

# A7 HOUSE CLEANING

*We found an abandoned shelter. It needs some work to offer the proper protection and sufficient, if not quite comfortable, living conditions. The first step is to clean the surrounding area of any zombies. If the opportunity arises, we'll also salvage boards, duct tape, nails, tools and anything that could be of use for our newfound haven.*

*We have an urgent matter right now: a police car siren just started wailing a few blocks away. Time to move unless all zombies shamble to our position!*

You will need the following tiles for this scenario: **5B, 3C, 1B & 2C.**

## OBJECTIVES

The cleaning operation has two steps:

- Cleaning operation. Search each house for spare parts. A red "X" has been set in each area to be searched. Take all the Objective tokens.
- Back to shelter! When objective #1 is complete, 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 the Zone.

## SPECIAL RULES

• **Police siren.** The police car's siren is still working. At the beginning of the game, it's on. Any Survivor standing in the police car Zone can spend an Action to switch the police siren on or off. As long as the siren is on, the blue Zombie Spawn Zone is active and three Noise tokens are put on the police car token. These Noise tokens stay on the car token even if it's driven around. They aren't cumulative if the siren is switched multiple times in a single turn and are removed only if the siren is switched off.

• **Alarm!** Red Objective tokens mark the places where the spare parts can be found. Each Objective token, either red or blue, gives 5 experience points to the Survivor who takes it.

Put the blue-sided Objective token randomly among the red Objectives, with the blue face down. It stands for a house alarm triggered by accident. The blue Zombie Spawn Zone becomes permanently active when the blue Objective is revealed. In this case, switching off the police siren doesn't disable the blue Zombie Spawn Zone anymore.

• You can use the police car.

• You can Search the police car more than once per game. Draw cards until you find a weapon. Discard the other cards. The Aaahh! cards trigger the appearance of a Walker as usual and interrupt the Search.

