

# C24 WANT A MINI FOR XMAS

MEDIUM / 6+ SURVIVORS / 180 MINUTES

A Mission by Céline Mathieu

*\*Sigh\** The cylinder head is about to give out. AGAIN. This time we really need to replace it. A few days ago, we passed a huge street, and Josh saw a sign labelled, "Pete's Garage". The odds of finding a cylinder head there are thin, but we need to take the risk. The sewers are crawling with walkers, though. Luckily, the military had an HQ nearby, and they left a minigun mounted at the street's entrance. I have no idea how to fire that thing; I guess we'll have to find out. I bet it can tear an Abomination apart.

Tiles needed: 1C, 2B, 2C, 3B, 4B & 4C.



## OBJECTIVES

Repairing the car is the main objective, but it would be a crime not to use this machine gun, wouldn't it?

- 1- **Find the cylinder head.** Take the blue Objective.
- 2- **Escape the horde.** Reach the Exit Zone with all Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.

## SPECIAL RULES

- **Army weapon stock.** The red Objectives represent stashed weapons. When one is picked up, draw cards until you find a weapon. Discard the other cards. The Aaahh! card triggers the appearance of a Walker, but keep drawing cards until you find a weapon.

- **Pete was working on a pimpmobile.** The pimpmobile can be Searched only once. It contains either Ma's Shotgun or the Evil Twins (draw randomly).

- **A derelict police car.** It won't go anywhere, but who knows what's in it? 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.



