

A21 HAMMAM

HARD / 6 SURVIVORS / 180 MINUTES

I have counted. I can prove it! It's been exactly ONE YEAR! since my last hot bath. Don't misunderstand: I'm not dirty and stinking like some zombie. I wash myself, but there's a difference between a hot bath and a cold shower in a derelict bathroom, with what's left of stagnant water from the pipes and water balloon. So, this time, I've decided to head for a nearby hammam. There are plenty of solar panels on the roof, so there's a chance we can find some hot water. Who's with me?

14P	6P	18P
4D	2C	3P
5C	5B	7B



Material needed: Season 1, Season 2: Prison Outbreak.

Tiles needed: 2C, 3P, 4D, 5B, 5C, 6P, 7B, 14P & 18P.

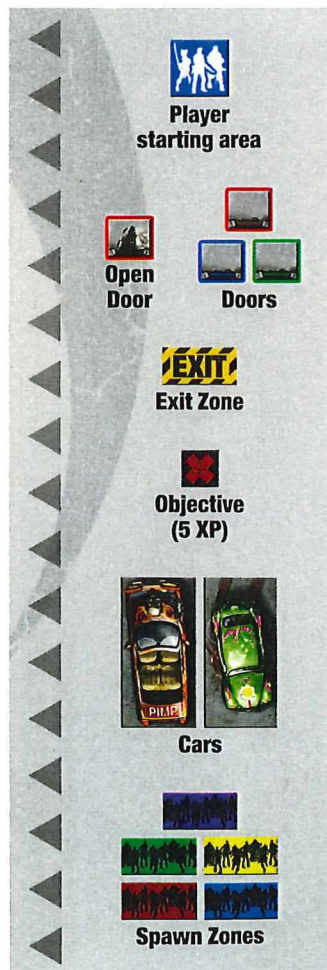
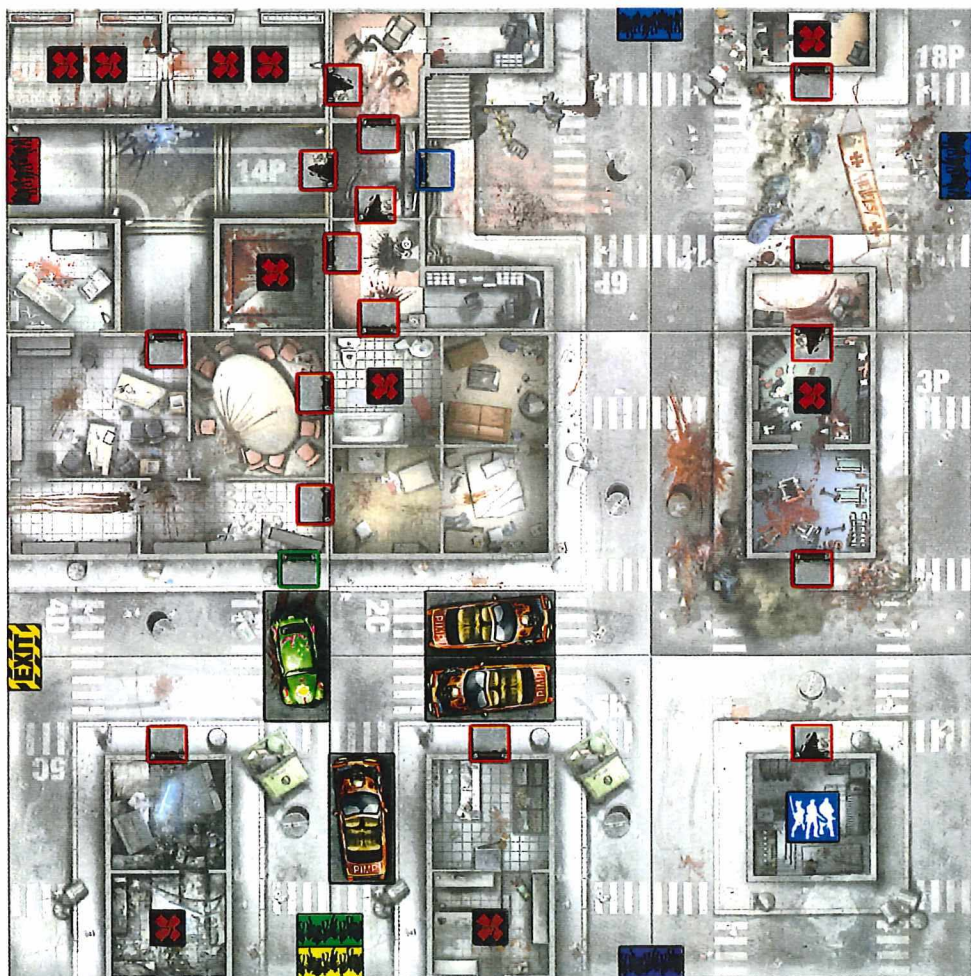
OBJECTIVES

A plan just to take a bath?!? Yes we can! Here it is:

1 – Find the keys of the hammam. There are two doors, and you need both keys, because you'll probably have to escape through the door you didn't use to enter. Search the small buildings until you find the blue and the green Objectives.

2 – Take your hot bath until you feel clean and refreshed. Each Survivor must stand on one Objective (in the Hammam) until he reaches the red Danger Level (see Special Rules).

3 – Continue your adventures. Reach the Exit Zone with all the Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.





SPECIAL RULES

- **The place is devastated.** Don't expect to find anything there. The Player Starting Area can't be Searched.
- **Keys to (bath) heaven.** This place has some small installation for the staff. We will probably find the hammam keys there. In the small buildings on tiles 3P, 5B, 5C, and 18P, put the blue, green, violet, and yellow Objectives randomly, face down. Each of these Objectives gives 5 experience points to the Survivor who takes it.
- **Don't worry about the camera. Who could be watching?** Each time a colored Objective is revealed, activate the corresponding Spawn Zone(s). Flip the Spawn Zone token(s) to its red side. Only spawn Zombies on red Spawn Zones. At the beginning of the game, only one Spawn Zones is active!
- **Locked with strong doors.** The hammam has strong doors. Don't try to open them without the keys. The blue and green doors cannot be opened until the corresponding Objectives have been taken.
- **Taking a hot bath.** A Survivor standing in a bathroom Zone (Zones with red Objectives in the big building) may choose to take a bath. Only one Survivor can take a bath at a time in each Objective. Once he has begun, he can't do any Action (even fighting) except for bathing: he receives 5 Experience points per Action used this way. Once the bathing Survivor has reached the red Danger Level (or if he's already at the red Danger Level), remove an Objective in the Zone. The bath is finished; the Survivor can be played as usual.
- **Batteries are long dead.** You can't use cars.
- **Piiiiiiimpmobile! (and a hippiemobile).** Each pimpmobile and the hippiemobile can be searched only once. They contain the Evil Twins or Ma's Shotgun or or a Gunblade (draw randomly).