

# C56 SMASH AND GRAB

HARD / 4+ SURVIVORS / 90 MINUTES

A Mission by Bryan Sharkey

We've had a good run in this bunker, but our supplies have finally run out. The two nearby structures should solve our immediate problems, namely ammo and food. This area was swarming with zombies a week ago, but now it's a ghost town. Still, we better make this fast before we attract any unwanted attention from the hungry locals.

Material needed: Season 1.

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

## OBJECTIVES

Such a simple plan must work!

**1 – Re-supply...** Red "X"s indicate things we need. Collect all the red Objectives.

**2 – Store...** Store three food cards (Canned Food, Rice, or Water) and three Plenty Of Ammo cards (light or heavy) in the bunker (see Special Rules).

**3 – ...And back to shelter.** You win as soon as the six cards and all remaining Survivors are in the Player Starting Area, if there are no Zombies in it.

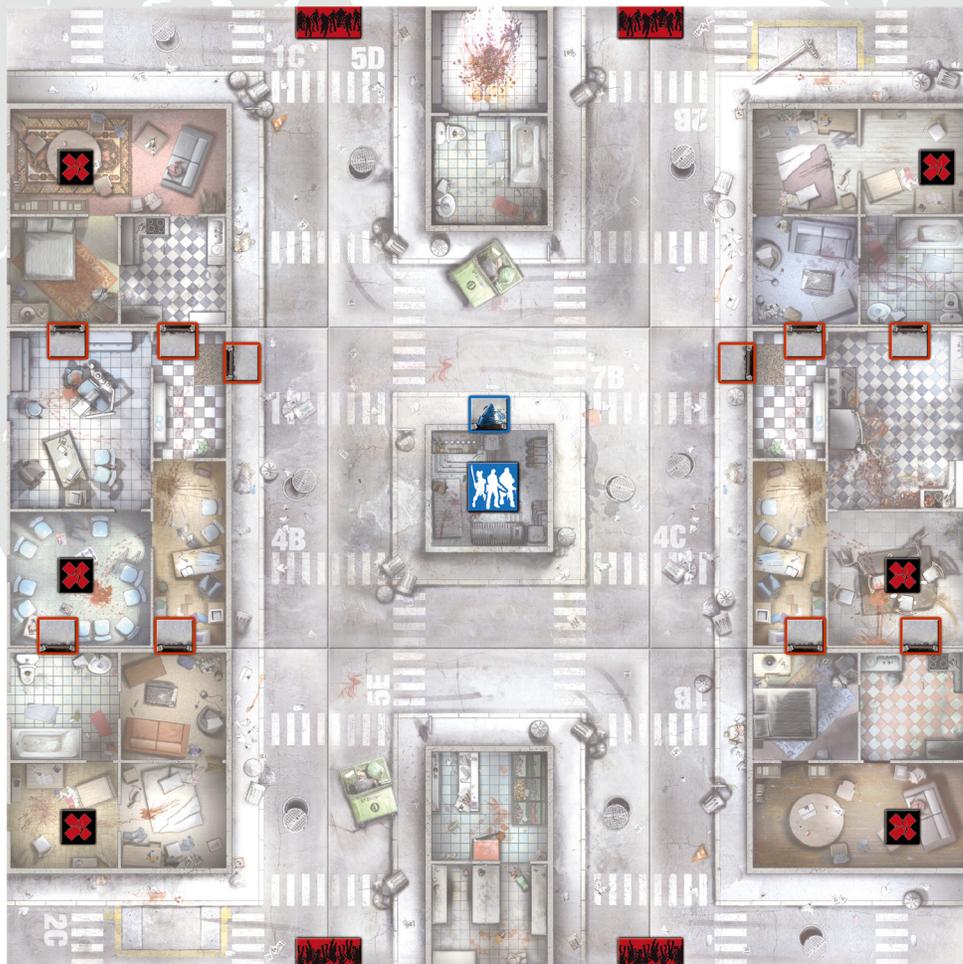
## SPECIAL RULES

- **No access.** The northern building (tile 5D) and southern building (tile 5E) have no doors on purpose.

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

- **We need this!** Each Objective gives 5 experience points to the Survivor who takes it. When an Objective is taken, draw Equipment cards until you find one of the following:

- Canned Food
- Plenty Of Ammo (any type)
- Rice
- Water
- Aaahh!



Discard the other cards. The Aaahh! card triggers the appearance of a Walker as usual.

- **We've bled this place dry!** The starting Zone can't be Searched.

- **Storing carefully.** Survivors can transfer any Canned Food, Rice, Water, or Plenty Of Ammo card from their Inventory to the bunker (Player Starting Area) Zone. To do so, the Survivor spends one Action per card. Set the item card either on the Player Starting Area or off to the side of the board to represent the bunker's stockpile.

