

C46 SUBWAY CLEANOUT

MEDIUM / 6+ SURVIVORS / 180 MINUTES

A Mission by Jason Mac Dougall

We have secured a city block from the surface hordes-even an Abomination couldn't get through these barricades. Unfortunately, we forgot about the subway. The zombies didn't. Twice we tried to get there, and twice we were forced to retreat.

A former inmate says there is a nerve gas canister locked in a jail cell. Someone, he says, had a crazy idea about the end of the world. Well, maybe he was not so crazy after all. If we can get the canister to the subway ventilation system, we could use the vents to flush the subway with the brain destroying gas, making the place safe. Hopefully we can avoid killing ourselves in the process.

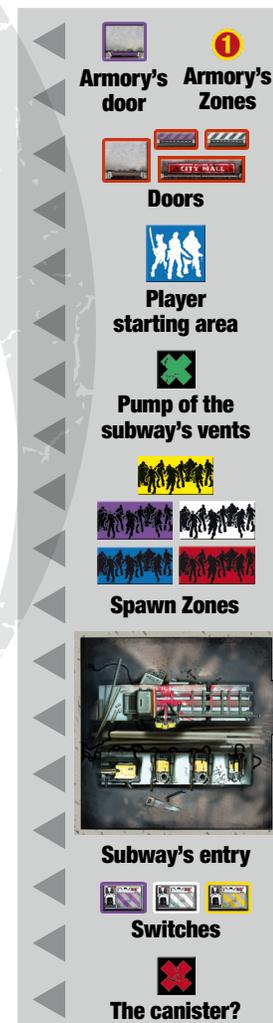
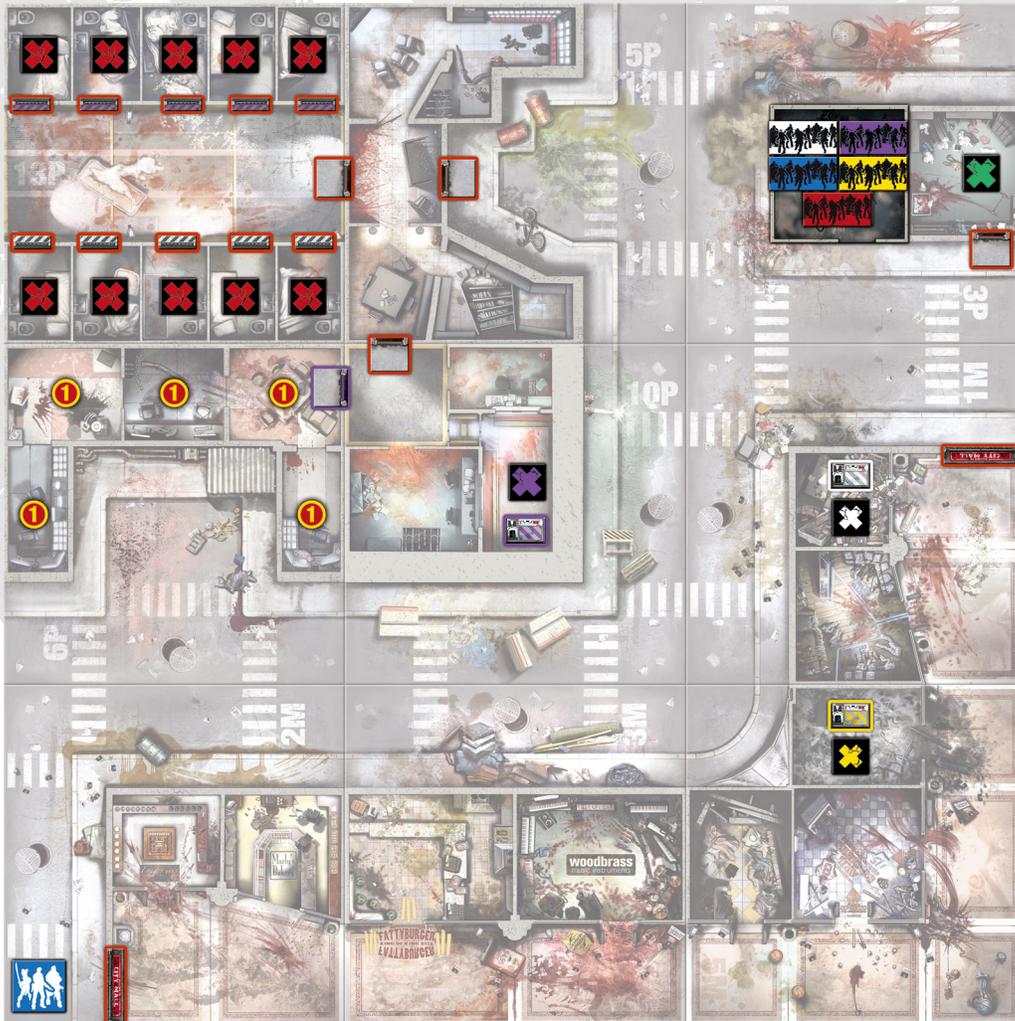
Material needed: **Season 2: Prison Outbreak, Toxic City Mall.**

Tiles needed: **1M, 2M, 3M, 3P, 5M, 5P, 6P, 10P & 13P.**

OBJECTIVES

So, here is the plan. Follow it carefully; this gas is unforgiving. The first and second Mission objectives can be done in any order.

- 1 - Get the nerve gas.** Check each cell (there are great red "X"s on them) until you find the right one. Open all cell doors until you find the blue Objective.
- 2 - Override the subway vents and activate them.** The white Switch controls the override. The yellow Switch controls the power. Activate both.
- 3 - Connect the gas canister to the subways vents.** The green Objective represents the emergency pump. Take it. Don't let any Zombie reach the Zone where the green Objective was, or the Mission is lost.
- 4 - Kill all zombies.** The Mission succeeds when the *Toxic City Mall* Zombie deck (see special rules) runs out of card and all Zombies on the board are eliminated.



SPECIAL RULES

- **Mission settings.**

- Set aside all *Toxic City Mall* Equipment and Zombie cards. Don't mix these cards as usual. Make two additional decks.
- Put aside all pimpmobile weapons you own, as well as the Flamethrower card.
- The Extra Zone token indicates the subway entrance.

- **The canister is in a cell.** It was probably the safest place before the invasion. Put the blue Objective randomly among the red Objectives, face down.

- **Old fashioned cells.** The cell doors open as ordinary doors (no Switch needed, a door opening weapon is enough). When a cell door is open, reveal the Objective first. If it's red, spawn Zombies as usual. If it's blue, spawn by drawing a card from the *Toxic City Mall* Zombie deck. The Survivor opening the cell door then takes the Objective, whatever its color, and gains 5 experience points (no Action needed to take it).



- **They know we're coming.** The Blue Spawn Zone activates when the blue Objective is taken.

- **Switch issues.** When a Switch is activated, the matching Spawn Zone also activates. The Survivor activating the Switch for the first time also takes the matching Objective and gains 5 experience points. Each Switch can only be activated once.

- **"Armory" is written on this purple door. Oh yeah.** Activating the violet Switch opens the violet door (but not the violet cell doors). Searching in the marked Zones allows you to draw a card from the *Toxic City Mall* Equipment deck OR choose any pimpmobile weapon OR take the Flamethrower card.

- **They are all Toxic now!** Once the green Objective has been taken, draw cards from the *Toxic City Mall* Zombie deck when spawning Zombies. Don't reshuffle this deck when it runs out of cards. You win the game as soon as this deck is depleted and all Zombies are eliminated.

- **Pumps are delicate and noisy!** Once the green Objective is taken, its previous Zone (marked with a green "X") is considered the noisiest Zone on the board. The Mission fails if a Zombie enters this Zone.