

# A19 PSYCHIATRICS

HARD / 6+ SURVIVORS / 120 MINUTES

The first part of our plan worked just fine, but the second, easier part of our plan became an epic failure. We left our cars near a psychiatric hospital that seemed almost intact and ready for plunder. We thought it would be easy to find some medical stuff here. We don't usually hang around hospitals, as these places are hell on Earth, but we felt a psychiatric one would be less crowded.

Just as we were approaching, we woke a zombie horde. We decided to face it in a place of our choosing, somewhere easy to defend: the psychiatric hospital. When we reached it, we found it wasn't as empty as we thought. We have a good solution for that, however: Zombicide!

11P	14P	6P
12P	16P	9P

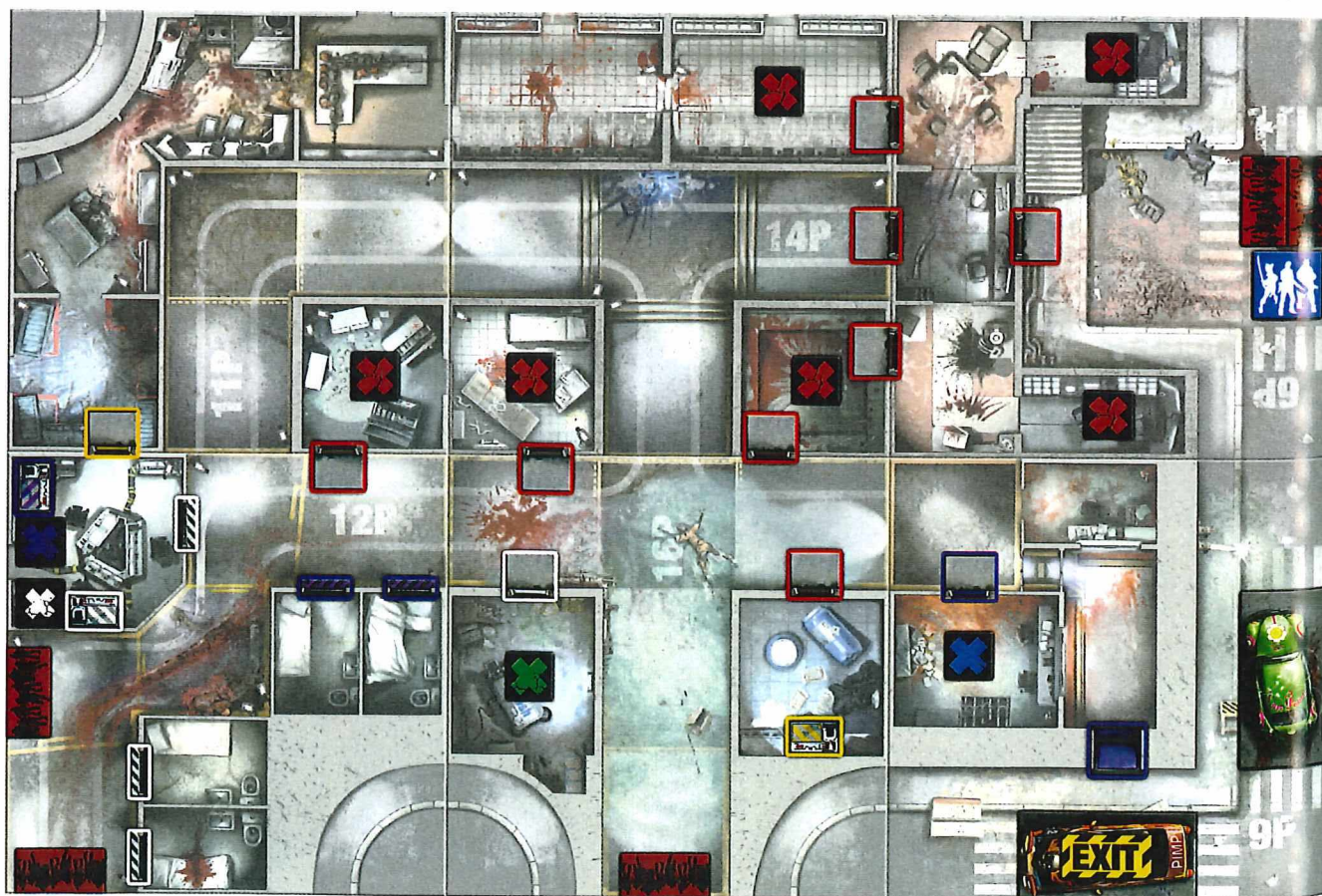
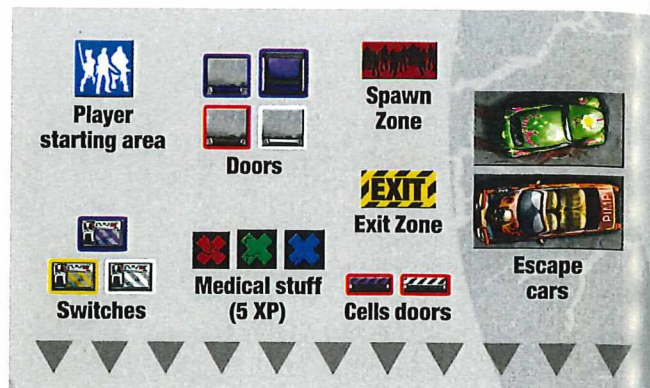
Material needed: **Season 2: Prison Outbreak.**

Tiles needed: **6P, 9P, 11P, 12P, 14P & 16P.**

## OBJECTIVES

Something will come out of this mess. Here is the plan:

- 1 – **Open the yellow door.** You can either use the yellow Switch or find the yellow key.
- 2 – **Grab the restricted medical stuff.** These are indicated by the blue and green Objectives. You'll have to use both the purple and the white Switches to open the doors leading to them.
- 3 – **Get back home.** Reach the Exit Zone with **all** 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

- **Medical stuff. Always useful.** Each Objective gives 5 experience points to the Survivor who takes it.

- **One way to open the yellow door.** Put the yellow Objective randomly among the red Objectives, face down. Once the yellow Objective has been taken, the yellow door can be opened.

- **An unpredictable door system.** Put the yellow Spawn Zone randomly among the red Spawn Zones, face down. Once the yellow Switch is activated, flip all Spawn Zones and remove the yellow one.

- **Switches!** Each Switch can only be activated once.

- Activating the violet Switch opens the violet doors (the prison main entry door, the standard violet door, and the violet cell doors). The Survivor activating this Switch also takes the violet Objective and gains 5 experience points.

- Activating the white Switch opens the white doors (the white cell doors and the standard white door). The Survivor activating this Switch also takes the white Objective and gains 5 experience points.

- Activating the yellow Switch allows the yellow door to be opened. It doesn't grant experience points.

- **Our escape cars.** They can be driven. The pimpmobile and the hippiemobile can be Searched only once. Each contains a Gunblade.

