

# A11 MA'S RECIPE

MEDIUM / 6+ SURVIVORS / 60 MINUTES

Our secret for survival? Ma's recipe. Ma is Ned's mother. She taught him many useful things about survival, even if I admit the method to eat larvae was a little too much. She also left her secret recipe for the ultimate weapon: Ma's Shotgun. Of course Ned forgot everything but his mother left the recipe in... in her kitchen? Or in a case, at the full-contact club she was training in. Or it could be at the neighbor's, next door, or she gave it to the cashier who helped her with the shopping...well, you know Ned. The kind of guy to forget his bunker keys on the inside. We're on the way to explore the whole street where Ma used to live to get her "recipe".

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

## OBJECTIVES

Accomplish the following tasks in this order:

- 1- Where is this damn recipe?** The recipe is figured by the blue Objective, hidden among not-so-useful things: red Objectives.
- 2- Build Ma's Shotgun!** See special rules.
- 3- On the move!** After building Ma's Shotgun, reach the Exit Zone with all remaining Survivors. A Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies.



## SPECIAL RULES

- **Looking for Ma's recipe.** Each Objective gives 5 experience points to the Survivor who takes it. Put the blue at random among the red Objectives. Once the blue Objective has been found:
  - The blue Spawn Zone activates.
  - A Survivor whose Inventory holds at least a Sawed-Off and a Machete can spend an Action to build Ma's Shotgun. Discard the Sawed-Off and the Machete cards and give him Ma's Shotgun card. His inventory can be reorganized for free. There can be only one Ma's Shotgun in play at any given time.

