

C51 RAID THE POLICE STATION

MEDIUM / 4-8 SURVIVORS / 120 MINUTES

A Mission by Aaron Lococo

Look, do you have a better idea? I don't want to stay in this city any more than you do, but we need better weapons and more ammo before we leave. Let's just get in, get the guns, and get out. And if we can liberate those cars from impound, even better.

Material needed: Season 1, Season 2: Prison Outbreak, Toxic City Mall, Zombie Dogz.

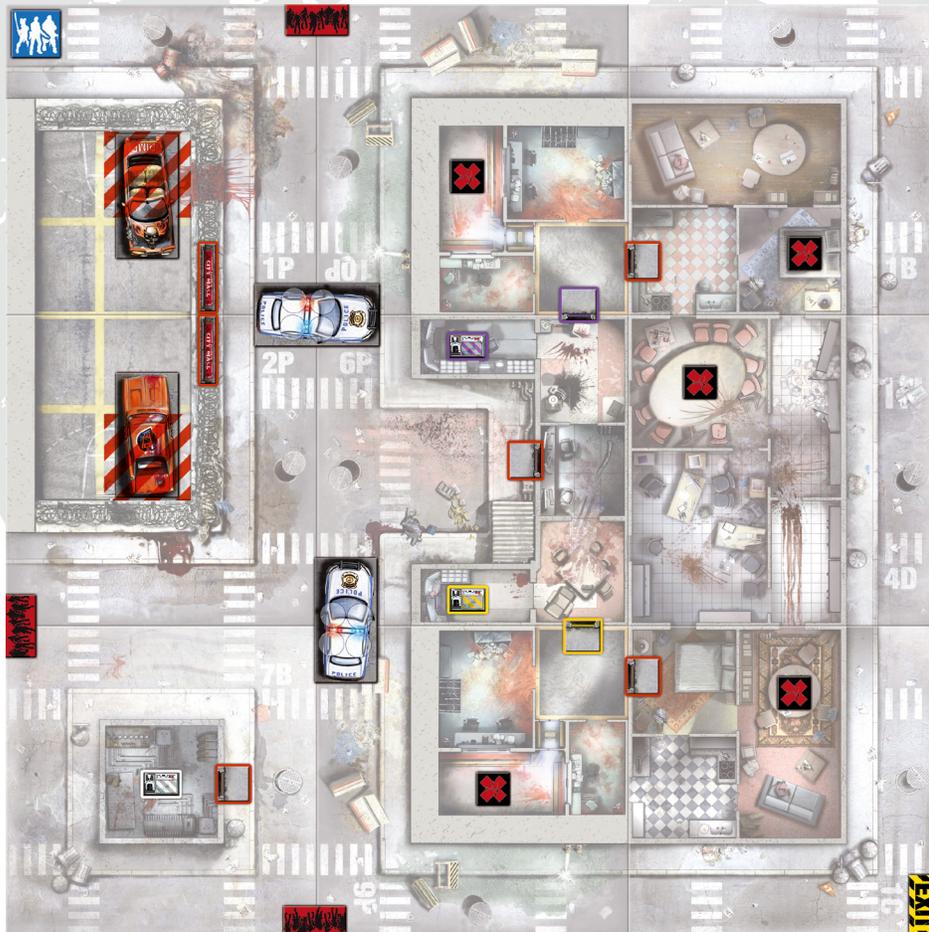
Tiles needed: 1B, 1C, 1P, 2P, 4D, 6P, 7B, 9P, & 10P.

OBJECTIVES

1 – Enter the police station and raid the gun vault. There are great red “X”s where the vault could be. Check every spot until you find the right one. You must activate the Yellow and/or the Purple Switch to enter. Take all the Equipment cards in the gun vault.

2 – Open the impound lot to take enough cars for your team. Activate the white Switch to enter the impound lot. Take the cars.

3 – Get everybody out. Reach the Exit Zone with all Survivors in as many cars as needed. Any car may escape through this Zone at the end of its driver's turn, as long as there are no Zombies in it.



SPECIAL RULES

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

- **Setup: police cars.** This replaces the police car Search rule. Remove the cards listed below from the Equipment deck during Setup. Each police car contains one copy of each of these Equipment cards. A Survivor can choose one of the available Equipment cards each time he Searches a police car. A depleted police car can't be Searched anymore.

- Nightstick x2
- Riot Shield x2
- Shotgun x2

• **Setup: the vault.** Remove the following cards from the Equipment deck during Setup and put them aside to create the gun vault. A Survivor can choose a single card from this pool each time he Searches the gun vault Zone (see *Raid the gun vault!* below). A Survivor can Search the gun vault multiple times per activation. When the last card is taken, the Zone can't be Searched anymore.

- .44 Magnum x2
- Assault Rifle x2
- Automatic Shotgun x1
- Hollow-Point Rounds x1
- Laser Pointer x2
- Plenty of Ammo (heavy) x2
- Plenty of Ammo (light) x2
- Rifle x1
- Scope x1
- Sub MG x2

• **Raid the gun vault!** Put the blue, green, and three red Objectives randomly, face down, on the indicated Zones. When an Objective is taken, check the color and apply the corresponding effect:

- *Blue.* You found the K-9 unit. Place two Zombie Dogz in the Zone.
- *Green.* The vault! This Zone now becomes the gun vault Zone.
- *Red.* Nothing happens.

• **Cars!** Police cars can't be driven. The pimpmobile and muscle car can be driven but not Searched.

• **The Switches in the police station.** Activating the violet Switch opens the violet door. Activating the yellow Switch opens the yellow door. Activating these Switches doesn't grant any experience points. Reactivating them doesn't close the doors.

• **The white Switch unlocks the impound lot.** The prison yard on tiles 1P and 2P represents an impound lot. Both mall double doors leading to this place can't be opened until the white Switch has been activated. The pimpmobile and muscle car are set in the marked Zones.

