A15 CAR CRASH

HARD / 6+ SURVIVORS / 120 MINUTES

We easily forget zombies aren't the only threat we have to face, even if we meet them daily. There was a hurricane last night. The wind blew off some roofs and billboards. One of the latter fell on a pair of cars crashed on a crossroads. Both their alarms triggered and are now making a noise so loud it lures all zombies on the block... This is the perfect time to quietly loot the surroundings and burn an entire zombie cluster. We just have to find stuff to make a Molotov cocktail!

Tiles needed : 1B, 5B, 5C, 5D, 5E & 7B.

OBJECTIVES

Here's the plan, victory relies on you. To win the game, complete these steps in order:

1 – Search all buildings on the block. Zombies are stupidly staring at the cars and are fascinated by the noise. Seize this opportunity to explore the surroundings. There is a red "X" in all Zones containing something useful: clean clothes, medical supplies, spare batteries, etc. Take all Objectives.

2 – Torch the zombie crowd. All these zombies gathered around two cars are too tempting targets. Moreover, the crowd may turn to a riot by the time the batteries are out. No one wants a zombie riot, this is too dangerous. Throw a Molotov on the Zone containing both cars. Of course, you have to assemble it first.

SPECIAL RULES

• **Don't spoil the party!** You can't fulfill the second objective before the first. That means you can throw a Molotov in the cars' Zone only if you took all Objectives first. On the other hand, you're free to use any other weapon on the Zombies piled here.

• **The audience is already here.** Many infected gathered around both cars. Before the beginning of the game, put 1 Abomination, 3 Fatties, 4 Runners and 10 Walkers in the indicated Zone.

• **Method leads to success.** Each Objective gives 5 experience points to the Survivor who takes it.

• **What a rumpus.** The hurricane triggered both cars' alarms. Put 2 Noise tokens, plus 1 per Survivor, in the indicated Zone. These tokens aren't removed (even if a Survivor dies).

• **The hurricane wrecked these cars.** You can't Search nor drive them.

Player starting area	**Spawn Zone**	**Objective (5 XP)**	**Noise token (see Special rules)**
Cars you can't drive		**Door**	**1 Abomination, 3 Fatties, 4 Runners and 10 Walkers**