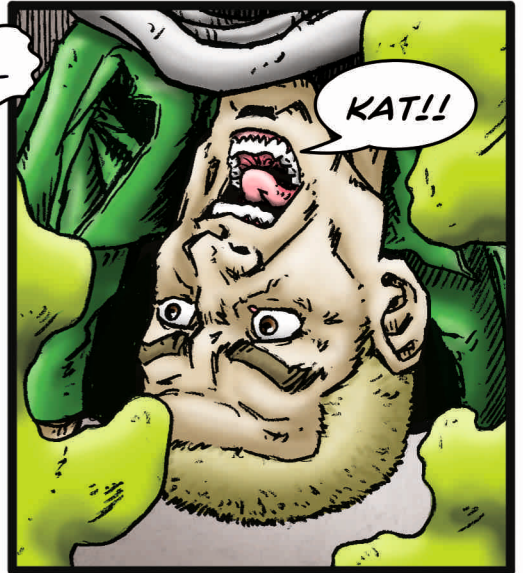




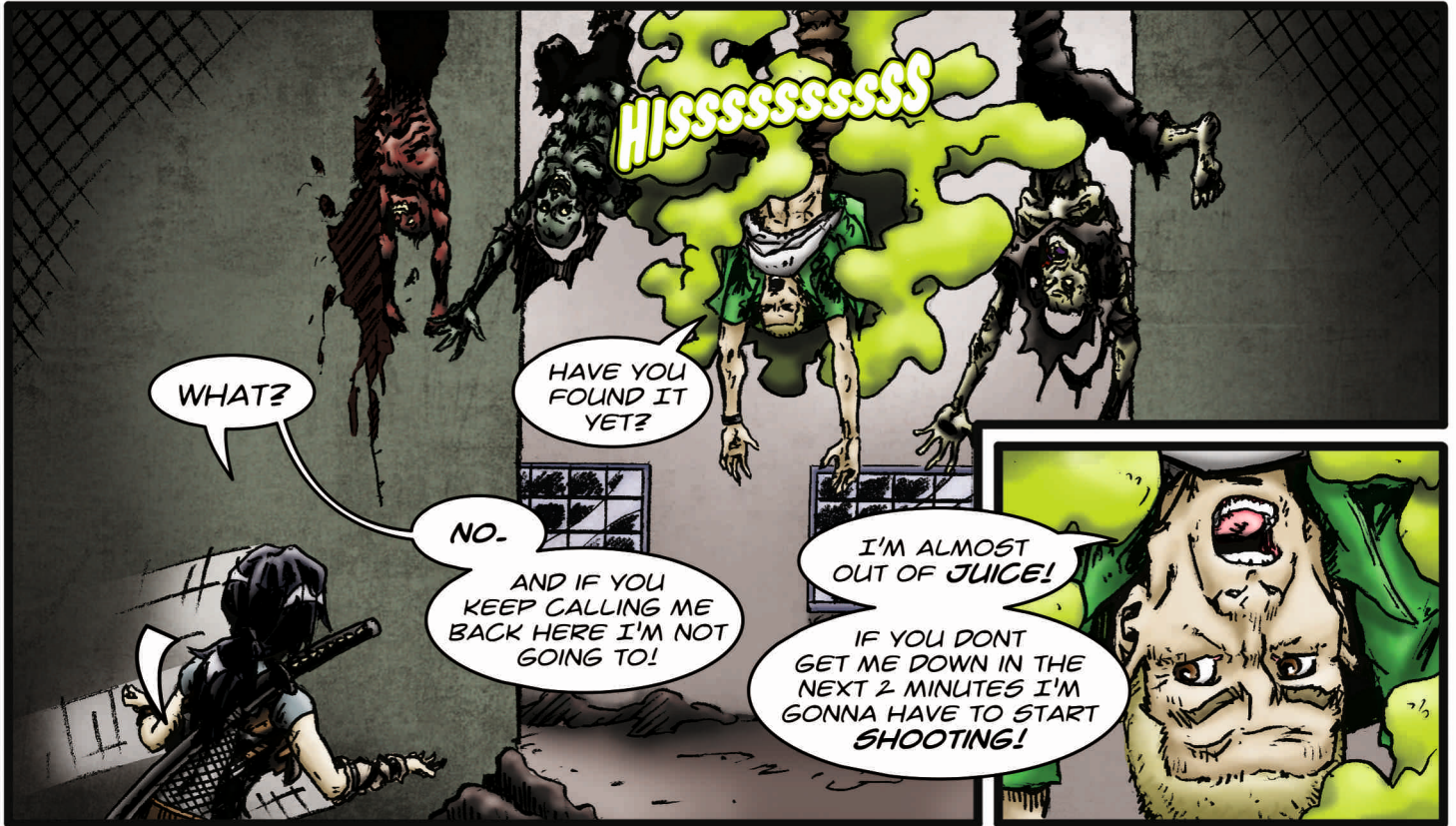
KAT?



MWUURH.



KAT!!



HISSESSSSSSSS

WHAT?

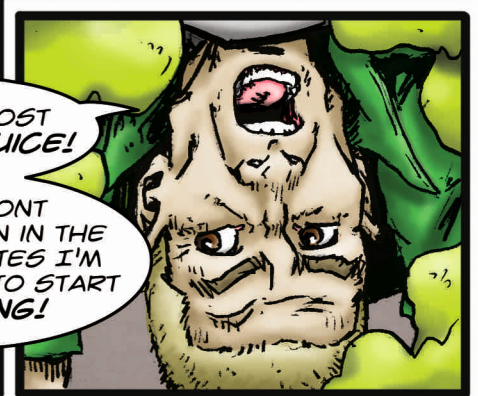
HAVE YOU FOUND IT YET?

NO.

AND IF YOU KEEP CALLING ME BACK HERE I'M NOT GOING TO!

I'M ALMOST OUT OF JUICE!

IF YOU DONT GET ME DOWN IN THE NEXT 2 MINUTES I'M GONNA HAVE TO START SHOOTING!



DON'T!

YOU'LL BRING A HORDE DOWN ON US!

HANG IN THERE.



SNICK!



OOF!

WHOOOMP!



IT WASN'T ME!

THANKS.
A BIT OF WARNING WOULD HAVE BEEN NICE!

GREETINGS FRIENDS.



STAY BACK!
HANDS WHERE I CAN SEE THEM!



MY APOLOGIES, THE TRAPS ARE MEANT ONLY FOR THE SICK ONES.



YOU MEAN, THE DEAD ONES?



THAT'S A VIEWPOINT I CHOOSE NOT TO SHARE.

A VIEWPOINT? I'M A DOCTOR, THEY'RE DEAD.

I RESPECTFULLY DISAGREE.

NOW, TELL ME FRIEND, HOW IS THAT YOU COULD HANG THERE WITH THE AFFLICTED FOR SO LONG WITHOUT BEING ATTACKED?



INGENIOUS! WITH A DEVICE SUCH AS THIS WE COULD LIVE TOGETHER, IN PEACE!

IT'S A PHEROMONE THAT MASKS MY PRESENCE.



DO YOU HAVE ANY OF THIS SUBSTANCE YOU WOULD BE WILLING TO TRADE?



ONE SHOT - THE PACIFIST



ENTRY



EXIT



OBJECTIVES



SPAWN POINT



HEAVY DOOR



LOCKED DOOR



ZOMBIE



THE MISSION

Loot the hospital! The three heroes must carry out a **search** of the 3 rooms in the hospital (🔍🔍🔍). The heavy door (—) can only be opened if another hero is standing in the security booth (👮). One hero must carry out a **search** of the canteen (🍴) to get the **key** to the **locked hospital doors** (🔒), this hero is the only hero that may open the locked doors.



“Let’s hurry this along!”

Spawning will double to 2 sets of spawn rolls every turn from turn 11 onward.

To successfully complete this mission, the heroes must **search the 3 hospital rooms** & exit the board (🚪🚪🚪).

Notes: Use the “melee weapon” (🔪) token to represent the pacifist’s flares when thrown. A “stun” result for the pacifist weaponry will place infected units prone **face down**. In the end phase, stunned infected will turn over onto their backs but **remain prone**. In the next end phase they will stand up as with a normal knocked down unit.

TURN SPAWN

ROLL 1		ROLL 2	
8	OUTCOME	8	OUTCOME
1-2	Spawn Point A	1-2	Nothing
3-4	Spawn Point B	3-5	1 Zombie
5-6	Spawn Point C	6-7	2 Zombies
7-8	Roamer	8	3 Zombies

From turn 11 onwards spawning will double to 2 sets of spawn rolls every turn.

ROOM SPAWN

ROLL 1		ROLL 2	
8	OUTCOME	8	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

