

C14 DO YOU WANT FRIES WITH THAT?

A mission by Julien Le Jeune

The old chap back at the safehouse kept repeating the fast-food joint in Charming was locked up tight since the break-out, and that there were tons of food crates remaining when he left. He also mentioned he gathered some supplies in the electrical distribution room right across the fast food place. He did remember storing a can of gasoline along with "other stuff" (I suspect he forgot what exactly). I would rather avoid going on a trek based on that old man's ramblings, but the winter is unkind and we're running low on carbs.

You will need the following tiles for this scenario: **5B, 6C, 5C & 7B.**

OBJECTIVES

- **Get the food crates for the winter.** You'll find them in the fast food restaurant. There's great red "X"s showing where to go. Get all the Objectives in the fast food place and take them to the Exit Zone.

SPECIAL RULES

- **Yum!** Each Objective gives 5 experience points to the Survivor who takes it for the first time.

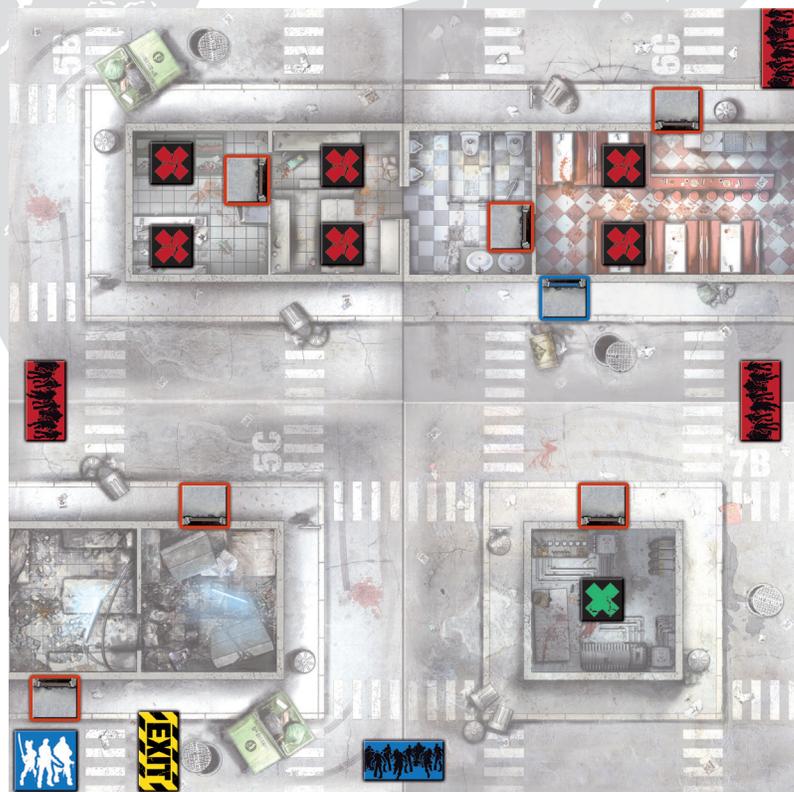
- **Closed rooms.** Some building Zones are isolated by doors. They are considered as separate buildings for Zombie spawning purpose only.

- **Enough food for the winter.** Place a number of Objective tokens equal to the number of Survivors +2. The first 6 tokens are placed following the map, any remaining tokens are put in the fast-food diner's biggest room (the one with the blue door).

- **Can crates are heavy.** When a Survivor takes an Objective from the fast food place, put the token on his ID card, equipped in hand (he can reorganize his Inventory for free). A Survivor obviously can't take more than two tokens this way. While carrying two food crates, he can't use Actions to attack. Dropping a food crate is free (watch your toes!): place the Objective token in the Survivor's Zone and this Survivor can immediately reorganize his Inventory for free.

- **The old chap spoke about "other stuff".** At the start of the game, set apart 1 Gasoline card and 3 other randomly chosen Equipment cards. Place them face down in the room marked by a green Objective. Reveal all the cards once the door is opened. If you're in the building Zone, these cards can be equipped or exchanged as if you were "trading" with the room. A Survivor may take all the cards at once. You do not need to Search because the old man told you where to look.

- **The old man said we'd better not use the main entrance.** The blue door can be opened like any other door. Opening it activates the restaurant's alarm. Immediately draw 3 Zombie cards, and place the matching Zombie miniatures on the blue Spawn Zone. Then remove the blue Spawn Zone.



	
Player starting area	Door
	
Zombie Spawn Zone	Zombie blue Spawn Zone
	
Exit Zone	Objective (5 XP)
	
Blue door	Green Objective (5 XP)

MEDIUM
4+ SURVIVORS
120 MINUTES