

MO3 ZOMBIE SQUARE

EASY / 4+ SURVIVORS / 60 MINUTES

This was a nice place to walk around before the zombies. Now, zombies come pouring out of the four sewer holes whenever anyone comes around. Makes it less nice than it was.

We wouldn't be here at all but for the helicopter. It needs gas, but that's the easy part. Peering through his scope, Raoul saw that some smart ass had removed some... well, we need spare parts for this baby to take off. The missing parts are probably around somewhere, likely crawling with the genius that took them.

We must be nuts to explore this area. At least nobody has been able to plunder anything here.

I wonder what scares me more, flying or zombies. Guess I'll find out.

Tiles needed: 1B, 1C, 2B, 2C, 3M, 4M, 5B, 7M & 8M.

OBJECTIVES

We just have to do this in the right order:

1- **Find the spare parts.** The places where they may be hidden have been marked with a red "X" on the map. You also will need at least 2 Gasoline cards.

2- **Fly away!** Reach the Exit Zone with the remaining Survivors and at least 2 Gasoline cards. Any Survivor may escape through this Zone at the end of his turn, as long as it's free of Zombies.

SPECIAL RULES

- **Spare parts.** Each Objective gives 5 experience points to the Survivor who takes it.
- **Toxic roamers.** Put two Toxic Walkers in each Zone of the mall's indoor alley.
- **You can use cars.**
- Each pimpmobile can be searched only once. It contains either the Evil Twins, Ma's Shotgun, or Pa's Gun (draw randomly).

Player starting area
 Exit
 Objective (5 XP)
 Mall door Door
 Pimpmobile you can drive
 Rubble (small) Rubble (big)
 Toxic Walker x2
 Zombie Spawn Zone

