

Scenario 4: Deadlock

The burned out house offered little in the way of security & supplies. Travelling onwards our heroes eventually stop at what looks like a hastily converted Rescue Centre.

All the doors are locked, and every window has been barricaded, yet the entire place appears strangely deserted.

As the dead begin to arrive on the scene our heroes decide their only chance of survival is to leave everything behind and try and make it to the safety of the underground bunker...

Setting up the Board

Set up the board as shown in the illustration above. Place barricade tokens on every window (barricaded from the inside), and one zombie on each entry space. Rooms placed face down should be selected randomly from the set of rooms of the correct size. If players have a surviving character from previous scenarios they may be used, but they may not carry over any items from previous Scenarios although they may keep any ammo they had. Any new characters also begin empty handed. All players begin on a 'randomly chosen' white (X) at the top left of the board.

All doors, internal and external are firmly locked and can only be smashed open by attacking. In order for our heroes to escape they must make it to the lower left of the area and open the hatch (C) where they will be able to descend into safety.

To open the hatch a player needs to roll equal to or less than their strength whilst standing adjacent to or on the hatch. Subtract 1 for every zombie adjacent to the player who is attempting to open the hatch and add 1 for every other player standing adjacent to or on the hatch. Once open each player needs to spend an Action whilst standing 'on' the hatch to descend into safety.

The Cards

Separate the AI and AII cards into 2 decks. Remove the cards titled 'Found a Set of Keys', 'Car Crash' and 'The End', and discard them. Shuffle the 2 decks, then place the AI deck on top of the AII deck, to form one deck. Do not shuffle them again. AI cards used are discarded. AII cards are returned to the bottom of the deck (nobody is coming to rescue you this time).

The End of the Game

- 1: All players exit the board via the hatch
- 2: Everyone Dead

Victory Points

- +1 for each zombie killed
- +10 for escaping
- +10 for opening the Hatch 'once only'
- +5 for making it alive to the end of the game

