

G22 TUNNEL RATS

MEDIUM / 2-4 SURVIVORS / 120 MINUTES

A Mission by Jeffrey Alley

We are running low on supplies. Again. We have to push our search further and further out from the hideout. We've never been to this area before. Something's got us on edge though; we keep hearing things but can't see them. Sometimes it's like it's coming from...the ground. On top of that, the infected are getting extra active. Maybe they're running out of food, too. We need to grab what we can and get back home, fast. Look out for creepers.

Tiles needed: 1B, 2B, 3C, 4B, 4C, 4E, 5D, 6C & 5F.

OBJECTIVES

This plan is very simple:

- **Find the supplies.** Take all the Objectives.



SPECIAL RULES

- **We crave sustenance.** Each Objective gives 5 experience points to the Survivor who takes it.
- **Order up.** The Survivor who takes the green or blue Objectives from the diner (tile 6C) may discard one Wounded card.
- **Bad drivers.** The cars on the board are wreckage. No Actor can move into a Zone containing a car. They obviously can't be driven or searched.
- **What lies beneath...** The green door and the blue door represent the entrances to a connected series of maintenance tunnels. They can be opened like any other door, except that when one is opened the other opens as well. This will trigger a Zombie Spawn if it's the first door opened in a building.



- **Navigating in the dark.** Once the green and blue doors are opened, a Survivor may use one Action to quickly travel from the green door Zone to the blue door Zone and vice versa, as long as there are no Zombies in the Zone in which he begins this Action. Each time a Survivor does so, the player must roll a die.

Roll a 1: Something's down here... Move the Survivor to the other door and draw the top card from the Zombie deck. Place the indicated Zombies in the Zone the Survivor just arrived in.

Roll a 2: Something's squishy... The Survivor touches something gross and screams like a little girl. He gets laughed at and feels embarrassed. Move the Survivor to the other door, and place a Noise token in that Zone. A Survivor with a Flashlight may ignore this effect and simply move to the new Zone.

Roll a 3, 4, or 5: Move to the other Zone. Nothing else happens.

Roll a 6: Something's shiny... Draw the top card of the Equipment deck and place it in the Survivor's inventory. If an Aaahh! card is drawn, spawn a Walker in the Zone the Survivor just arrived in. This does not count as a Search.



**Player
starting area**



**Maintenance
tunnel entrances**



Door



Spawn Zones



Cars you can't drive or Search



Supplies (5 XP)

• **It's a secret.** Zombies can't use the blue and green doors.

• **The ravenous horde.** Zombie packs can break down doors if their numbers are high enough. Each Fatty, Runner, or Walker counts as 1 Zombie point. Abominations count as 5 Zombie points. If a Zone contains 5 or more Zombie points, Zombies within treat doors as open when moving. If they have to go through a closed door, open the door first, then proceed to moving all Zombies (as other Zombies' routes may be re-defined by opening the door). Opening the first closed door of a building leads, as usual, to a Zombie Spawn.