

# 08 ZOMBIE POLICE

HARD / 6+ SURVIVORS / 180 MINUTES

We killed a zombie that had been the mayor of this town. It was carrying a fax from the chief of police explaining how to reach a safe hideout, an old, underground facility that had been turned into a bunker, close to the police station. Apparently it contains an armory, food supplies, and even a shower. This bunker would be the perfect shelter for us. Its entrance, however, is controlled from a distance, and the district is swarming with zombies. This is a dangerous mission but well worth it. What doesn't kill you today just might tomorrow.

**Tiles needed:** 2C, 7B, 4B, 1B, 5C & 3C.

## OBJECTIVE

- Place at least one Survivor in the "bunker" Zone shown on the map. The bunker must be cleansed of all occupying Zombies.

## SPECIAL RULES

- The blue door cannot be opened until the blue Objective has been taken.

- The blue Spawn Zone will be activated when the blue Objective has been taken.
- The green door cannot be opened until the green Objective has been taken.
- 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.

			
<b>Player starting area</b>	<b>Zombie Spawn Zone</b>	<b>Zombie Blue Spawn Zone</b>	
			
<b>5 XP. Not an objective.</b>	<b>5 XP. Green objective</b>	<b>5 XP. Blue objective</b>	
			
<b>Locked door</b>	<b>Green door</b>	<b>Blue door</b>	<b>Cars you can drive</b>

