

A41 LOOT AND RESCUE

SPECIAL / SPECIAL / 45 MINUTES

It's always ugly when Survivors don't work together. The other group has been trying to kill us and steal our supplies since the beginning... But a week has passed since there were any attacks, and it's not a truce. They messed up, and now they're zombies. Who's laughing about proper quarantine measures now?

It's time for us to get in there, gather some supplies, and rescue our captured friends!

Material needed: Season 1.

Tiles needed: 1B, 1C, 2C, 5C, 5D, & 5E.

OBJECTIVES

To win the game, accomplish the first two Objectives in any order, then accomplish the third objective:

- **Supplies for the week.** Find 3 Canned Food Equipment cards. They may be distributed in any way among the team.
- **Glad to see you alive.** Rescue any captured Survivors.

THEN

Time to run! Return to the Starting Zone with all Survivors. (including rescued ones). Any Survivor may escape through this Zone at the end of their Turn, as long as there are no Zombies in it. Don't forget to escape with the Canned Food!

SPECIAL RULES

- **Setup.** Each player chooses a Survivor to control. If there are fewer than 6 Survivors, take any remaining Survivor miniatures and set them aside. They represent captured Survivors. They can be rescued by going in the indicated Zones on the board.

- **You're free.** A captured Survivor (if any are available) is rescued as soon as a Survivor enters one of the highlighted Zones on the board (even if there are Zombies). The rescuing player gains control of the rescued Survivor: they start with 1 Wound, no Equipment, and as much XP as the highest Survivor on the board. They activate after the Survivor that rescued them. If there are no captured Survivors, the rescuing Survivor gains 5XP instead. The Zone can only produce either a single Survivor or XP bonus.

- **Warehouse:** Taking an Objective earns the Survivor 5 XP. They may also draw 5 Equipment cards, choose 2, then discard the others. "Aaahh!!!" cards are resolved normally, upon being drawn.



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| 5B | 1B |
| 5D | 5C |
| 2B | 1C |