

A40 INFESTED TENTS

MEDIUM / 6+ SURVIVORS / 60 MINUTES

We've found a good place to settle for a few days, the only problem is there's a bunch of tents outside infested by zombies. We must clear it all before night falls. This fire gadget is the perfect tool for this quest. Don't ask how it works, because we're not sure either, but it's fueled by zombies! Fun!!

Material needed: **Season 3: Rue Morgue.**

Tiles needed: **5R, 6R, 8V, & 9V.**

OBJECTIVES

Burn the zombie menace. Accomplish these Objectives in any order to win the game:

- **Peekaboo!** Reveal all tents and kill all Zombies.
- **Exterminate.** Light all tents on fire. The Mission ends successfully when there are no Zombies left on the board.

5R

6R

8V

9V



SPECIAL RULES

- **Beds only.** Remove the Administrative and Infirmary tents before setting up the hidden tents.
- **Zombie fuel:** Survivors may use a free action to pick up a single Zombie they just eliminated with a Melee Action (Abominations are excluded). Place the Zombie's miniature on the Survivor's dashboard. The Zombie takes a slot in the inventory and may be discarded or traded normally. Zombies carried this way may be used as fuel for the fire gadget (see below).
- **Fire gadget:** The red Objective represents the fire gadget and cannot be taken. Survivors may spend 1 Action in its Zone to discard a Zombie they hold, and set a tent on fire. Then, take the following steps, in this order:
 - Choose 1 tent and flip it to the revealed side.
 - Spawn 2 Walkers + 1 Fatty for each GREEN Bed and 1 Runner for each BLUE Bed inside the tent.
 - Gain 1 XP for each Bed.
- **Emergence:** During each End Phase, select and flip 1 unrevealed Tent, spawning Zombies as instructed with the fire gadget rule. No XP is gained.

