

C6 SHORTCUT

A mission by Céline Egel

We were glad to use the CD sound system at full volume on our drive back "home". Phil knew the roads, because he had been patrolling them some days before, so we paid no attention. Suddenly, he stopped. Something was on the way.

You will need the following tiles for this Mission: **1B, 2B, 4D, 5B, 5E & 7B.**

OBJECTIVES

You must clear the way out in order to escape!

- **Find the chainsaws.** The places where you can find Chainsaw cards are marked on the map.
- **Clear the way out.** Two electric poles fell and are blocking the road. They are represented by both pairs of Objective tokens over tiles 2B/7B and 5E/1B. Use chainsaws to cut them.
- **Drive out.** Reach the Exit Zone with all Survivors and the car. Any Survivor may escape through this Zone at the end of his turn, as long as it's free of Zombies.

SPECIAL RULES

- **Survivor's car.** The Survivors have got the pimpmobile from a previous Mission. It can be driven, but not searched. At the beginning, place the Survivors inside or outside the car as you wish. Declare who's in the driver's seat.
- **Chainsaws.** Put one "Chainsaw" card on each Zone marked on the map. The first Search on these Zones gives the matching Chainsaw card.
- **Electric poles.** They have to be cut into pieces so the car will not be damaged. A Survivor with an equipped Chainsaw can spend an Action in the same Zone as an Objective token to make a cut: remove an Objective token and gain 5XP.

