

M04 THE WELDER

MEDIUM / 6+ SURVIVORS / 90 MINUTES

A prison could be a really great haven. It has lots of strong metal doors to keep zombies out. We decided to seal the ones we won't use, but we need a welder. There is one in the prison. The only problem is the previous owner: he was a really big guy, and now he's a really big Abomination.

Tiles needed: 1P, 6P, 9P & 12P.



OBJECTIVES

Let's do this in the right order:

- 1- Open the violet door.** The first obstacle to remove is a security gate. The switch to open it is in the security room.
- 2- Someone must operate the security gate.** Someone has to activate the rotating security gate from the inside. Those who turn the yellow Switch will be left alone for some time.
- 3- Find the welder.** Take the Objective.
- 4- Go back and close everything.** You will need everyone to keep on exploring the prison. Get all Survivors back into the prison. Then, lock the violet door and the rotating security gate.

SPECIAL RULES

- **A precious welder.** The Objective gives 5 experience points to the Survivor who takes it.
- **The violet Switch.** Activating the violet Switch opens all violet cell doors and the violet door. The Survivor activating the violet Switch for the first time also takes the violet Objective and gains 5 experience points. The violet doors close when the violet Switch is set back to its original setting.

- **The white Switch.** Activating the white Switch opens all white cell doors and the white door. The Survivor activating the white Switch for the first time also takes the white Objective and gains 5 experience points. The white doors close when the white Switch is set back to its original setting.

- **Where do they come from?** The Zombie violet Spawn Zone activates when the violet Switch is activated. Setting the violet Switch back to its original position shuts down the Zombie violet Spawn Zone.

- **The yellow Switch for the rotating security gate.** When the yellow Switch is activated, the rotating security gate rotates a quarter turn to the left or to the right (choose the direction of rotation each time the Switch is used). The Survivor switching the yellow Switch for the first time also takes the yellow Objective and gains 5 experience points.

- **Ex-owner of the welder.** This guy was huge before he became a zombie. Now, he is even bigger and far uglier. At the beginning of the game, place an Abomination in the Zone marked on the map. But every cloud has a silver lining: it will go through the barbwire and open a way to the welder.

