

Y4 Let's Go!

Medium / SURVIVORS? / 2 HOURS

A mission by Dan Manning

It has been a long time coming, but we're back at the marina. We've picked up a contact on the short wave radio we've been using. It seems some other survivors have made their way here as well and didn't fare quite as well as we did. He says his friends are all dead and he managed to barricade himself in a room, but the dead are closing in and he doesn't have much time. We took a vote and decided it wouldn't be right to leave him, so we're going to free him, clear the boat of the dead and get out of here. Word is, there is an island somewhere out there...

Tiles needed: Yacht map, 1B, 5E, 5B, 2C, 5D, 5F

OBJECTIVES

- **Rescue the survivor.** Pick a random male survivor and place him in the room marked with the orange dot. Free him from the barricaded room. Once freed, he may join the group. He starts with no weapons/food.
- **Collect provisions.** The group will need some supplies for the trip. Search until you've found a bag of rice, water, and canned food. The supplies must make it to the kitchen of the boat, where they may be dropped from the inventory. Only rooms onshore may be searched for the goods. The red objectives may be obtained (once each) as "wildcard" supplies, taking the place of any of the provisions not yet collected. Players must declare what the wildcard is when it is taken (rice, water, or canned food).
- **Clear ALL rooms on the boat.** Every yellow line indoors is a door that must be opened, spawned and cleared. *Do not spawn any zones of the top deck or outside on deck Y2. Now get to the EXIT to win!*

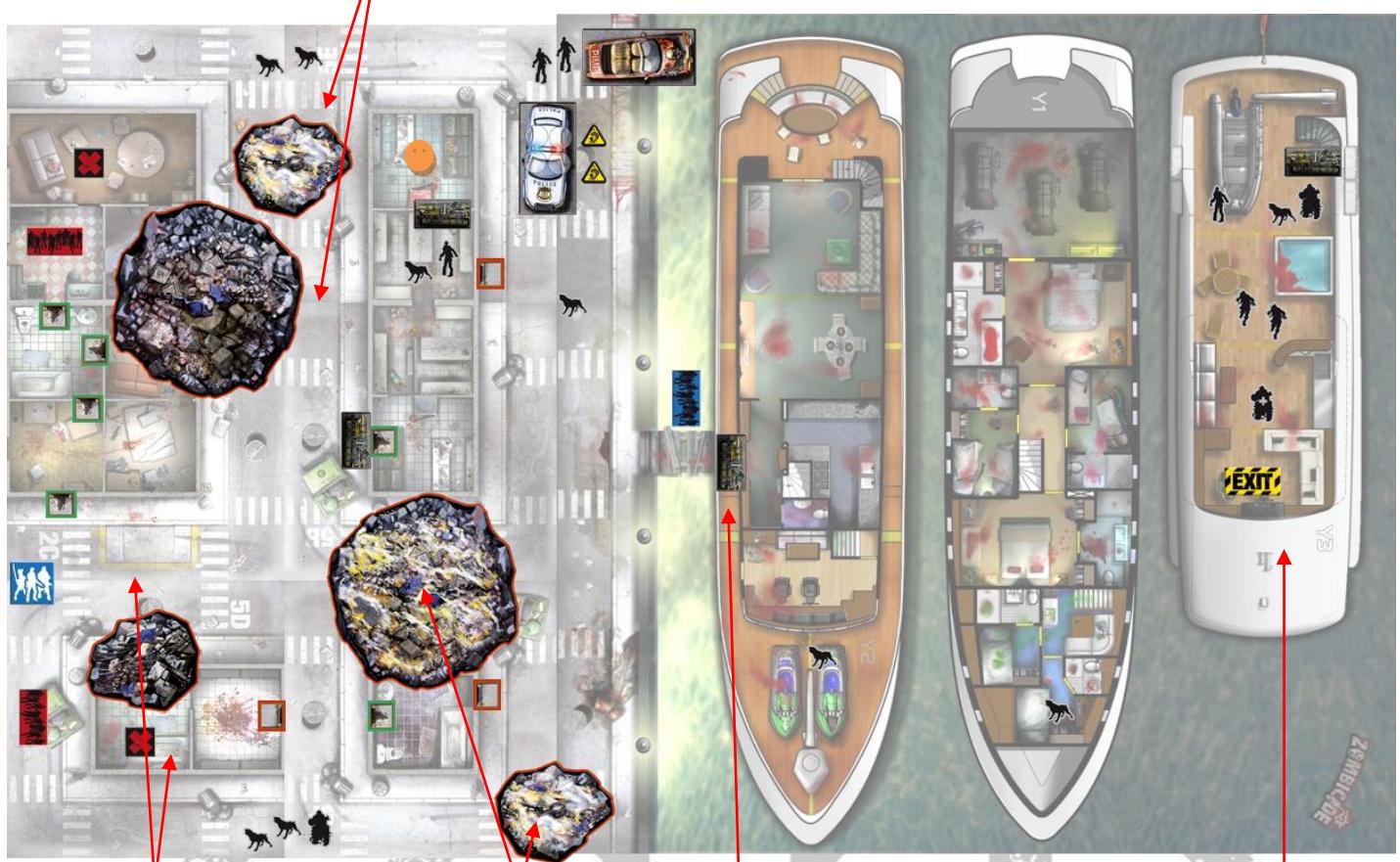


SPECIAL RULES

- All red objective tokens are worth 5xp.
- Place the designated zombies on the board at the start. If you don't have dogz, replace them with runners. Shuffle the dogz cards in the zombie deck.
- Start the survivors left over from Y3. If starting with fewer than 4 survivors, you may choose to add up to that total.
- Keep any melee weapons, but drop all but 3 of the groups ranged weapons. You may decide what weapons to keep and who will keep them. Rearrange weapons as desired between survivors before starting play.
- The group that arrived after yours was playing a CD in the cop car to draw the zombies away from them (unsuccessfully). It will continue to create 2 noise tokens every turn.
- The cop car may be used. If driven, the car will cease to make the CD noise anymore and may not be turned on again. The pimpmobile may be searched once, but not driven.
- At the beginning of every spawn phase, roll a six-sided die. On a roll of 4-6, draw a spawn card and place zombies on the dock to the ship. Zombies have risen from the water!
- The exit does nothing until all rooms are empty of zombies. You just can't take any chances. **Once cleared, get to the exit with any number of survivors to win.**
- The blue colored room on Y2 is the kitchen where the collected supplies must be dropped.



Unusable and impassable zones



Usable/passable zones

Impassable zones

Barricade on ship door, not the dock

No spawning on Y3

Designer's note: Don't let the red arrows confuse or dissuade you. They are just there for further clarification
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