

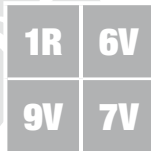
A32 GO TO BED

HARD / 6 SURVIVORS / 150 MINUTES

In the old world, getting a bed was quite easy as long as you had the money. Money is not an issue anymore, but finding an appropriate bed is harder nonetheless. I don't mean just any rotten, vermin-filled mattress. The best models around, and the most resilient to zombies, are the army folding beds. These are all over the refugee camps the government set up before it became futile to host anybody. The only drawback is finding someone inside: dying in your bed is no longer the best option, especially for the poor souls who might dispose of your decaying body days or weeks after you're gone!

Material needed: **Season 3: Rue Morgue.** (Optional: **Zombicide: Season 1, Season 2: Prison Outbreak, Angry Neighbors. Toxic City Mall.**)

Tiles needed: **1R, 6V, 7V & 9V.**



OBJECTIVES

Find as many beds as needed for your party and escape with them. Here is the plan.

1 – Explore the tents until you find enough beds. See “Finding a bed” under the Special Rules. This objective is fulfilled once your team has a bed for each Survivor.

2 – Good night my darlings! Reach the Exit Zone with all starting Survivors. Any Survivor may escape through this Zone at the end of his Turn, as long as there are no Zombies in it.



SPECIAL RULES

• Setting the scene:

- Set the tents at random.
- Set aside each Equipment pile from the Zombicide core boxes and any expansions you chose to use.
- Set aside one blue, one pink, and as many red Objective tokens as you have starting Survivors. Place all of these randomly, face down, into a Bed pile.

• Finding a bed.

- Draw an Objective from the Bed pile each time a Survivor reveals a tent card.
- Red: The Survivor earns the usual 5 XP and finds an army bed. The Objective is kept in the Inventory, occupying a slot. It can be traded. If it is destroyed or lost, the Mission fails.
- Blue or pink: The Survivor earns 5 XP. Spawn a Crawler in all beds on all revealed tent cards that match the color of the bed(s) on the tent card that the Survivor has just revealed.

• Complications.

Whenever a “6” is rolled during the Spawn Step, Spawn a Zombie Crawler on each bed.

• Optional: “sectorize” equipment distribution.

- If you use *Season 2: Prison Outbreak, Angry Neighbors* and/or *Toxic City Mall*, the Equipment deck from which you draw changes according to the tile the Survivor Searches:
- 1R: *Season 3: Rue Morgue*
 - 6V: *Season 2: Prison Outbreak*
 - 7V: *Angry Neighbors*
 - 9V: *Toxic City Mall*

You can draw from either deck for the tent standing on both the 7V and 9V tiles.

You may replace any missing Equipment pile with *Season 3: Rue Morgue’s* Equipment pile.

