivors. Any Survivor may escape through this Zone at the end of their turn, as long as there are no Zombies in it.

SPECIAL RULES

- **Low on ammo.** Remove ALL the Plenty of Ammo cards from the deck. Put aside the contents of Ned's backpack - two Plenty of Ammo (Shotgun, etc.) cards and two Plenty of Ammo (Pistol, etc.) cards.
- **That's not what we're looking for...** Put the yellow, blue, green and purple Objectives randomly on the four dumpsters, face-down. Discovering a blue, green or purple Objective: gives 5 experience points to the Survivor who takes it; activates the spawning zone of the same colour; and triggers the appearance of a Walker, interrupting the search.
- **Look what I found...** Finding the yellow objective (Ned's backpack) gives 10 experience points to the Survivor who takes it. This token may be given to other players but does not take up an item space. If the player holding the Objective is killed, the Objective is lost and the mission has failed. The contents of Ned's backpack may be immediately distributed to any survivors in the Zone without spending any extra actions.
- **Where are the keys!** Finding the white Objective (police car keys) gives 5 experience points to the Survivor who takes it.
- **Police car.** If you have the keys: you can drive the police car; you can activate the siren on the police car to create noise equivalent to four noise tokens; and 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.
- **Closed rooms.** Some building Zones are isolated by doors. They are considered as separate buildings for Zombie spawning purposes only.
- **The ravenous horde.** Zombie packs can break down doors if their numbers are high enough. Each Fatty, Runner, or Walker counts as 1 Zombie point. Abominations count as 5 Zombie points. If a Zone contains 5 or more Zombie points, Zombies within treat doors as open when moving. If they have to go through a closed door, open the door first, then proceed to moving all Zombies (as other Zombies' routes may be redefined by opening the door). Opening the first door of a building leads, as usual, to a Zombie Spawn.

