

C24 WANT A MINI FOR XMAS

MEDIUM / 6+ SURVIVORS / 180 MINUTES

A Mission by Céline Mathieu

Sigh The cylinder head is about to give out. AGAIN. This time we really need to replace it. A few days ago, we passed a huge street, and Josh saw a sign labelled, "Pete's Garage". The odds of finding a cylinder head there are thin, but we need to take the risk. The sewers are crawling with walkers, though. Luckily, the military had an HQ nearby, and they left a minigun mounted at the street's entrance. I have no idea how to fire that thing; I guess we'll have to find out. I bet it can tear an Abomination apart.

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



OBJECTIVES

Repairing the car is the main objective, but it would be a crime not to use this machine gun, wouldn't it?

- 1- **Find the cylinder head.** Take the blue Objective.
- 2- **Escape the horde.** Reach the Exit Zone with all Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.

SPECIAL RULES

- **Army weapon stock.** The red Objectives represent stashed weapons. When one is picked up, draw cards until you find a weapon. Discard the other cards. The Aaahh! card triggers the appearance of a Walker, but keep drawing cards until you find a weapon.

- **Pete was working on a pimpmobile.** The pimpmobile can be Searched only once. It contains either Ma's Shotgun or the Evil Twins (draw randomly).

- **A derelict police car.** It won't go anywhere, but who knows what's in it? 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.





• **This is a cylinder head.** The blue Objective represents the cylinder head. It gives 10 experience points to **each** Survivor.

• **Just what I wanted for Christmas.** The green Objective represents a mounted minigun. It cannot be moved and can't shoot through a Zone containing Zombies. Only one Survivor can make use of it per turn due to the barrels overheating, but he can use multiple Actions to shoot with it. Place the Survivor miniature on top of the green Objective token to indicate he is manning the gun. Here are its characteristics:
Range: 1-3
Dice: 5
Accuracy: 4
Damage: 3

• **You can't use the cars.**

• **Say hello to Pete!** Once you open the door leading to the garage, spawn Pete, in the form of a Fatty, along with Pete's crew (4 Walkers).

• **Pete's apartment is closed.** Once the blue Objective is taken, the blue door can be opened.

