

ONE SHOT - MEAL DEAL

Shoos
pharmacy

COFSTA
COFFEE SHOP

IN A
PHARMACY?

YEAH, YOU
GET A MAIN ITEM,
LIKE A SANDWICH.

A DRINK.

AND THEN
A SNACK, LIKE
FRUIT OR
SUSHI.

CAMBRIDGE, ENGLAND
5 MONTHS AFTER Z-DAY.

BUT THAT STUFF'S
ALL PERISHABLE PAL,
HERE AIN'T A CHANCE
OF IT BEIN' ANY
GOOD NOW.

SNAP!

THEY HAVE
RICE CAKES.

RICE CAKES?
YOU KNOW HOW MANY
CALORIES ARE IN
A RICE CAKE?

YOU'D HAVE TO
EAT A THOUSAND
BAGS JUST TO -

WHOA!

KAPOW!

HOLD YOUR
FIRE!

FRIENDLY
OUT HERE!

I'M WITH THE
MILITARY!

I'LL CIRCLE
AROUND.

THAT'S WHAT THE
LAST ASSHOLE
SAID!



I'M COMING IN.
DON'T SHOOT.

I CAN'T
PROMISE
ANYTHING.

HEY THERE
SWEETHEART, HOW
'BOUT YOU LOWER
THAT RIFLE?

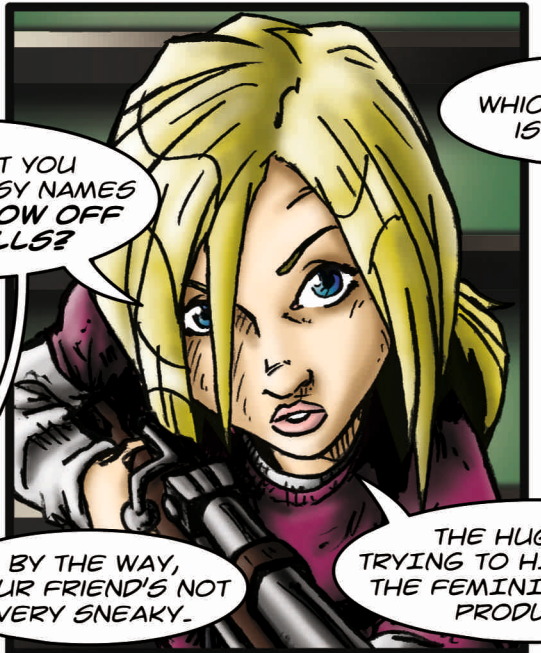


HOW ABOUT YOU
QUIT THE CUTESY NAMES
BEFORE I BLOW OFF
YOUR BALLS?

OKAY, OKAY.
JUST STAY COOL.

I AM COOL.
YOU'RE THE ONE
WITH A GUN TO
YOUR BALLS.

BY THE WAY,
YOUR FRIEND'S NOT
VERY SNEAKY.



WHICH FRIEND
IS THAT?

THE HUGE GUY
TRYING TO HIDE BEHIND
THE FEMINIE HYGIENE
PRODUCTS.



HI.



YOU JOKERS HAVE
FIVE SECONDS TO GET
THE HELL OUT OF HERE
OR I'M GONNA START
FIRING.

ONE...



MWLURH-

HUH?!

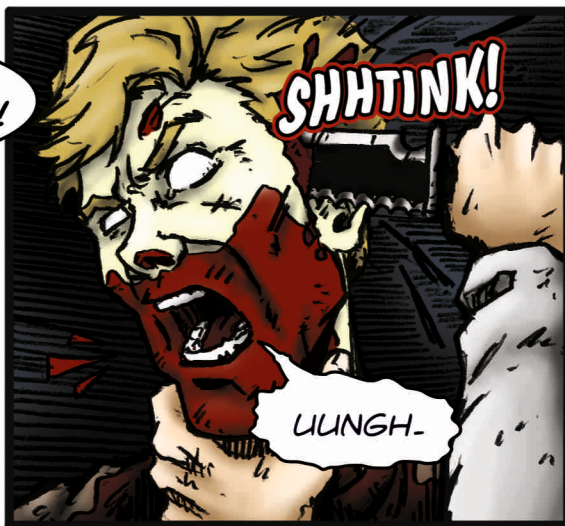
AAAAGH!

SMASH!



SHIT!

VIC, GET OVER THERE!



SHHTINK!

LUNGH-



HANG IN THERE HONEY, WE'RE COMIN'!



HONEY?

YEAH... SORRY. SLIP OF THE TONGUE

ARE YOU OK?



I'M GOOD

THERE'S MORE OF 'EM!

CRASH!

GAME ON...

ONE SHOT - MEAL DEAL



-  START POINT

-  SPAWN POINT

-  ZOMBIE

-  PLANKS


-  SHOTGUN

-  .44 PISTOL



THE MISSION

Survive the attack! Spawn Points (🧟♂️-🧟♂️) can be blocked using planks (🪵) collected from around the board. A hero can only carry **one plank token at once**. To close a spawn point, simply finish your turn on the spawn point square, discard your plank token & remove the spawn point from play. **Once a spawn point is closed any spawn rolls for this point will be classed as a “nothing” result.**

 **“Mop ‘em up!”**
There are no turn spawns from turn 16 onward. Heroes must now destroy any infected units remaining on the board.

To successfully complete this mission, the heroes must **survive until spawning stops** and **no infected units remain on the board** (this does not include potential infected in rooms which have not been activated, so where possible, avoid activating new rooms as any room spawned infected will also need to be destroyed). Once all spawned infected have been destroyed the mission is complete.

Note: Use the “melee weapon” (🔪) token to represent Amy’s bait bag when thrown.

TURN SPAWN

ROLL 1		ROLL 2	
🎲	OUTCOME	🎲	OUTCOME
1-2	2 Zombies on A	1-2	2 Zombies on C
3	3 Zombies on A	3	3 Zombies on C
4-5	2 Zombies on B	4-5	2 Zombies on D
6	3 Zombies on B	6	3 Zombies on D
7-8	Roamer	7-8	Roamer

There are no turn spawns from turn 16 onward.

ROOM SPAWN

ROLL 1		ROLL 2	
🎲	OUTCOME	🎲	DISTANCE
1-4	Nothing	1-2	1 Square
5-6	1 Zombie	3-4	2 Squares
7-8	2 Zombies	5-6	3 Squares
		7-8	4 Squares



THAT'S THE LAST OF 'EM.

YOU WANNA' GET YOUR STUFF TOGETHER?

WE'RE MOVING OUT.



I'M NOT COMING WITH YOU.



WHAT? WHY THE HELL NOT?



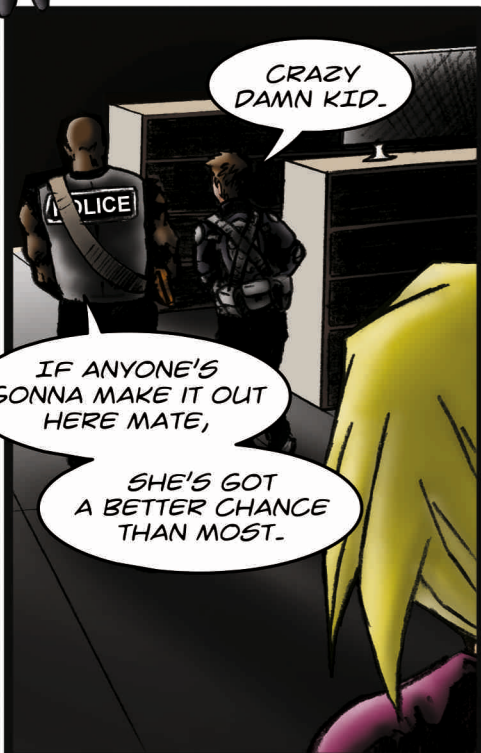
I GUESS I'M JUST NOT FEELING THE "TEAM DYNAMIC" HERE.

THE CUTESY NAMES.

THE BIG DUMB GUY.



YOU'D JUST SLOW ME DOWN.



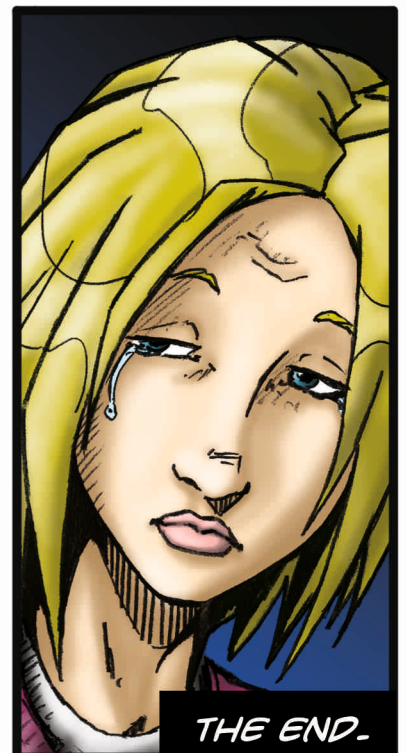
CRAZY DAMN KID.

IF ANYONE'S GONNA MAKE IT OUT HERE MATE,

SHE'S GOT A BETTER CHANCE THAN MOST.



YEAH, SURE I HAVE.



THE END.

