

M02 DEATH ROW

MEDIUM / 6+ SURVIVORS / 90 MINUTES

This street looks like a zombie-filled death row. We think something is drawing all these zombies here, probably an abomination of this new "toxic" kind. It must hide in the general store on the other side. This place is surely filled with toxic zombies, but probably with food and ammo as well! It will be hard, but the reward is worth the risk.

And one last thing: last time we found sauerkraut without sausages. That was nasty. This time, I take the sausages first; no way I fight this abomination without finding some.

Tiles needed: 1B, 4M, 5B & 6B.

OBJECTIVES

- 1- Find the sausages! They are represented by the two red Objectives.
- 2- Find the keys! The General Store is locked down with an iron curtain. The key is under the blue Objective.
- 3- Kill the Toxic Abomination. It waits in the general store.

SPECIAL RULES

- **Mmm...sausage.** Each Objective gives 5 experience points to the Survivor who takes it.
- **The iron curtain.** The blue door cannot be opened until the blue Objective has been taken. Taking the blue Objective also activates the blue Spawn Zone.
- **Toxic roamers.** Put a Toxic Fatty (with its two Toxic Walker escorts) in each Zone of the mall's indoor alley.
- **Toxic Abomination's haven.** Put the Toxic Abomination in the designated area.

