

C15 ROAD CLOSED

A mission by Toma LaLiada

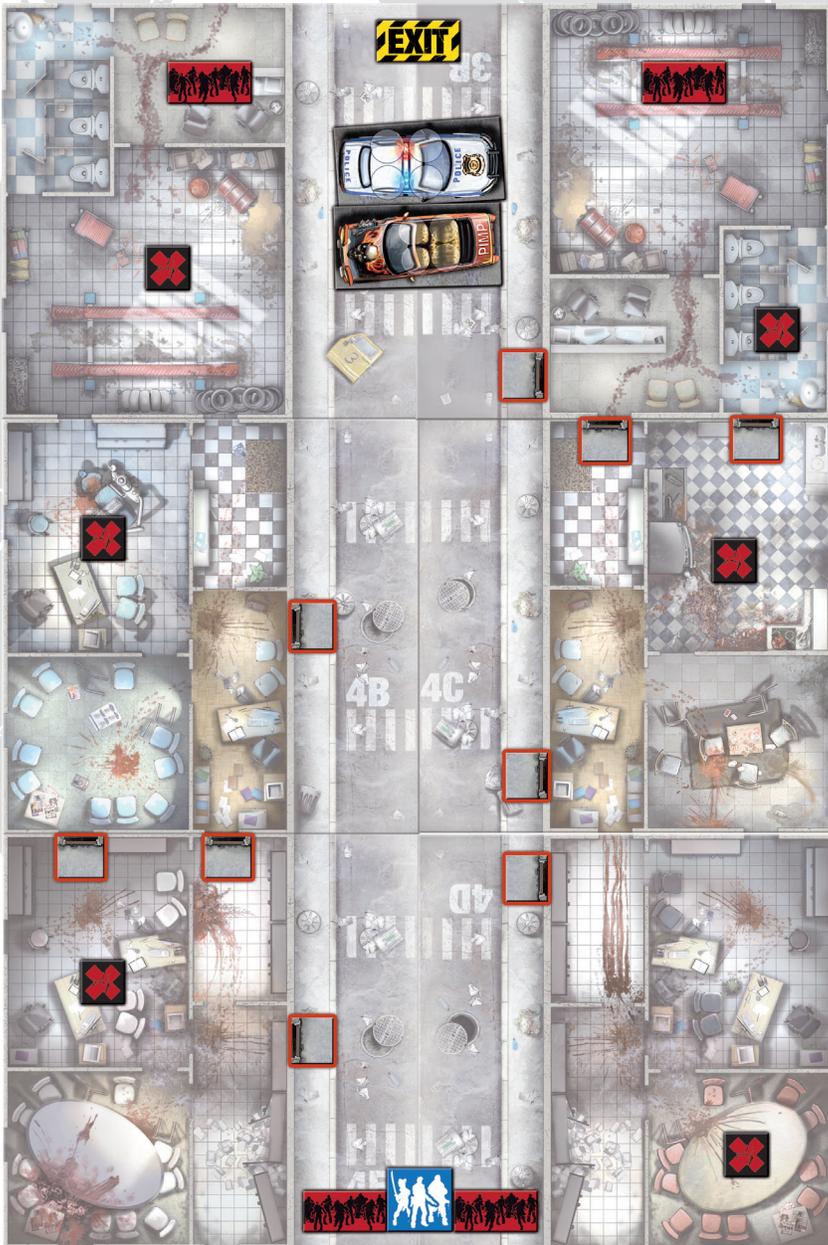
We've been running all day but have reached a dead end. With wrecked cars and rubble blocking the exit, we have to do something quickly if we want to survive. Dave has a great idea to destroy this makeshift barricade, but we're going to need some gas cylinders....

You will need the following tiles for this scenario: **3C, 3B, 4B, 4C, 4E & 4D.**

OBJECTIVES

Just do the things in the right order if you don't want to blow yourself up:

- **Gather the gas cylinders.** There are red "X"s to show you where they are. Take all the Objectives.
- **Set the explosive device.** Place six Objective tokens in the cars' Zone.
- **Blow up the cars.**
- **Run for your life!** Reach the Exit Zone shown on the map with at least one Survivor.



MEDIUM
4+ SURVIVORS
120 MINUTES

SPECIAL RULES

- **Looking for gas cylinders.** Each Objective gives 5 experience points to the Survivor who takes it for the first time.

- **Road closed!** A Survivor can't go in the Exit Zone until the cars have been destroyed.

- **Closed rooms.** Some building Zones are isolated by doors. They are considered separate buildings for Zombie spawning purpose only.

- **Heavy duty.** Gas cylinders are really heavy and have to be carried to the cars. Place the Objective tokens taken by a Survivor on his ID Card. He can't carry more than two such tokens at the same time. If a Survivor who has at least one Objective token on his ID Card dies, put the tokens in the Zone where he died.

- **Setting the explosive device.** Any Survivor standing in the cars' Zone and carrying at least one Objective token can spend one Action to place the token(s) in the Zone.

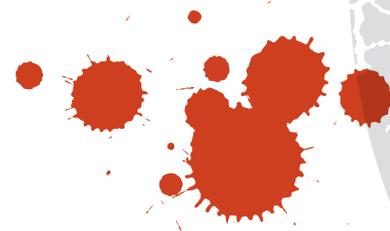
- **Blowing up the cars.** When all six Objective tokens have been placed in the cars' Zone, any Survivor on the adjacent Zone can spend one Action to make the gas cylinders explode:

- Remove the cars and the Objective tokens from the game.
- The Survivor blowing up the Zone gains 5 experience points.
- Any Zombies (including Abominations) standing in the Zone are eliminated. The Survivor blowing up the Zone gets the experience points.
- Any Survivor standing in the cars' Zone is eliminated and can't return as a Zombivor.

- **You cannot use the cars.**

- **They haven't emptied the cars!** You can Search the pimpmobile only once. It contains either Ma's Shotgun or the Evil Twins (choose randomly).

- **Not even the police car!** You can Search the 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.



		
Police Car	Pimpmobile	
		
Player starting area	Exit Zone	
		
Objective (5 XP) See special rules	Zombie Spawn Zone	Door