

C49 SHOPPING FOR A NEW HOME

HARD / 6+ SURVIVORS / 180 MINUTES

A Mission by Scott LeBlanc

Our safe house was destroyed by the growing horde a few days ago. We have been wandering around the city for days. We just entered one of the first areas that got overrun. The buildings seem mostly intact. I guess people were too surprised to think about looting.

One of these buildings is an abandoned shopping mall. It could serve well as a refuge, if we can secure it first. We can't pass up a temporary roof over our heads and enough food to last us a while. It is worth the risk...it has to be. We need to bar the doors and clear out the infected.

It even has a taco place. I miss tacos.

Material needed: **Season 1, Toxic City Mall.**

Tiles needed: **1M, 2M, 3B, 3C, 3M, 4E, 5B, 5C & 7B.**

OBJECTIVES

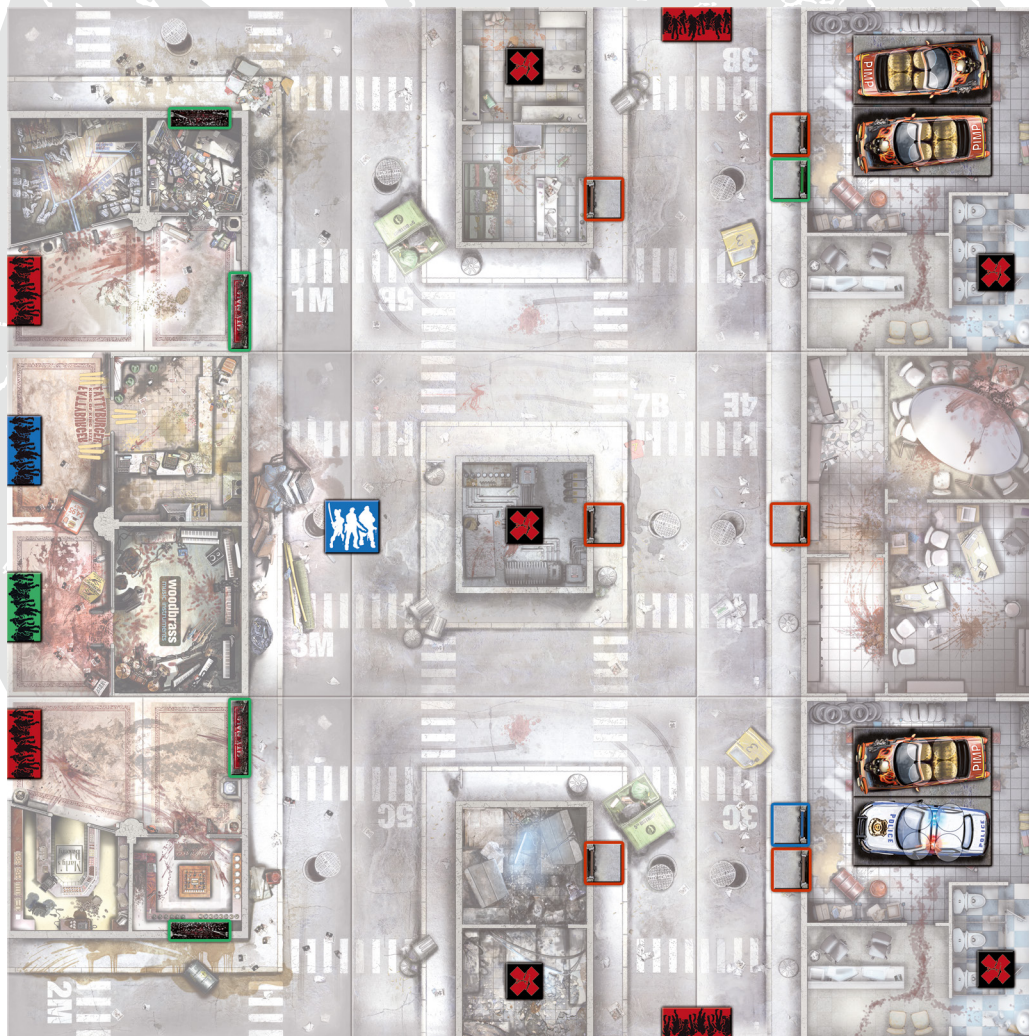
This trip to the mall won't be as easy as buying new shoes. You will have to work hard to meet the objectives in this order to succeed.

1 – Cut the roll-down door to make an exit for the cars.

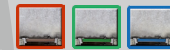
Both garage bays have high security locks on the roll-down doors that must be cut with a torch. Find the acetylene gas tank (blue Objective) and the blow torch (green Objective) to cut the locks.

2 – Find gas for the cars. One can of gas should move all four cars down the street. You need at least one Gasoline card in any Survivor's inventory to move the four cars in front of the four smashed doors of the Mall.

3 – Clear the Mall. Destroy the four Spawn Zones in the building, and kill any remaining Zombies in the Mall.



Cars



Doors



Open Mall door



Player starting area



Spawn Zones



You'll need that (5 XP)

SPECIAL RULES

- **Useful things.** Each Objective gives 5 experience points to the Survivor who takes it.

- **The acetylene tank and the cutting torch.** Put the blue and green Objectives randomly among the red Objectives, face down. Once both Objectives have been taken, the blue and the green doors can be opened. All garage doors have to be opened to let the cars out.

- **Roll-down doors are noisy.** When the blue door is opened, the blue Spawn Zone activates. When the green door is opened, the green Spawn Zone activates.

- **Car repaired!** You can use cars.

- **Police car servicing.** 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.

- **What's in this pimpmobile?** You can search each pimpmobile only once. Each one contains The Evil Twins, Ma's Shotgun, or Pa's Gun (draw randomly).

- **Blocking car.** Any empty car (no Survivors, no stashed Equipment) parked in the street Zone in front of an open Mall door becomes an obstacle as soon as there is no Survivor in its Zone. Place the car token next to the door to block it. Actors can't go through the door, but they can draw Lines of Sight through it.

- **Neutralizing Spawn Zones.** Any Survivor can spend an Action to remove a Mall Spawn Zone he stands in, as long as there are no Zombies in the Zone.

