

C39 WHO LET THE DOGS OUT?

HARD / 4+ SURVIVORS / 120 MINUTES

A Mission by Daniel Winterhalter

We really need some meds. We've gotten good at staying away from zombies, but we're suffering the dings, dents, and pains of our new active lifestyle and the stomach issues of eating scavenged food. The drugstores were cleaned out early. Hospitals are far too dangerous and don't have much of a supply of drugs anyway. So, we're going to try a kennel and a clinic that advertised having its own pharmacy. They're softer targets and fewer people thought about raiding them. Or so we hope.

Material needed: Season 2: Prison Outbreak, Zombie Dogz.
 Tiles needed: 1P, 5P, 6P, 8P, 10P & 13P.

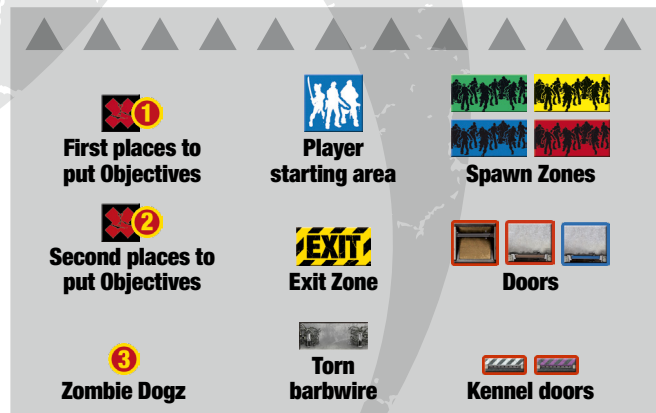
OBJECTIVES

Just follow the plan and nothing bad will happen. Trust me.

- 1 – Find the key to the clinic door.** Find the blue Objective.
- 2 – Find the medical supplies.** Great red "X"s mark where they could be. Take all 3 red Objectives. Once you have found the third one, picking any additional Objectives is optional.
- 3 – No one gets left behind, but don't let them see which way we're going!** Reach the Exit Zone with all starting Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as no Zombies have line of sight to it.

SPECIAL RULES

- **The key must be around here somewhere.** Shuffle together (face down) one green, purple, yellow, and three red Objectives. Place four of them randomly in the Zones marked with a "1". Then add a blue and a white Objective (face down) to the remaining Objectives, mix them in, and place them randomly in the Zones marked with a "2".
- **Things just got interesting...** When a Survivor picks up an Objective, flip it over to reveal its effect. Each Objective gives 5 experience points to the Survivor who takes it.
- Red: Medical supplies.** This is what you came for.
- Blue: The key to the clinic door.** Once the blue Objective has been taken, the blue door can be opened, and the blue Spawn Zone activates.
- Green:** Once the green Objective has been taken, the green Spawn Zone activates.



- Yellow:** Once the yellow Objective has been taken, the yellow Spawn Zone activates.
- Purple:** Once the purple Objective has been taken, the purple doors open, releasing the Zombie Dogz from the kennels.
- White:** Once the white Objective has been taken, the white doors open, releasing the Zombie Dogz from the kennels.
- **It's a kennel. What did you expect?** While setting up the game, put a Zombie Dog in each of the indicated Zones. Do not spawn additional Zombies when the cells' doors open.