

C65 BETWEEN THE HAMMER AND THE ANVIL

MEDIUM / 4+ SURVIVORS / 90 MINUTES

A Mission by Stanislas Gayot

"So this is the 'secure precinct' you want us to use as a haven?"

"Well, uh, last time I was here, it was heavily secured. Electronic doors, cameras everywhere..."

"Yeah, great; sounds nice. But right now, there's no power, and the gate is wide open. This place is probably packed with zombies!"

"Whatever. There are more right behind us, so we don't have a choice. At least we can manually close the gate. I think I remember where the gate control room key is. It's...uh...huh. Around here somewhere..."

"Yeah, yeah. If you find anything to barricade ourselves against the zombies already inside our 'haven', that'd be great. Otherwise, we're going to discover what it is like to be between the hammer and the anvil."

Material needed: **Season 1.**

Tiles needed: **1C, 2C, 4E, 5C, 5D & 7B.**

OBJECTIVES

It's barely a plan, but here it is.

- 1 – Get the green key to the gate control room.** Find and take the green Objective.
- 2 – Close the gate.** Use the blue Objective to close the gate.
- 3 – Barricade the precinct.** Deactivate the three Spawn Zones inside the precinct.

SPECIAL RULES

- **Where the hell is the key?** The potential locations of the green key have been marked with red "X". Put the green Objective randomly among the red Objectives, face down. Each Objective gives 5 experience points to the Survivor who takes it. Once the green Objective has been taken, the green door can be opened. Remove all remaining red Objectives.
- **Manually closing the gate.** A Survivor standing in the Zone with the blue Objective can spend one Action to close one of the five doors that make up the gate. When all five doors are closed, the gate is closed. Closing one of these doors gives 5 experience points to the Survivor who closes it. The blue Objective can't be taken.
- **The gate is a bit noisy.** As soon as one Action is spent to begin closing the gate, the blue Spawn Zone activates.
- **No zombie admittance.** A Survivor standing in a Spawn Zone can spend one Action to remove the Spawn Zone, as long as there are no Zombies in it.
- **Derelict car.** The car can't be driven.
- **Police car = guns!** You can Search a police car more than once. Draw cards until you find a weapon. Discard the other cards. The "Aaahh!" card triggers the appearance of a Walker as usual and interrupts the Search.



▶				
▶	Player starting area	Gates		
▶				
▶	Spawn Zones	The gate control room		
▶				
▶	Doors	Possible locations for the gate control room key (5 XP)		

5C	5D
1C	7B
4E	2C