

A4 DOUG'S DREAM

Doug has a dream. Before the zombie apocalypse, he used to spend a lot of time with the owner of a small gun shop. This guy told Doug about a custom submachine gun that makes our fellow survivor dream a lot. Doug isn't sure if his friend had the gun in his shop or if he had only heard of it, but either way he wants to go there and check. We have no reason to refuse. Plundering a gun shop! It's Christmas time!

Unfortunately, Doug hasn't got much information. We don't expect the shop to be open, and it probably has strong doors that an axe or a crowbar won't be able to crack. We will need the gunsmith's key, which is probably around his home. At least Doug knows the building in which his friend lived.

What we won't do for a huge load of weapons.

You will need the following tiles for this Mission: **7B, 2B, 4B, 5E, 1C & 4C.**

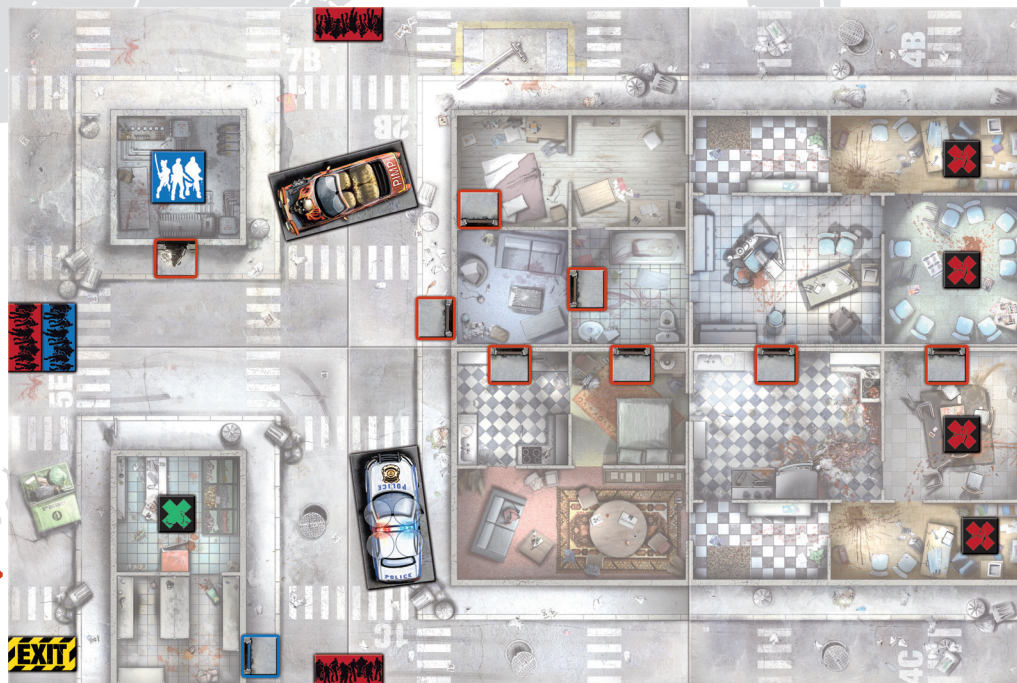
OBJECTIVES

You just have three things to do:

Find the gun shop's key. The gunsmith lived in the nearby building. Doug doesn't remember where exactly, but you can search each place until you find the right one. There are red crosses where the key could be. Take each red Objective until you find the blue one. It's not necessary to take any remaining red Objective tokens after that, though you're free to do it.

Search the gun shop. The nice part of this plan. Doug has put a green mark on the map to indicate the store. At the moment the green Objective is taken, all Survivors currently in the Objective's Zone (beginning with the one who took the token) immediately draw Equipment cards to completely fill their inventories. Ignore and discard all cards that are not Plenty of Ammo (any type), a weapon or a Scope. Keep on drawing until all Inventories are full.

Let's go back home. We can't find Doug's dream weapon, but we have enough guns and ammo to make him forget this little disappointment. Reach the Exit Zone with all remaining Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies.



MEDIUM
4+ SURVIVORS
120 MINUTES

SPECIAL RULES

Doug's map and Objectives. Each Objective token gives 5 experience points to the Survivor who takes it.

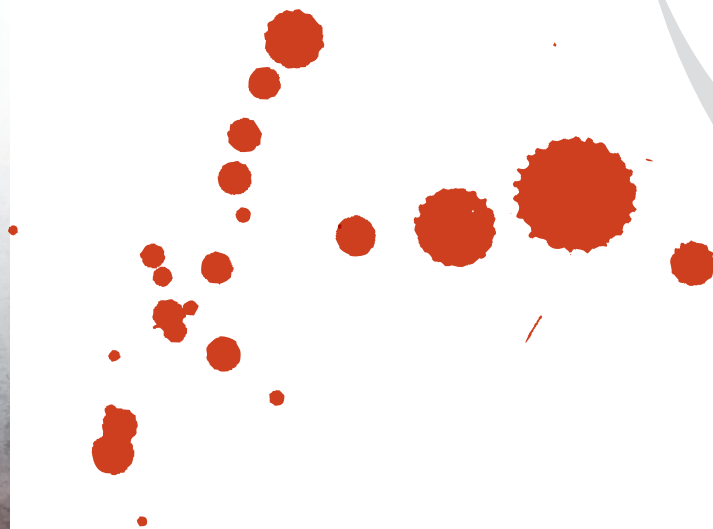
I found the k-- What's this noise?!? Put the blue Objective token randomly among the red Objective tokens, face down. When this token is taken, the blue door can be opened. Unfortunately, the gunsmith set an alarm on the box holding the key. It makes a lot of noise. The blue spawn Zone activates when the blue Objective token is taken and starts spawning Zombies every turn.












Closed rooms. Some building Zones are isolated by doors. They are considered as separate buildings for Zombie spawning purpose only.

You cannot use cars.

Gunsmith pimpmobile! You can Search the pimpmobile only once per game. It contains either Ma's Shotgun, or the Evil Twins (draw randomly).

Hey, a police car. Policemen generally have lots of guns! You can Search the police car more than once. Draw cards until you find a weapon. Discard the other cards. The Aaahh! cards trigger the appearance of a Walker as usual and interrupt the Search.



				
Player starting area	Exit Zone	Zombie blue Spawn Zone.	Zombie Spawn Zone	Police Car
				
Objectives (5 XP)	5 XP. Doug's dream	Blue door	Locked door	Opened door
				
				Pimpmobile

MEDIUM
4+ SURVIVORS
120 MINUTES

A4

ZOMBICIDE - SCENARIOS