

C41 BEANS, BULLETS, AND BAND-AIDS

HARD / 4+ SURVIVORS / 120 MINUTES

A Mission by Jerry Biolchini

We are running low on food, bandages, and other supplies. I have this wicked itch, so some cream would be nice. Ned says he knows of a place, called Pinewoods Outlet Mall. He also says that there is a gun shop there with better hardware than what we're currently packing. What Ned didn't say was that the zombies were coming out of the sewers! There had better be some cream for this rash... or maybe I should just wash my underwear.

Material needed: Season 1, Toxic City Mall.

Tiles needed: 1C, 2C, 3M, 4D, 4E, 4M, 5B, 7M & 8M.

OBJECTIVES

It's more a shopping list than a plan, but let's follow it anyway.

1 – Beans, Bullets, and Band-Aids. Collect one card of each type of ammunition (Hollow Points, Plenty of Ammo light and heavy). Also collect a Cookies card, a Rice card, a Canned food card, and a Water card. Each of these cards grants 5 experience points when found. Survivors also need **two** of the five red Objectives. Each represents medical supplies and grant 5 experience points.

2 – Gear Up! Collect the six weapons from the Gun Shop.

3 – One For All. All Survivors must make it out with all the required Equipment cards. Escape with **all** Survivors through the Exit. Any Survivor may escape through this Zone at the end of his turn, as long as it contains no Zombies.

SPECIAL RULES

• **The Gun Shop.** It's not the North Pole, but it feels like Christmas there. When setting up the game, form a deck in the Gun Shop with the following cards:

- .44 Magnum (x1)
- Assault Rifle (x1)
- Evil Twins
- Ma's Shotgun
- Pa's Gun
- Sub MG (x1)

When Searching in the shop, randomly draw a card from this deck. Once all cards have been drawn, the Gun Shop can be Searched normally.

• **Badly needed.** Each Objective gives 5 experience points to the Survivor who takes it. A Survivor also gains 5 experience points when he finds a food card (Cookies, Canned food, Rice, or Water), a Plenty of Ammo card (light or heavy), or when he takes one of the six Equipment cards from the Gun Shop.

• **! alarm!** When the blue Mall door is opened, the blue Spawn Zone activates.

