

# C21 LET'S WALK THE BLOCK

HARD / 6 TO 12 SURVIVORS / 150 MINUTES

## A Mission by Billy Hayes

We've been through here before but never stopped. This neighborhood always had a lot of zombies in it, but not today. Wanda noticed far fewer zombies when she came through the area on a supply sweep. Probably has something to do with the cold weather. She mentioned it might be a great opportunity to explore this previously inaccessible area. Phil and Ned agreed and gathered everyone together to go over the game plan. The cold is a new element in this zombie fight, and they want to make sure everyone can handle it.

Tiles needed: 1B, 2B, 2C, 3C, 5B, 5C, 5D, 5E & 7B.



## OBJECTIVES

Method is the key. Just follow this plan:

- 1- **Explore the block methodically.** Take all the Objectives.
- 2- **Go back home—with cars, it's too cold to walk.** Reach the Exit Zone with all Survivors aboard as many cars as needed. Any car may escape through this Zone at the end of its driver's turn, as long as the Zone is free of Zombies. An escaped car is removed from the board, with its passengers and their Equipment, upon reaching the Exit Zone.
- 3- **Nobody wants to freeze to death!** If there's at least one Survivor left on the board with no means to reach the Exit in a car, the game is lost.

## SPECIAL RULES

- **I found something!** Each Objective gives 5 experience points to the Survivor who takes it.
- **The blue metal door.** Once the blue Objective is taken, the blue door can be opened.
- **The green main entrance.** Once the green Objective is taken, the green door can be opened. Note that you can access the building by a side door that doesn't require a key.
- **What is this? A blizzard?!** The temperature is dropping, and the Survivors must get to safety. For every third consecutive turn a Survivor is outside (in street Zones), put a Noise token on his ID card. A Survivor loses 1 Action for each Noise token he receives this way. Free actions cannot be lost. A Survivor cannot have less than 1 Action. Remove all Noise tokens from a Survivor that enters a building Zone or a car.
- **Police came and abandoned a car.** 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.
- **Pimpmobile.** The pimpmobile can be Searched only once. It contains either Ma's Shotgun or the Evil Twins (draw randomly).





• You can use the cars.

• **Finicky cars! The cold is affecting the wiring!** The wiring in the cars is frozen over, and this causes the car alarms to randomly go off. Whenever a car is Searched or moved, roll a single die. On a roll of 1, place six temporary Noise tokens on the car. Each car alarm can only be activated once per turn.

• **Activating this alarm is a really bad thing.** The first time a car alarm is sounded, activate the blue Spawn Zone for the remainder of the game.

