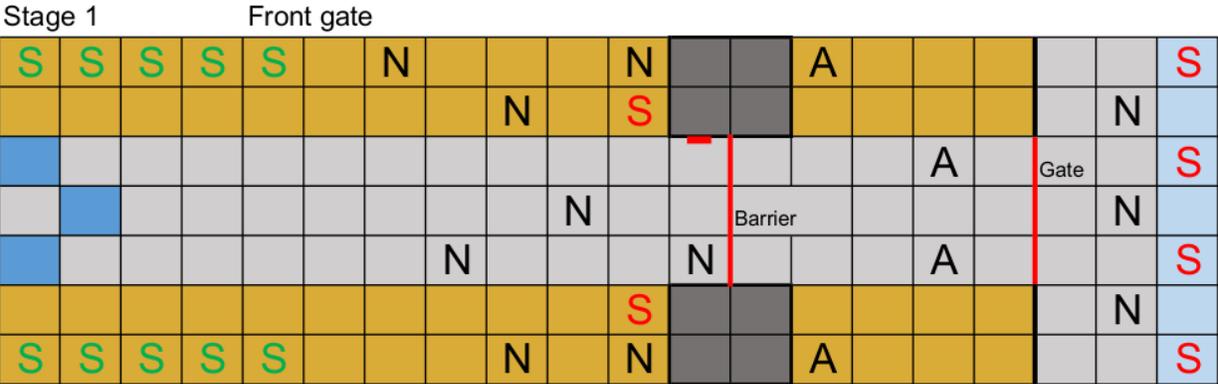


# Research facility raid



|   |  |                          |
|---|--|--------------------------|
|  Team start position |  Earth          | <b>N</b> Normal walker   |
|  Threat spawn points |  Asphalt        | <b>A</b> Armoured walker |
|  Event spawn points  |  Guard posts    |                          |
|  Exit points         |  Barrier switch |                          |

Scenario: “Who knows what they were doing in there? We’re so low on meds, it’s worth a look inside.” Player team starts outside the main gate of the facility, on a roadway in bare earth leading to guard posts controlling a barrier arm, and a closed mesh gate.

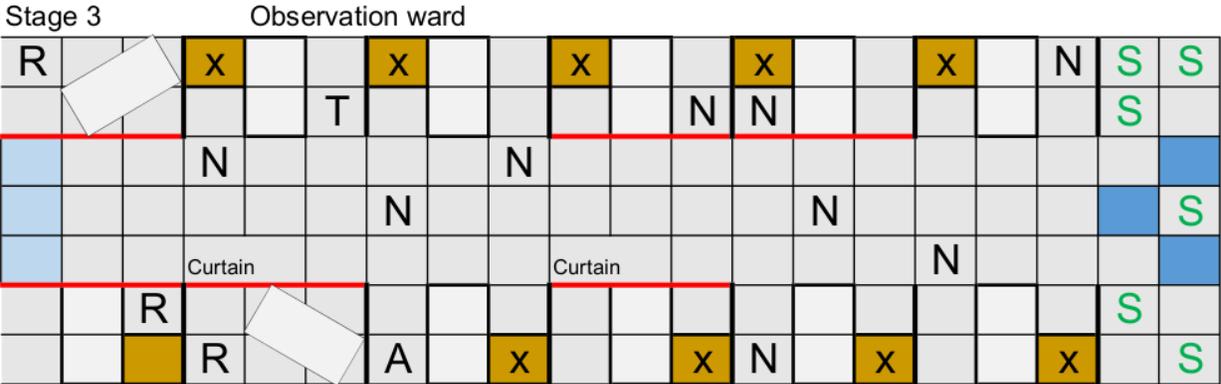
## Mission 1: Get to the exit

The barrier arm blocks movement, but not attacks. Activating the switch to raise the barrier takes 1 action point. When first activated, 2 armoured walkers appear from out of the guard posts. The barrier can be raised and lowered at will, but only from the same switch on the outside. Normal walkers spawn from the edges of the entrance area.

Opening the sliding mesh gate takes 4 action points. The gate and fencing can be shot through, but block melee attacks. When the gate is opened, 4 normal walkers spawn in the exit area.



# Research facility raid



|  |                     |  |                      |          |                 |
|--|---------------------|--|----------------------|----------|-----------------|
|  | Team start position |  | Flooring             | <b>N</b> | Normal walker   |
|  | Threat spawn points |  | Bed                  | <b>A</b> | Armoured walker |
|  | Event spawn points  |  | Medical equipment    | <b>T</b> | Tank walker     |
|  | Exit points         |  | Searchable equipment | <b>R</b> | Raider          |

Scenario: player team must search a hospital-style ward for medical supplies. Beds and medical equipment are laid out in rows, with solid walls representing curtain dividers. Where these are open, the curtain is already drawn; where marked in red, they are closed, and highlighted as action items, each taking 1 action point to open.

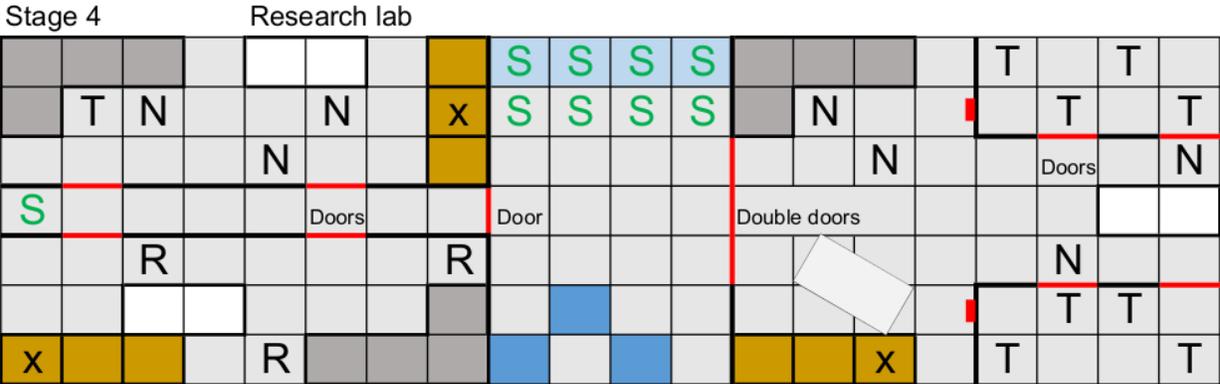
### Mission 1: Retrieve all supplies

Player team must find all 3 usable medical kits, randomly distributed across 9 searchable equipment stations by the beds. Normal walkers spawn from the entrance area. The exit points are highlighted when all 3 kits are found, and the mission updates to "Get to the exit".

### Mission 2: Kill the raiders / Get to the exit

If a player character reaches an exit point without releasing all 3 raiders, any remaining raiders open their curtains and attack. The mission updates to "Kill the raiders", and back to "Get to the exit" when all raiders are killed.

# Research facility raid



|  |                     |  |                      |          |               |  |        |
|--|---------------------|--|----------------------|----------|---------------|--|--------|
|  | Team start position |  | Flooring             | <b>N</b> | Normal walker |  | Switch |
|  | Threat spawn points |  | Bed                  | <b>T</b> | Tank walker   |  |        |
|  | Event spawn points  |  | Work bench           | <b>R</b> | Raider        |  |        |
|  | Exit points         |  | Searchable equipment |          |               |  |        |

Scenario: player team must search 3 walker research labs to collect medical supplies. Each lab contains medical equipment, research stations, and gurneys. All doors take 1 action point to open, and cannot be closed again. The 2 smaller labs each have 2 doors at either end of the hallway. The large lab holds 8 tank walkers (a mixture of standard and infectious), 4 each shut inside 2 reinforced perspex containers, which block all attacks.

### Mission 1: Retrieve all supplies

Player team must retrieve all 3 usable medical kits, one from each lab. Normal walkers spawn from the exit area, and one from the end of the narrow hallway at left of the map.

The hatches to the walker tanks in the large lab can be opened individually with the switches at the front of each tank, for 1 action point, but cannot be closed again. When the medical kit in this lab is retrieved, if either of the tanks are still locked, the switches will short out, and all hatches will open to release any remaining walkers.

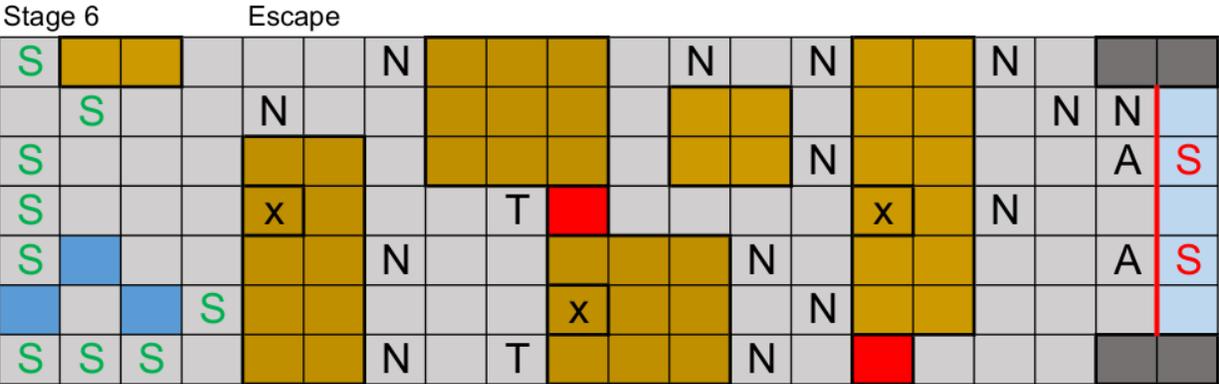
### Mission 2: Get to the exit

Exit points are highlighted when all medical kits are retrieved.

Challenge scenario for Walking Dead: No Man's Land  
 Dream challenge community contest  
 Designed by Roland Brownlee, April 2020



# Research facility raid



|  |                     |  |                      |          |                 |
|--|---------------------|--|----------------------|----------|-----------------|
|  | Team start position |  | Concrete             | <b>N</b> | Normal walker   |
|  | Threat spawn points |  | Wall                 | <b>A</b> | Armoured walker |
|  | Event spawn points  |  | Movable crate        | <b>T</b> | Tank walker     |
|  | Exit points         |  | Searchable equipment |          |                 |

Scenario: player team must locate the remaining medical supplies in a warehouse area, and find their way to a roller door, to escape through the cart dock. The way is blocked by crates and containers stacked to various heights, 3 of which are highlighted as searchable. There are 2 smaller movable crates which can be pushed in any direction for 1 action point.

### Mission 1: Retrieve all supplies

Player team must retrieve all 3 medical kits from the marked crates. Walkers behind the first movable crate are not active until the crate has been pushed forward twice, so that they do not block the way by moving around. If the player attempts to push the crate back into place from the other side, active walkers may block its movement from behind, needing to be cleared. Similarly, walkers behind the second crate should not block its movement forward. The second crate cannot be pushed back into place. Normal walkers spawn from the entrance area.

### Mission 2: Get to the exit

The roller door in front of the exit points takes 4 action points to open. When it is raised, 2 tank walkers enter from the right of the map.

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