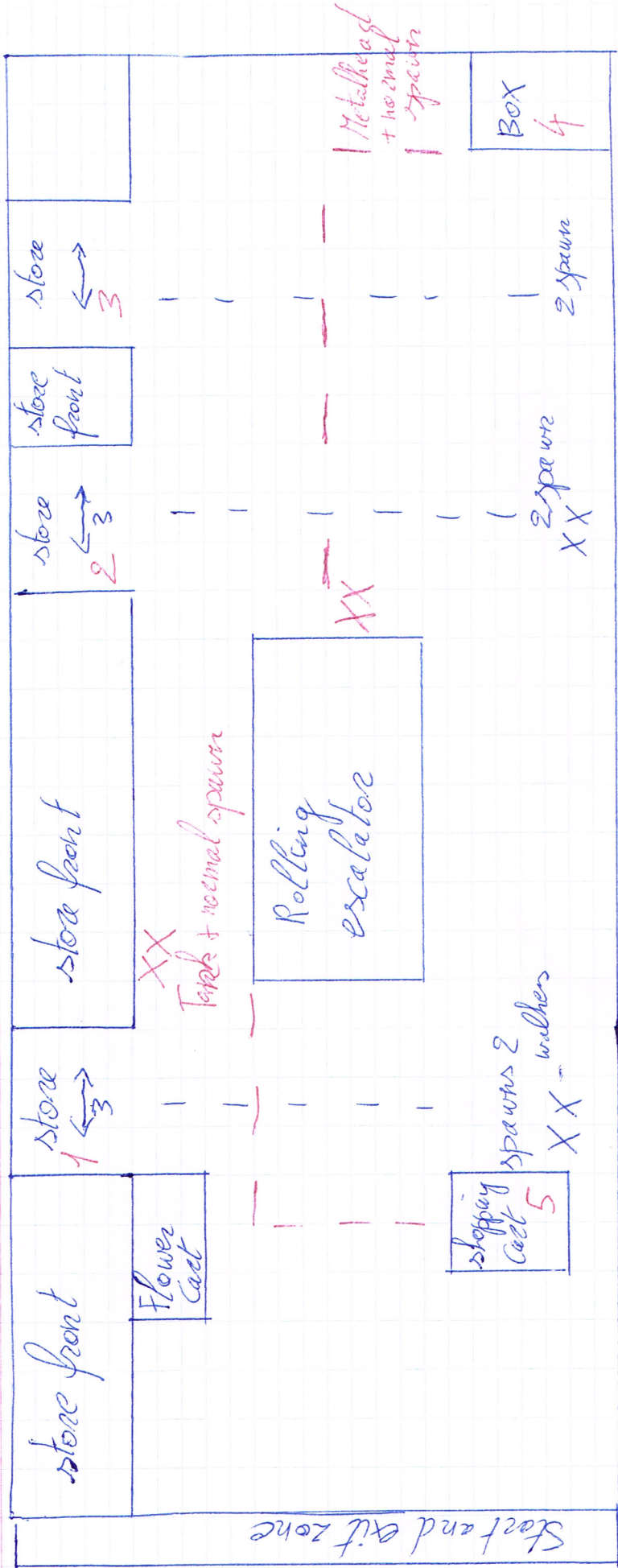


"The mall" 24 spaces



1-5: Boxes

get the loot and get out

Threat counter = 4

Threat = 3

starting spawns: 4 normal walkers around each box, 1 tank on escalator