

C27 BREAKING DOWN

HARD / 6+ SURVIVORS / 180 MINUTES

A Mission by James Cachia-Garrett

A wandering horde has chased us out of house and home. We packed our weapons and supplies into the car and headed out, but the horde was too big. Our car hit too many zombies. There's smoke coming out of both ends, and I'm pretty sure the transmission is totaled. Thankfully, I know where we are. One of the less fortunate survivors we encountered mentioned that his family's minivan was in the garage right in front of us when the outbreak happened. It's got a broken driveshaft and no gas, but it's fine otherwise. Oh, and the garage door is locked down tight. We need to fix the driveshaft, fill the tank, and get out of here. On the bright side, I also heard that a gun collector had stashed his prize weapons around here somewhere. We could really use them, and he's not going to need them anymore.

Tiles needed: 2B, 2C, 3B, 3C, 4B, 4C, 4D & 4E.

OBJECTIVES

We need a new car!

- 1- **A driveshaft and some fuel.** Take the driveshaft from the police car and find two Gasoline cards.
- 2- **Repair and refuel the minivan.** It's represented by the pimpmobile on tile 3B.
- 3- **Open the roller door.** You'll need to find the green Objective to do this. It's represented by the blue and green doors on tile 3B.
- 4- **Flee the horde!** Escape through the Exit Zone with the minivan. The car may escape through this Zone at the end of the driver's turn, as long as it's free of Zombies.

SPECIAL RULES

- **This is exactly what we need.** Each Objective gives 5 experience points to the Survivor who takes it.
- **Closed rooms.** Some building Zones are isolated by doors. They are considered separate buildings for Zombie Spawning only.

- **On the run.** Each Survivor starts the mission with 7 experience points, at the Yellow Danger Level, and packing a bonus weapon in addition to the standard starting Equipment. Before the game begins, starting with the first player, draw from the Equipment deck until each Survivor gets a weapon. Ignore non-weapon Equipment cards.

- **The gun collector lived near here.** Place Ma's Shotgun and the Evil Twins in the Equipment deck AFTER each Survivor receives his bonus weapon. These weapons can be found by Searching around town.

- **Mechanics have Gasoline.** Before the game begins, remove both Gasoline cards from the Equipment deck, and place one in each mechanic Zone (marked as such on the map). The first Search in these Zones gives the matching Gasoline card. If used, place the Gasoline cards in the discard pile.

- **Where can we find a driveshaft?** The Survivor who takes the blue Objective receives the driveshaft. The blue Objective token counts as an Equipment card. The driveshaft is very heavy and cumbersome: it can only be placed in one of the hand slots. Losing the driveshaft ends the game.

- **The roller door.** Put the green Objective randomly among the red Objectives, face down. Once the green Objective has been found, the roller door can be opened. It is represented by both the green and the blue door on tile 3B. Both doors open simultaneously. Opening the roller door is very loud. Treat the Survivor who opens it as having used the Loud Skill.

- **Repairing the minivan.** A Survivor can spend one Action with either a Gasoline card or the driveshaft to put them in the minivan. Once two Gasoline cards and the driveshaft have been stashed this way, the minivan can be driven. It can be driven through the roller door of tile 3B.



- **Cars around town.** Cars can't be Searched or driven. Repairing the minivan allows it to be driven. The minivan seats 6 Survivors.

- **It's FIXED! Let's try not to break it again.** Once repaired, the minivan can only be driven a maximum of 2 Zones per game round.



Door



Mechanic Zone
(Gasoline)



Exit Zone



Minivan



Player
starting area



Police car



Roller door



Spawn Zone



Where the key
could be (5 XP)

