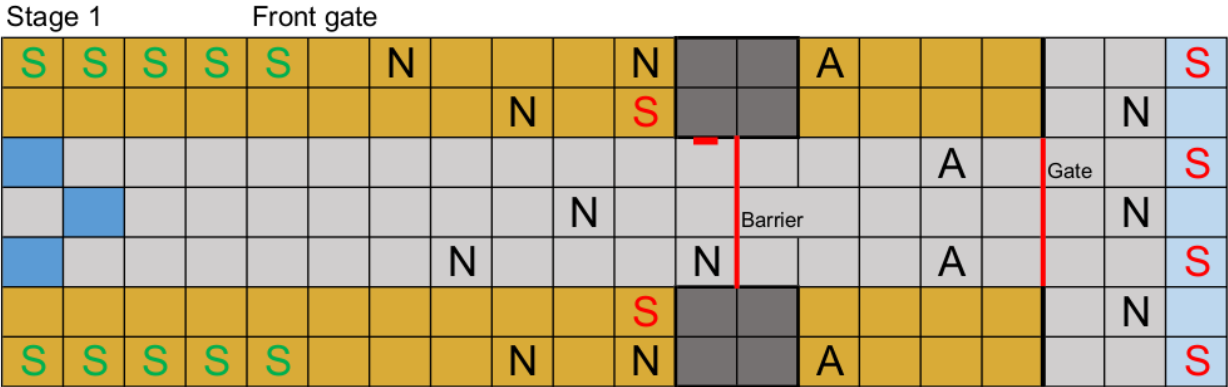


Research facility raid



 Team start position	 Earth	N Normal walker
 Threat spawn points	 Asphalt	A 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.

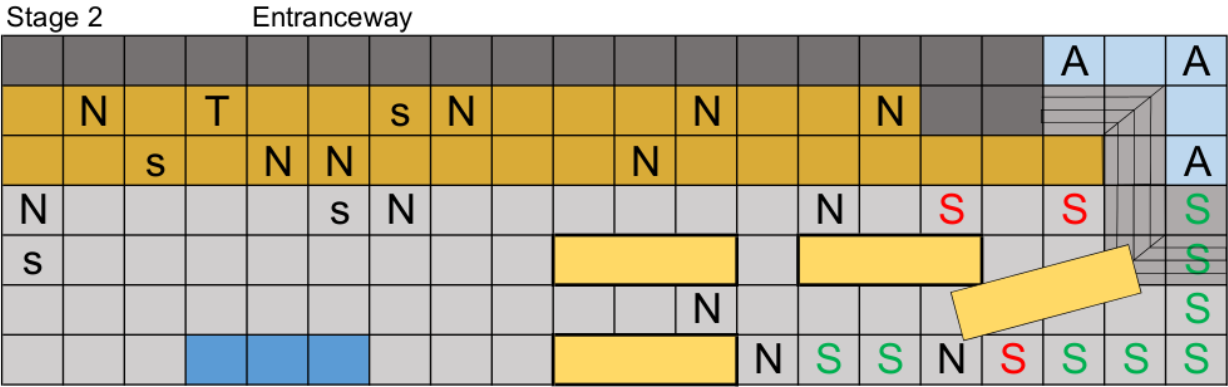
Mission 1: Get to the exit

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.

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		Earth	N	Normal walker
	Threat spawn points		Asphalt	A	Armoured walker
	Event spawn points		Building walls	T	Tank walker
	Exit points		Cars	S	Survivor

Scenario: player team reaches the carpark outside the main entranceway. 4 survivors are struggling with a herd of walkers, including one tank. There are 3 cars parked in front of the building, with one crashed into the concrete steps leading to the entrance doors.

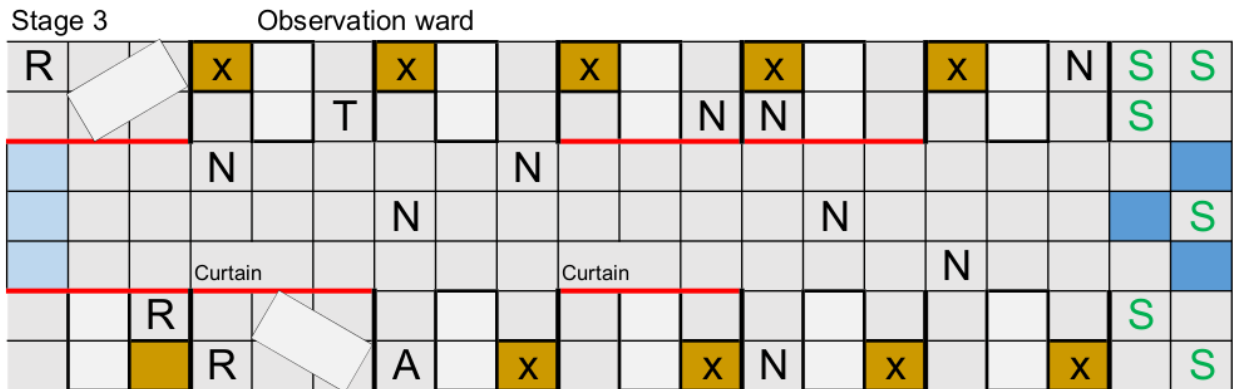
Mission 1: Rescue the survivors

Player team must rescue at least 3 of 4 survivors from walkers. When released, survivors flee off the left of the map. The mission fails if 2 survivors die.

Mission 2: Get to the exit

While the 3 armoured walkers on the steps will be drawn to the main herd during mission 1, 3 more armoured walkers appear out of the crashed car when one of the player characters reaches the map column level with the third car. Normal walkers spawn from the lower right of the map.

Research facility raid



	Team start position		Flooring	N	Normal walker
	Threat spawn points		Bed	A	Armoured walker
	Event spawn points		Medical equipment	T	Tank walker
	Exit points		Searchable equipment	R	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

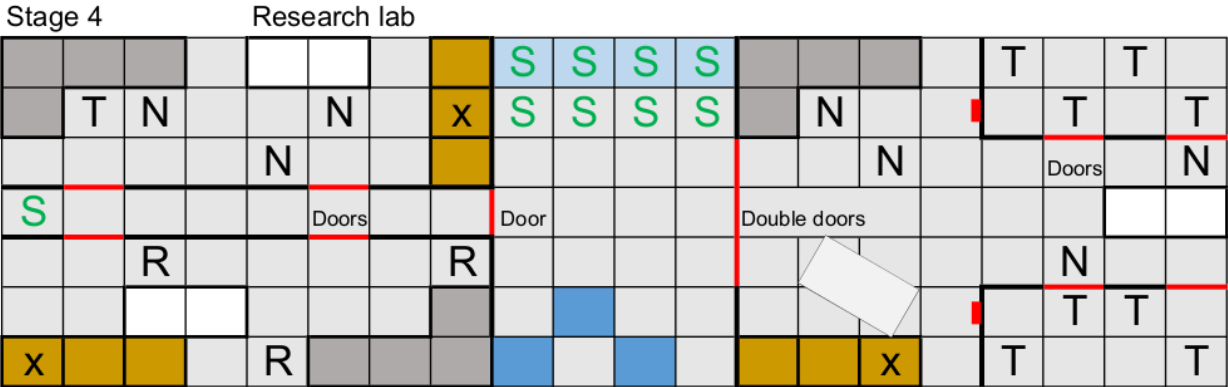
Player team must find all 3 usable medical kits, randomly distributed across 9 searchable equipment stations by the beds. Normal walkers spawn from the entrance area. The exit points are highlighted when all 3 kits are found, and the mission updates to "Get to the exit".

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.

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Research facility raid



	Team start position		Flooring	N	Normal walker		Switch
	Threat spawn points		Bed	T	Tank walker		
	Event spawn points		Work bench	R	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.

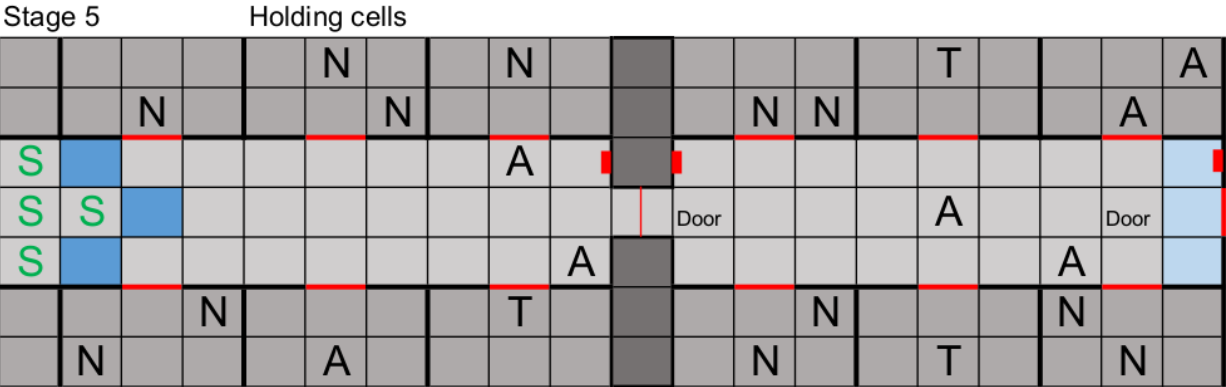
The hatches to the walker tanks in the large lab can be opened individually with the switches at the front of each tank, for 1 action point, but cannot be closed again. When the medical kit in this lab is retrieved, if either of the tanks are still locked, the switches will short out, and all hatches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









Mission 2: Get to the exit

Exit points are highlighted when all medical kits are retrieved.

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Research facility raid



	Team start position		Concrete	N	Normal walker
	Threat spawn points		Cell floor	A	Armoured walker
	Event spawn points		Wall	T	Tank walker
	Exit points		Door card control	R	Raider

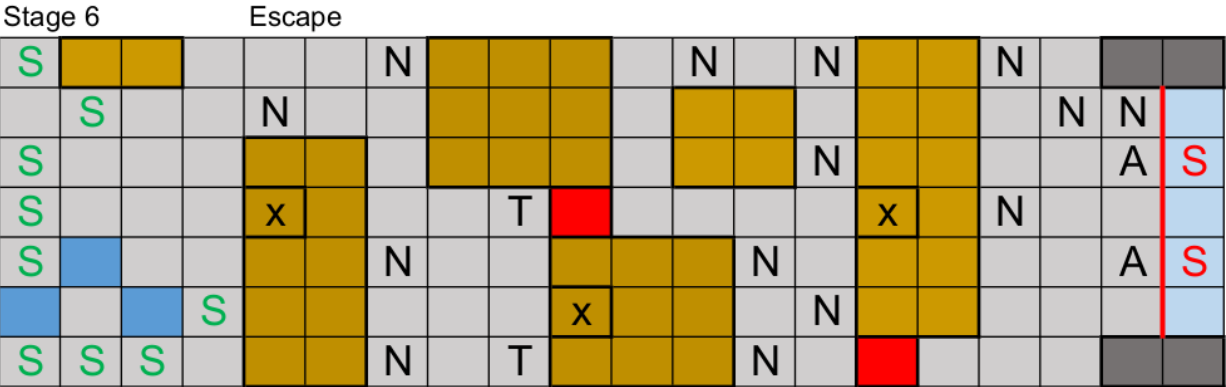
Scenario: player team must explore 2 blocks of bare holding cells to reach the exit. Solid cell walls are iron-framed perspex, giving some visibility but blocking all attacks. Cell doors can be opened for 1 action point, and reinforced sliding doors between blocks and the exit are activated by security card switches.

Mission 1: Get to the exit

1 key card is held by 1 of the 8 walkers trapped in cells in the first block, allocated at random. The card switch can be inspected for 1 action point, but without the key, the player will only get the message, "You need a key card." When the walker holding the key card dies, it becomes an examinable object, highlighted in red. Retrieving the key card takes 1 action point. Normal walkers spawn from the entrance area.

The dividing door cannot be closed again from the other side until the second key card is found. 2 key cards are held by 2 of the 10 walkers trapped in cells in the second block, allocated at random. If the third key is found before the second, the exit door can be opened without finding the second key, nor closing the dividing door. If the player activates a switch without the correct key, they will get the message, "You need a key card." The exit points are highlighted when the exit door is opened.

Research facility raid



	Team start position		Concrete	N	Normal walker
	Threat spawn points		Wall	A	Armoured walker
	Event spawn points		Movable crate	T	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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