

C29 LET'S SEE MORE C4

HARD / 4+ SURVIVORS / 90 MINUTES

A Mission by Erik Yaple

I've been in those buildings. I can hear them underneath, ready to come through the floor. There must be some sort of nest down there. I say we blow that building sky high and send those things to Hell! Skeeter, an old buddy from the war, had some C4 stashed in his storage unit and probably had a remote detonator in his hovel. Skeeter loved things that went boom! This is our plan: We get in there, get the C4, plant it, blow the building to dust, and get back to camp in time for dinner. Easy as that!

Material needed: Season 1.

Tiles needed: 1C, 2B, 5B, 5C, 5D & 7B.

OBJECTIVES

Detonate this building. Red on red and so on. Just do everything in the right order, because explosives don't like it when you mess with them.

1- Where are my detonators? Take the blue Objective.

2- Place the C4. Place a red Objective in each of the locations on the map marked with a (1). You'll need to get them from the storage room first!

3- 2, 4, 6, 8. Now it's time to detonate! After you have placed a C4 pack in each Zone marked with a (1), the Survivor with the detonator must spend an Action to detonate them. All marked locations must detonate at least once.

4- Yippie Ki Yay, Bullet Sucker! Reach the Exit Zone with at least one Survivor. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.

SPECIAL RULES

- **These are selective frequency detonators (and their remote control).** The blue Objective represents the detonators and their remote control. Place this Objective token on the inventory of the Survivor who took it. The detonators can be exchanged like an Equipment card and take up one space in the Survivor's inventory. If the blue Objective is lost, the Mission fails. Taking this Objective doesn't grant experience points.

- **There's a lotta boom in this room!** The nine red Objectives on the map represent C4 packets. When a C4 packet is taken with an Action, place the red Objective token on the inventory of the Survivor who took it. The C4 token can be exchanged like an Equipment card and takes up one space in the Survivor's inventory. If a Survivor carrying a Red Objective is killed, the C4 packet is lost. Taking a red Objective doesn't grant experience points.

- **Planting C4.** C4 packets may be placed in any Zone as an Action, but to fulfil this Mission's objective, one of them must be placed in each of the five Zones marked on the map. If there aren't enough C4 packet tokens left to detonate all the marked Zones, the Mission fails.

- **Selective frequency detonation.** As an Action, the Survivor with the blue Objective (the detonator) may detonate one or more planted red C4 tokens. Treat the Zone where the selected C4 is detonated as if it was hit with a Molotov Cocktail.



