

04 DRIVE-BY SHOOTING

MEDIUM / 4+ SURVIVORS / 90 MINUTES

Our new shelter is not enough protection. The zombies just keep coming. We can't sleep, and some of us are beginning to lose our grip. There must be a nest around here, probably in the business area near the subway entrance. Until this threat is neutralized, we'll be continuously attacked. I could use a new pair of shoes in my size.

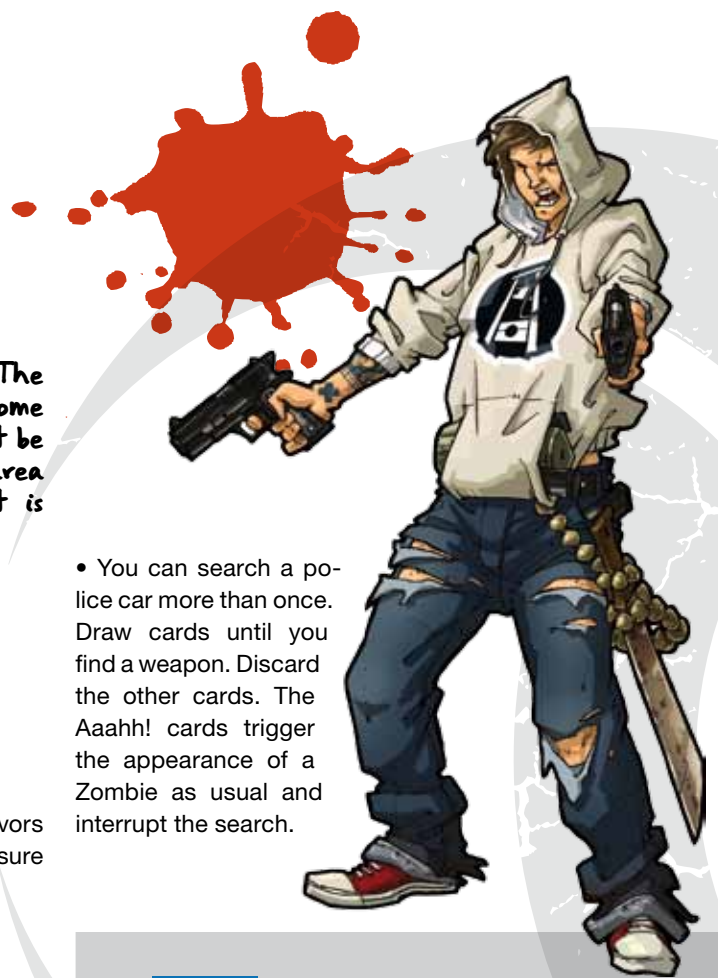
Tiles needed: 3C, 4D, 2C, 5F, 4E, 4B, 2B & 5C.

OBJECTIVES

- Take all the Objective tokens.
- After fulfilling the objective above, all remaining Survivors must reach the same Zombie Spawn Zone and make sure there are no Zombies left in it.

SPECIAL RULES

- Each Objective token gives 5 experience points to the Survivor who takes it.
- You can use cars.
- The pimpmobile can be searched only once. It contains either Ma's Shotgun, or the Evil Twins (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.



- You can search a police car more than once. Draw cards until you find a weapon. Discard the other cards. The Aaahh! cards trigger the appearance of a Zombie as usual and interrupt the search.



Player starting area



Locked door



Cars you can drive



Zombie Spawn Zone



Objective (5 XP)

