

M06 THE MECHANICS

MEDIUM / 6+ SURVIVORS / 120 MINUTES

How lucky we are! We found a muscle car, a rare asset nowadays. With a few repairs and improvements, we'll be able to get around town at full speed. The previous owner lived here and kept the missing pieces behind a locked door. Our mechanic friends are ready to begin the work. We'll get the stuff and keep the zombies at bay until they finish. Ahoy, mateys! Fun ahead!

Material needed: Season 2: Prison Outbreak, Angry Neighbors.

Tiles needed: 6P, 10V, 11V, 12R, 16P & 18P.

11V	18P	12R
10V	6P	16P

OBJECTIVES

Fix the muscle car! And then be ready to ride it:

- 1 – Find a good spark plug. There is a box of these babies in the room marked with an “X”. Take the white Objective.
- 2 – Be ready to ride in your new car! You win if, during any End Phase, all starting Survivors and both Handymen are on the Exit Zone without any Zombies.

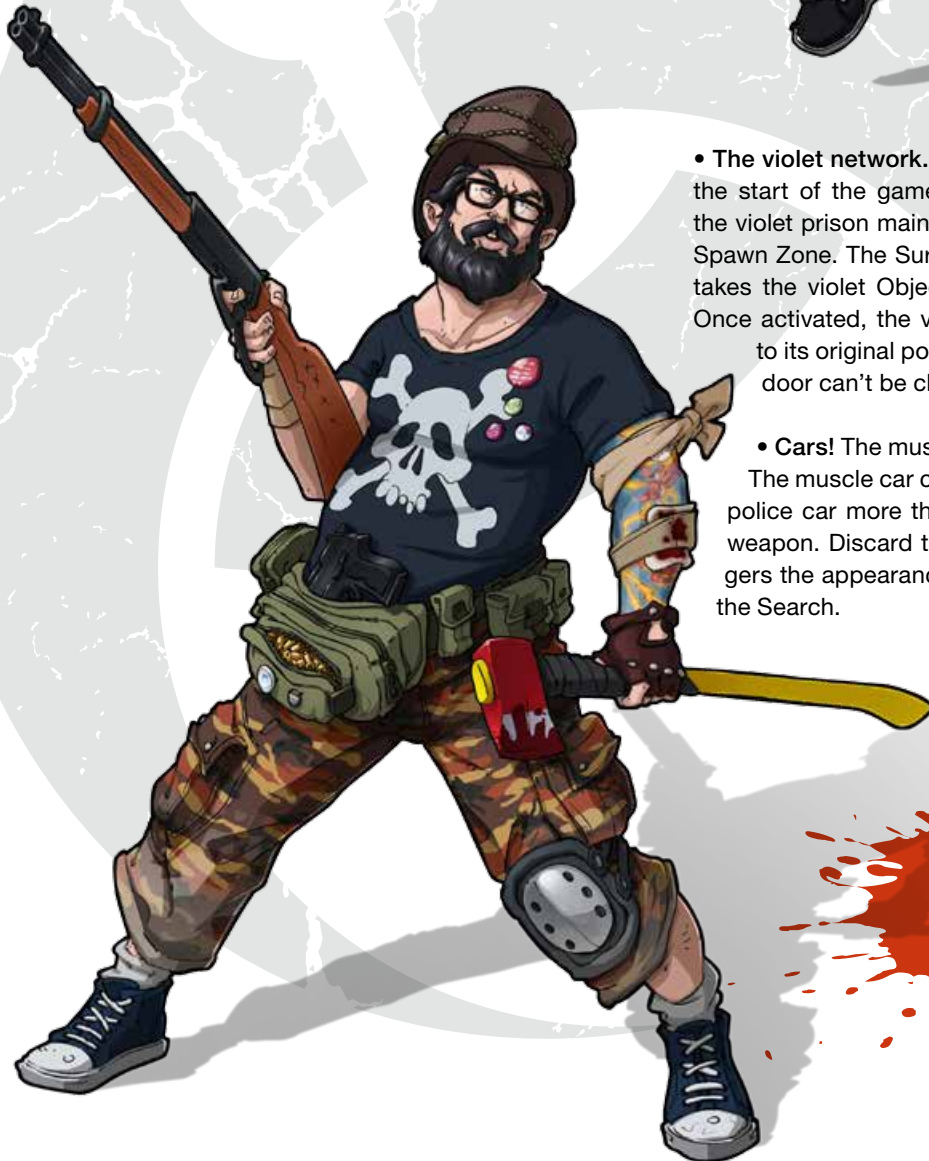
Legend for mission components:

- Player starting area
- Muscle car
- Handyman (can't be taken)
- Gunblade
- Police car
- Noise Token
- Complete barricade
- Spawn Zone
- Objectives (5 XP)
- Switches
- Open door
- Doors
- Exit Zone



SPECIAL RULES

- **They are working on the car.** Don't distract them and keep Zombies away! Place two Handyman Companion miniatures in the indicated Zone. They can't be taken, and the game is lost if one of them dies.
- **It's not a spark plug, but it's useful anyway.** Each Objective gives 5 experience points to the Survivor who takes it.
- **Spare time pimpin'.** Set a Gunblade card in each marked Zone. Any Survivor Searching in these Zones can take one of them instead of an Equipment card.
- **Men at work.** Put three Noise tokens in the marked Zone. These tokens are never removed.
- **The blue key.** Put the blue Objective randomly among the red Objectives, face down. The blue door cannot be opened until the blue Objective has been taken.



- **The violet network.** The violet Spawn Zone is active from the start of the game. Activating the violet Switch opens the violet prison main entry door and deactivates the violet Spawn Zone. The Survivor activating the violet Switch also takes the violet Objective and gains 5 experience points. Once activated, the violet Switch cannot be brought back to its original position, and the violet prison main entry door can't be closed again.
- **Cars!** The muscle car and police car can't be driven. The muscle car can't be Searched. You can Search the 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.