C12 AXES & ALLEYS

A mission by Lucas McDaniel

We are getting ready to leave the city, but we are making one last sweep through the neighbourhood looking for any supplies we can bring with us. There are lots of infected here... I worry about stumbling upon a nest. We have to be careful.

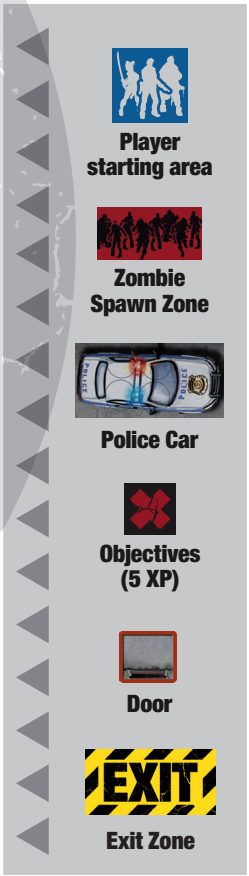
You will need the following tiles for this scenario: **4E, 6B, 5C, 1C, 5B, 5D, 3B, 2C & 5F.**

OBJECTIVES

- **One last sweep.** Areas of interest are shown on the map with a red "X". Visit each of them and take all Objectives.
- **Food stocking.** Find at least 1 Canned Food, 1 Rice and 1 Water cards.
- **Leaving the town.** Reach the Exit Zone with the remaining Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies. Gather the Equipment and Survivors that escaped. You win if you have at least one Canned Food, one Rice and one Water cards.

SPECIAL RULES

- **Looking for supplies.** Each Objective gives 5 experience points to the Survivor who takes it.
- **You've found the nest.** You're so lucky. Put the blue Objective randomly among the Objectives, face down. When this Objective is taken, replace it by the blue Spawn Zone, draw immediately a Zombie card and place the requested Zombies in the Zone. Extra activations and sewer spawning Zombie cards are ignored for this draw.
- **You can't use the car.**
- **A derelict police car.** This car doesn't work anymore, but maybe the previous owner forgot some weapons in the trunk? 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.



MEDIUM
4+ SURVIVORS
60 MINUTES
C12