

# M05 MALL RAID

MEDIUM / 4 TO 12 SURVIVORS / 180 MINUTES

Never, NEVER get separated by more than twenty yards. Craving food and supplies, some of us improvised a small excursion to the mall and got trapped inside. One barely escaped to tell us the others are barricaded and left defenseless. We have to jump in quick and escape as fast as we can, or we'll lose some friends. Stupid friends, I have to say, but friends nonetheless. Hey, both these police cars belong to a private security company. Could we expect automatic weapons?

	<b>Player starting area</b>		<b>Survivors to save</b>		<b>Green Objective (5 XP, see special rules)</b>
	<b>Door</b>		<b>Mall double door</b>		<b>Blue Objective (5 XP, see special rules)</b>
	<b>Open door</b>		<b>Mall door</b>		<b>Objective (5 XP, see special rules)</b>
	<b>Complete barricade</b>		<b>Police car you can drive</b>		<b>Pimpmobile you can drive</b>
	<b>Zombie Spawn Zone</b>		<b>EXIT</b>		

Tiles needed: 1M, 3B, 3C, 5B, 5C, 5M, 6M, 7B & 7M.

## OBJECTIVES

Rescue our friends and get out in the parked cars. Escape through the Exit Zone with all starting and rescued Survivors, aboard as many cars as needed.

## SPECIAL RULES

- **Objectives.** Each Objective gives 5 experience points to the Survivor who takes it.
- **Cornered!** The Zones in the upper left tile 6M can't spawn Zombies and Survivors cannot Search in them. The barricades can be broken but not rebuilt. Put one Survivor of your choice per player in the designated Zone of tile 6M, up to a maximum of 12 Survivors on the board. They don't have any Equipment (even those with the Starts with [Equipment] Skill). Each cornered Survivor is played normally and doesn't count toward the maximum number of Survivors a player can start with (see the rulebook).
- **Hello, my little friend!** Put aside all Assault Rifle Equipment cards before the game starts. Each red Objective in tiles 5B and 5C give one of these Assault Rifle Equipment cards to the Survivor who takes it.



- **Behind the wheel.** All cars are locked. They can be searched normally but not driven until you find the matching keys.
  - The blue and red Objectives in tile 3B are the police cars keys. Taking one of them unlocks a single police car for any Survivor to use (choose one). Taking both unlocks both police cars.
  - The green Objective in tile 3C is the pimpmobile keys. Taking it unlocks the pimpmobile for any Survivor to use.
- **You can use cars.** Remember you need the matching keys to unlock them (see the Behind the wheel special rule).
- The pimpmobile can be searched only once. It contains either the Evil Twins, Ma's Shotgun, or Pa's Gun (draw randomly).
- You can search a 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.