

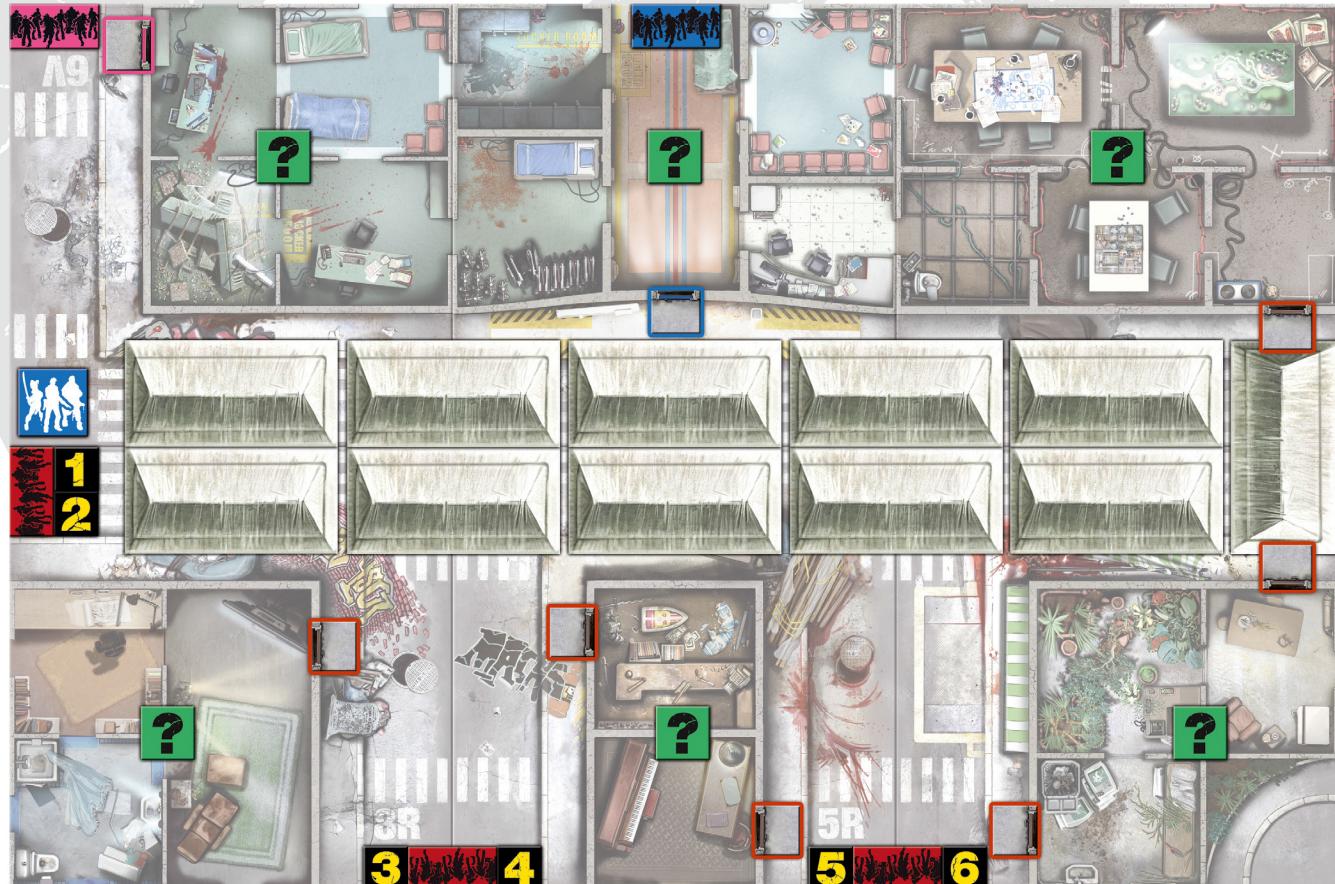
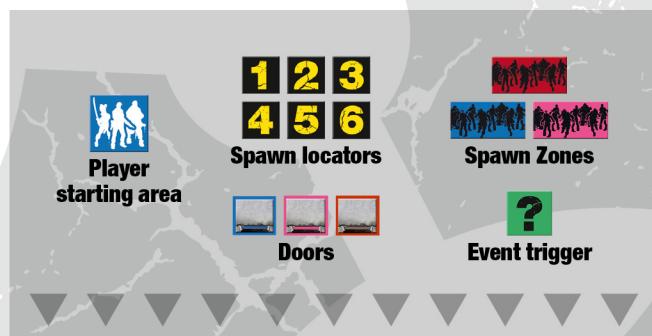
A16 A SEA OF TENTS

MEDIUM / 6+ SURVIVORS / 90 MINUTES

An emergency refugee camp set up in a remote street. A sea of tents, apparently untouched, in which only the wind moves. We hope it might house lots of interesting loot. On the other hand, if this place wasn't plundered long ago, I can see only one reason: it's filled with zombies. Let's explore, and then we'll find out what to do.

Material needed: Season 3: Rue Morgue.

Tiles needed: 1R, 4V, 5R, 6V, 7R & 8R.



OBJECTIVES

Scavenge the area. Reveal all tents and triggers. The Mission succeeds as soon as the last trigger or the last tent is revealed.



SPECIAL RULES

- **A sea of tents.** Set the tents randomly.
- **Zombie watchers.** The Zombies are waiting for a free and easy meal. The blue and pink Spawn Zones aren't active until the corresponding door is opened.

6V	4V	7R
8R	5R	1R