

#9 MISSIONS

E01 A SIMPLE PLAN

EASY / 4+ SURVIVORS / 30 MINUTES

The streets are crowded with zombies. Moving around is getting tricky. We decided to use the subway tunnels. The nearest entrance is closed, but we think we can find the key somewhere in that maintenance building. Let's hope we don't meet the controller...

Material needed: **Season 1.**

Tiles needed: **2B, 4D, 5B & 7D.**

OBJECTIVES

To win the game, just follow the plan:

1 – Find the gate key. Get in the maintenance building, and take the blue Objective.

2 – Flee, you fools! Reach the Exit with all remaining Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.

SPECIAL RULES

- **It's OK, I got it!** The blue Objective gives 5 experience points to the Survivor who takes it.
- **Damn door!** The blue door cannot be opened until the blue Objective has been taken.
- **Controllers always come in twos.** During Setup, put one Fatty in the indicated Zone. Beware, there may be two by the time you get on there! This is a nice opportunity to check the Zombie splitting rules.



	Player Starting Area
	Doors
	Open door
	Objective (5 XP)
	Exit Zone
	Spawn Zone
	The controller



E02 DEEP PURPLE

MEDIUM / 4 SURVIVORS / 45 MINUTES

We just spotted a grade-A car in a garage. We'll have to fight a little to get it, but it's a golden ticket to freedom, the wind in our hair, and the like.

With that car, we'll glide on zombies like smoke on the water.

Material needed: **Season 1.**

Tiles needed: **2B, 3B, 5E, 7B.**

OBJECTIVES

Note: Please take the time to check the car rules before playing this Mission.

We NEED that car! And here is how we do it.

1 – Knocking at your backdoor. We'll get in the garage by the side entrance. The key is somewhere in there. Take the blue Objective to open the blue door.

2 – Machine head. The garage is closed by a shutter door. Take the green Objective to open the garage double door.

3 – Pictures of home. Reach the Exit with the car and all remaining Survivors.

SPECIAL RULES

• **Into the fire.** Each Objective gives 5 experience points to the Survivor who takes it.

• **Nobody's home.** The blue door cannot be opened until the blue Objective has been taken.

• **Space truckin'.** The garage double door cannot be opened until the green Objective has been taken.

• **Speed king.** Once the garage double door is open, the pimpmobile can be driven.

• **Highway star.** You can Search the pimpmobile only once per game. It contains either the Evil Twins or Ma's Shotgun.

