

# C3 CAR WASH

A mission by Christophe Muller De Schongor

*We were having so much fun looting the FBI office!! Josh was trying to short-circuit an electronic safe. It did open, along with all the cells on the floor below... We have no choice but to take another exit, the one from the underground parking lot. This will be fun too!*

You will need the following tiles for this scenario: **5F, 5C, 2B & 2C.**

## OBJECTIVES

Here is the plan to escape the FBI office building:

- **Get the FBI master key.** Take the red Objective token on tile 2B. Once taken, treat the Objective token as an Equipment card.
- **Escape.** All Survivors, including the one with the FBI master key in one hand (occupying a "card in hand" inventory slot) must reach the Exit Zone. The Zone must contain no Zombies.

## SPECIAL RULES

- **Satisfaction of accomplishment.** Each of the five Objective tokens gives 5 experience points to the Survivor who takes it.

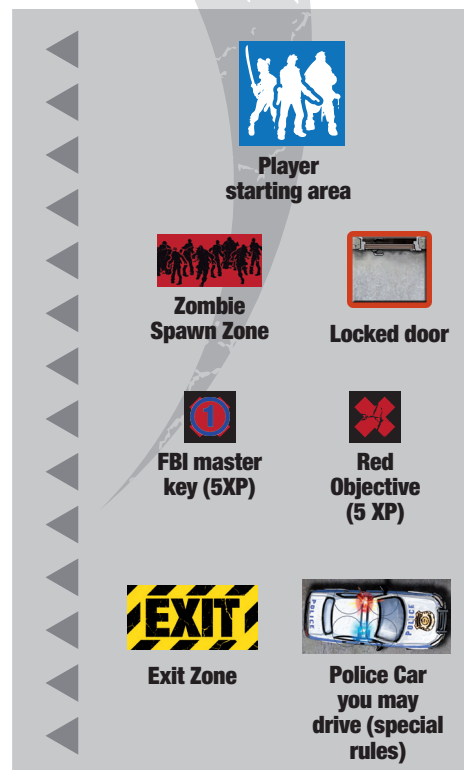
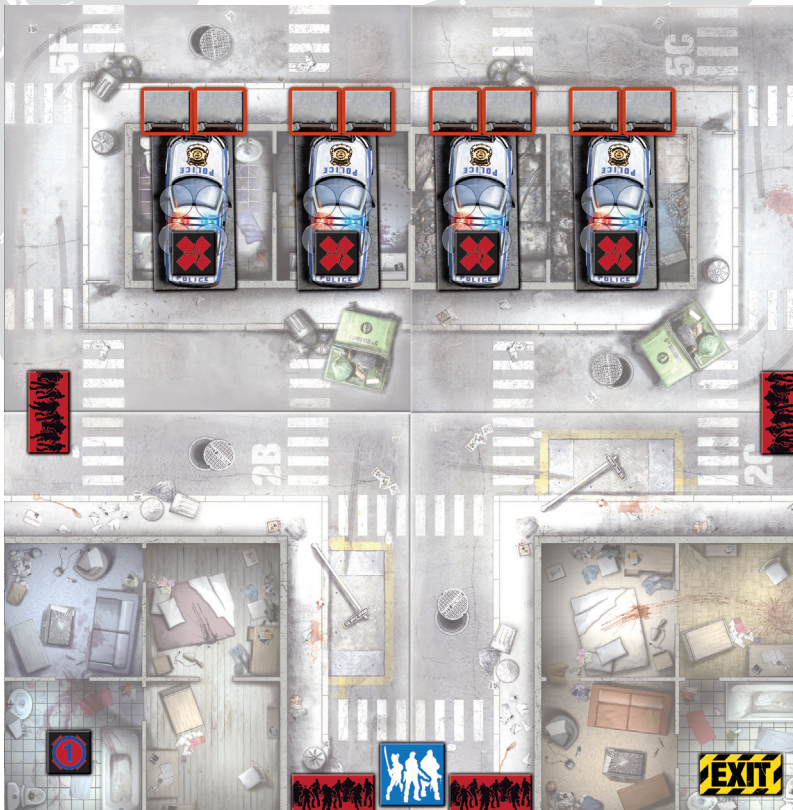
• **Does this car work?** The cars **may** be driven. Put two red Objective tokens, one blue Objective token and one green Objective token, face down, randomly, on each police car. From inside the police car, the Survivor must spend one Action to try to start the car: flip the Objective token. If red, the car cannot be driven. If green or blue, the car can be driven as usual.

• **Out of the FBI car parking.** A police car can only leave its parking garage if both doors are open.

• **In the FBI building, there are only police cars.** It's a good thing, since these cars contain lots of guns! You can Search a police car more than once. Draw cards until you find a weapon. Discard the other cards. The Aaahh! card triggers the appearance of a Walker as usual and interrupts the Search.

• **There's your door!** To reach the underground rooms, crash a car through a wall. This Action counts as a two-Zones drive. Once crashed:

- Spawn Zombies in the building as usual.
- Perform the car attack as usual in the room you crashed into, excluding the people in the car.
- Put the car token halfway in the street Zone it comes from, halfway in the room it crashed into. It is out of commission, From now on it counts **only** as an open door.



ZOMBICIDE - MISSIONS

MEDIUM  
6+ SURVIVORS  
90 MINUTES

C3