## A24 CLOSING OPERATION

HARD / 6+ SURVIVORS / 150 MINUTES

As usual, this hospital is a zombie paradise. The corpses are completely desiccated, and you can hear the moaning from a mile away. It's like old leather creaking. The noise is slowly driving us mad, so we're going to stop it. The hospital will burn!

Material needed: **Season 3: Rue Morgue** Tiles needed: **1R, 2V, 3V, 6V, 7V & 8R.** 

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Arson is a perilous activity, especially in a world without firemen. So here is the plan. Try to follow it carefully.

- 1 Find the keys to the hospital's doors and use them. The places where they could be are marked with a great red "X". Take the Objectives until you find the blue and the pink ones. Use them to lock both hospital doors.
- **2 Fill the hospital.** Kill Zombies until there are no Zombies on the board except in the hospital. Victory! Your team sets the hospital on fire and walks away, enjoying the silence.

## SPECIAL RULES

- A very special patient. Before the game starts, set the A-Bomb Abomination in the marked Zone.
- Who dropped this? Before the game starts, set La Guillotine in the marked Zone.
- The hospital keys. Put the blue and the pink Objectives randomly among the red Objectives, face down.
- **Nothing useless.** Each Objective gives 5 experience points to the Survivor who takes it. They still can be taken after the blue and pink Objectives have been found.
- Hospital closing. Once the blue Objective has been taken, any Survivor next to the blue door can spend one Action to open or close it. Once the pink Objective has been taken, any Survivor next to the pink door can spend one Action to open or close it. No Equipment is required. Opening the hospital again doesn't spawn Zombies.
- Zombies knocking at the door. When the blue door is closed, the blue Spawn Zone activates. When the pink door is closed, the pink Spawn Zone activates. When Spawning, begin with these Spawn Zones (if they are activated, of course!), and finish with the ones with Spawn locators.

<b>3V</b>	2V
6V	8R
1R	71



