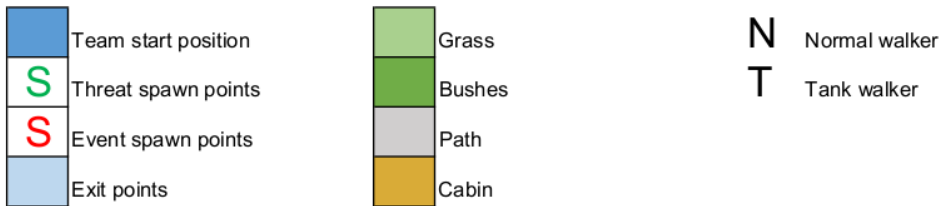
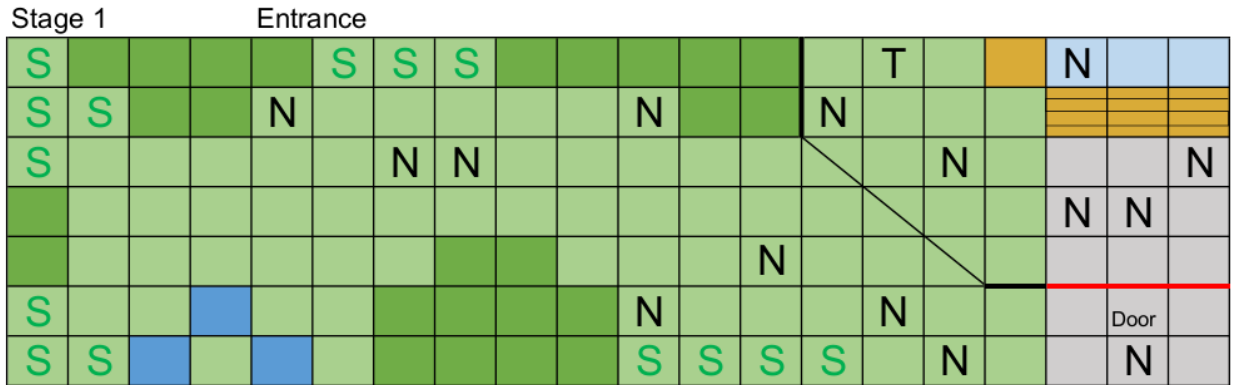


The hunting lodge



Scenario: “This old lodge will make us a fine outpost – once we get rid of the current residents!” Player team must find the entrance by twilight, following an overgrown path through trees and tall bushes. The lodge is surrounded by a wooden fence, six feet high, with a sliding gate at the front.

Mission 1: Get to the exit

The gate takes 4 action points to open. Normal walkers spawn from the edges of the map. Walkers stop spawning once the gate is fully open, and the mission updates to “Kill all walkers.”

Mission 2: Kill all walkers / Get to the exit

When all walkers have been put down, exit points are highlighted at the top of the stairs leading to the manager’s office, and the mission updates to “Get to the exit.”

The hunting lodge

Stage 2 The office

	T		T		N	S	A	WC	Sink		X	Counter			Couch		Rack
X			Shelving		S	N	S	T				A			N		
N	N				N				Bath					N		Table	S
				N			N										
	X		Shelving		N				Door		N						S
	N				Door					S	Door						S
N			N				N							N	Couch		S

	Team start position		Carpeting	N	Normal walker
	Threat spawn points		Couches	A	Armoured walker
	Event spawn points		Furniture	T	Tank walker
	Exit points		Examinable objects		Whiteware

Scenario: player team must explore the manager’s office, to collect supplies and sweep for walkers. All doors take 1 action point to open, and cannot be closed. The décor is old-fashioned, with hunting trophies (deer, game fish) displayed on the walls.

Mission 1: Retrieve all supplies

Player team must search behind the counter to find the keys to the lodge. If a character attempts to open the rear door without the keys, they get the message, “You need a key.” When the door is unlocked, 4 normal walkers spawn from the entrance area.

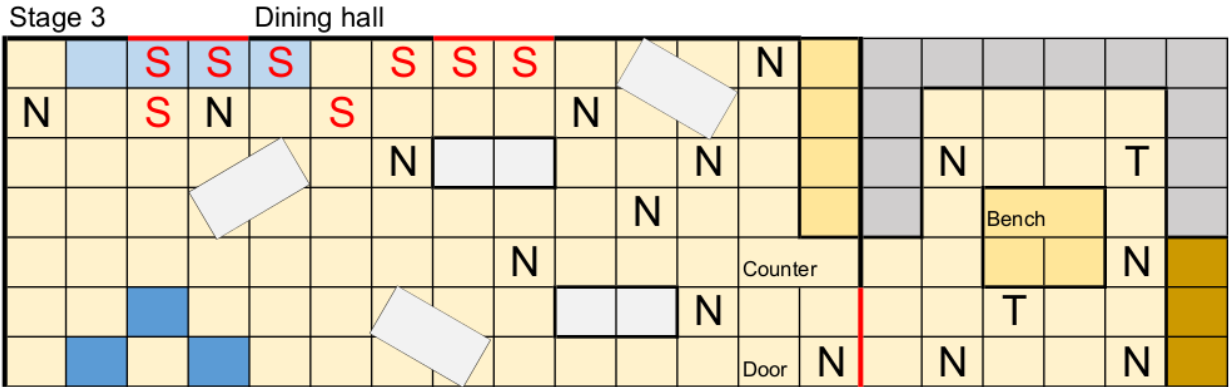
Player team must then retrieve supplies from two marked areas in the storeroom at left of the map. The shelving here is high enough to block visibility and attacks. When all supplies have been collected, the mission updates to “Kill all walkers.”

Mission 2: Kill all walkers / Get to the exit

When the bathroom door is opened, 4 normal walkers spawn from the ends of the hallway. Exit points are highlighted when all walkers have been put down.

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

The hunting lodge



 Team start position	 Flooring	 Normal walker
 Threat spawn points	 Table	 Tank walker
 Event spawn points	 Storage	 Furniture
 Exit points	 Work benches / sinks	

Scenario: player team must sweep the dining hall for walkers. Lights are on in the kitchen, but not in the main hall. Tables and chairs are scattered, and there are more hunting trophies and shields on the walls. There is a long counter at the rear of the hall, backing onto a closed serving hatch from the kitchen.









Mission 1: Kill all walkers

The double doors leading to the kitchen take 2 action points to open. When the doors are opened, 8 normal walkers spawn from the doors along the side of the hall. The mission is complete when all walkers have been put down.

The hunting lodge

Stage 4 Cabins

	N		N					N	N					A		A	N
	A	Door		N			N		Door	A	N			N		Door	N
	N					N							N				
				N													N
S		N												N			
	N																N
S			S	S										S	S		

 Team start position	 Grass	N Normal walker
 Threat spawn points	 Bushes	A Armoured walker
 Event spawn points	 Path	
 Exit points	 Cabin	

Scenario: player team must sweep 3 cabins for walkers. The cabins have stairs leading up to single doors which each take 1 action point to open, and cannot be closed again.





Mission 1: Kill all walkers

Normal walkers spawn from the edges of the map. When all 3 doors have been opened, additional walkers stop spawning. The mission is complete when all walkers have been put down.

The hunting lodge

Stage 5 Shower block

	Showers			N		WC	WC	WC	WC			Sinks						S
N			T			N		N			N							S
					N												S	
	T			N			N					N					S	
											N						S	
N							A										S	
	Showers			T			WC	WC	WC	WC			Sinks					S

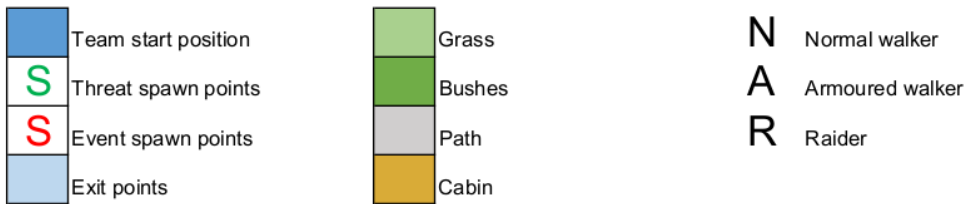
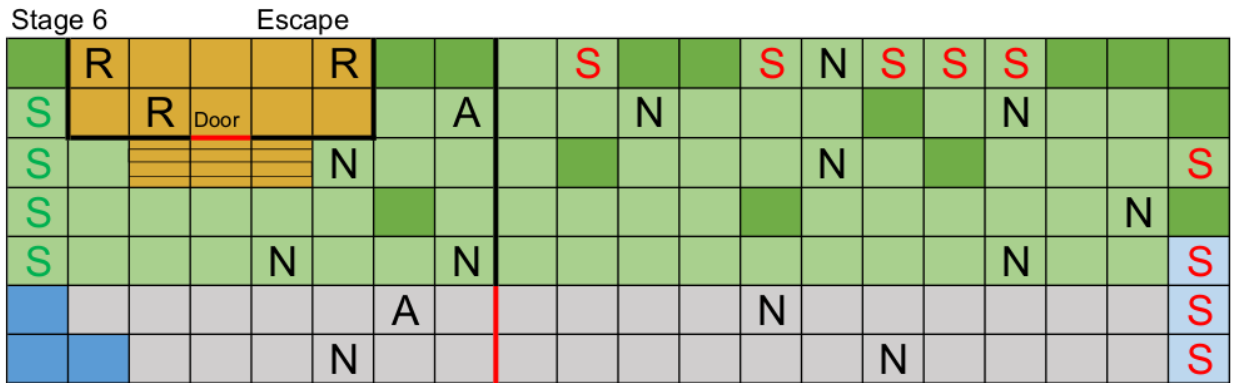
	Team start position		Flooring	N	Normal walker
	Threat spawn points		Benches	A	Armoured walker
	Event spawn points		Whiteware	T	Tank walker
	Exit points				

Scenario: player team must sweep the ablutions block for walkers. The front door leads to a bathroom with hand basins, mirrors, and toilet cubicles. The rear door leads into the showers, arranged in stalls around the walls. All doors take 1 action point to open, and cannot be closed again.

Mission 1: Kill all walkers

When the front door is opened, 7 normal walkers spawn in the entrance area. 6 of the cubicle doors are closed, though only 3 are occupied. When the rear door is opened, 7 normal walkers spawn in the entrance area. The mission is complete when all walkers have been put down.

The hunting lodge



Scenario: player team must sweep the remaining cabin, secure the area, and deal with a walker horde to get out. It is now almost completely dark.

Mission 1: Get to the exit / Kill all raiders

The fence blocks movement, but is low enough to allow visibility and attacks. When the cabin door is opened, raiders attack, and the mission updates to “Kill all raiders.” The gate in the fence takes 2 action points to open; if it is opened before the cabin door, the raiders open the door and attack the player team from inside the cabin, and the mission updates to “Kill all raiders.” Normal walkers spawn from the left of the map. When the gate is opened and all raiders are dead, the mission updates to “Secure the area.”

Mission 2: Secure the area / Kill all walkers

The gate takes another 2 action points to close, and can be blocked by walkers. When the gate is closed, walkers stop spawning, and the mission updates to “Kill all walkers.”

Mission 3: Survive the herd

When all walkers are dead, 3 waves of normal walkers start spawning from the top and right of the map, and the mission updates to “Survive the herd.”

Mission 4: Get to the exit

Exit points are highlighted when the third wave of walkers has spawned.

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