A22 CORPSE PILES

MEDIUM / 6+ SURVIVORS / 90 MINUTES

This block seems untouched and full of promise. We have seen an armory, a garage, some interesting shops, and nothing has been plundered yet! And the damn hospital is why. Emergency plans required the inhabitants to gather here, and lots of people followed the plan with obvious consequences: zombies everywhere. Now, each room and corridor in this place is piled with corpses. Some of them hide zombies. We must kill them all if we want to get a nice shopping party. And believe me, it only sounds simple. We are going to have a hell of a day.

Material needed: **Season 3: Rue Morgue.**
Tiles needed: **1V, 2V, 4V & 5V.**

OBJECTIVES

Check all corpse piles and kill anything that moves. The Mission succeeds as soon as the last Spawn Zone is removed (see the Special Rules).

SPECIAL RULES

• **Don't check these corpse piles. I've seen something moving!** Upon drawing an extra activation card, flip any revealed Event Triggers on tiles where no Survivor stands to their unrevealed side. These Event Triggers can be activated again as soon as a Survivor ends a Move Action on their tiles' surface. Oh yeah!

• **Piles checked!** As soon as the last Zombie is killed or Moves away from a tile with a revealed Event Trigger, remove the Event Trigger and the Spawn Zone from the tile. Set the matching Spawn Locator(s) on another Spawn Zone of your choice. When the last Spawn Zone is removed that way, the Mission succeeds.

- **Player starting area**
- **Event trigger** ?
- **Open door**
- **Spawn Zone**
- **Spawn locators** 1 2 3 4 5 6