

# C35 WAKE-UP CALL

EASY / 4+ SURVIVORS / 60 MINUTES

A Mission by Paul Murray

*It was our own damn fault, really. We'd been holed up in that old style, built-to-last brownstone for days. We learned to trust that the doors would hold, though we still slept well away from them just in case. Got real cozy. We even stopped posting watches through the night, because we knew they couldn't get through the doors. We got careless. We never figured that the dividing wall to the new-build condos next door was so damn fragile...*

Material needed: Season 1.

Tiles needed: 1B, 1C, 2B, 2C, 4B, 4C, 4D & 4E.

## OBJECTIVES

**Get off the board through the Exit Zone.** That's it. Good luck... Reach the Exit Zone with all remaining Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.

## SPECIAL RULES

• **Who gets the top bunk?** Don't spawn Zombies in the building at the beginning of the game or when the first door is opened. The Survivors begin the Mission sleeping in the

rooms they deemed safest (i.e. the ones furthest from the external doors). Roll a die for each Survivor before the game begins, and place their miniature in the room on the map corresponding to that number.

• **Surprise!** In this Mission, the Zombies take the first turn. Begin the game with a Spawn step before any Survivors play. Better get moving, sleepyheads!

• **Rude awakening.** It takes Survivors one Action to wake up and leap off their makeshift bedrolls, so each Survivor has one less Action than normal in their first turn. They also begin the game with no Equipment whatsoever (not even a Pan!), due to the suddenness of their scramble out of bed. Survivors that have the Starts with [Equipment] Skill are exceptions to this—they begin with their appropriate Equipment (it turns out Phil really *does* sleep with that Pistol under his pillow).

• **Where are the keys?** Put the green and the blue Objectives randomly among the red Objectives, face down. Objectives represent the keys for the three doors, carelessly discarded by the last person to use them. But have they been left next to the right door? Each Objective gives 5 experience points to the Survivor who takes it.

• **Reinforced main door with three locks and three keys.** Once the three red Objectives have been taken, the red door can be opened.

• **Green Emergency Exit.** Once the green Objective has been taken, the green door can be opened.

• **Blue Emergency Exit.** Once the blue Objective has been taken, the blue door can be opened, and the blue Spawn Zone activates.

