

C18 DRY RUN

A mission by John Holt

All highways are lost highways nowadays. Freedom is the open road, a shotgun, and a can of beans. Our chariot is the next best thing to a tank: an easily repairable, heavy bit of police-issue machinery. It can crush zombies without taking a dent, unlike the shattered plastic and fiberglass wrecks littering the roadside.

Thing is, the last three gas stations were tapped out. We're watching the arrow hovering near E and wondering how much further we could have gone driving plastic and fiberglass. The next gas station is miles down the road, and we won't make it on fumes. Maybe we can siphon some gas from the cars we drove past, at least enough to make it to the next station. That hardware store should have a gas can.

Funny, you know, I didn't notice the moans until the engine cut out. Let's get a move on!

You will need the following tiles for this Mission: **5B, 5C, 5D, 5E, 5F & 6B.**

OBJECTIVES

Refuelling on a highway by siphoning from wrecked cars. Never thought you would do something like that, did you?

- **Get the cans.** The green "X" shows where they are.
- **Siphon the pimpmobiles.** The pimpmobiles stopped here because their drivers were dead or zombified, so their tanks must still contain some fuel.
- **Fill your own tank.** You'll need a can full of fuel to do this!
- **Continue your journey.** At least one Survivor must reach the Exit Zone with the police car. The car may escape through this Zone at the end of its driver's turn, as long as the Zone is free of Zombies. An escaped car is removed from the board, with its passengers and their Equipment, upon reaching the empty Exit Zone.

SPECIAL RULES

- **Setting up the game.** Put aside all Glass Bottles cards and all Gasoline cards before the game begins.
- **Where are the cans?** The green Objective can't be taken, but a Survivor can spend one Action to Search the Zone where it is. He receives 5 experience points and one Glass Bottles card, which represents an empty can. When all the Glass Bottles are taken, ignore this special rule.
- **Here is the fuel!** A Survivor with a Glass Bottles card in his Inventory can spend one Action to Search the Zone where a pimpmobile stands. He receives a Gasoline card, which represents a can full of fuel. Each pimpmobile can only be searched once this way.
- **Refuelling.** A Survivor with a Gasoline card in his Inventory can spend one Action in the Zone where the police car stands to fill it, discarding the Gasoline card. Once two Actions have been spent this way, the police car can be driven.
- **Don't waste the fuel!** You can't create Molotov cocktails in this Mission.
- **We said, don't waste the fuel!** Pimpmobiles can't be driven.


Player
starting area


Zombie
Spawn Zone


Police Car


Green Objective
(Special Rules)


Door


Exit Zone


Pimpmobile
you can't drive



MEDIUM
2-4 SURVIVORS
120 MINUTES

ZOMBICIDE - MISSIONS

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SPECIAL RULES (CONTINUED)

- **Out of gas.** The police car can't be driven until its tank has been filled (see "Refuelling").
- **Hey, it's your car!** Of course, you have already taken anything useful from your car. The police car can't be searched.
- **What's in the trunk?** Each pimpmobile can be searched only once. It contains either the Evil Twins or Ma's Shotgun (draw randomly).

ADDITIONAL SKILLS (FROM TOXIC CITY MALL)

Add these Skills to the Core Game's Skills list. Feel free to use them with your custom Survivors!

+1 Damage with [Equipment] – The Survivor gets a +1 Damage bonus with the specified Equipment.

+1 Damage: [Type] – The Survivor gets a +1 Damage bonus with the specified type of Action (Combat, Melee or Ranged).

+1 free Melee Action – The Survivor has one extra, free Melee Combat Action. This Action can only be used for Melee Combat.

+1 free Ranged Action – The Survivor has one extra, free Ranged Combat Action. This Action can only be used for Ranged Combat.

2 cocktails are better than 1 – The Survivor gets two Molotov cards instead of one when he creates a Molotov.

Break-in – The Survivor doesn't need any Equipment to open doors. He doesn't make Noise while using this Skill. However, other prerequisites are still mandatory (such as taking a designated Objective). Moreover, the Survivor has one extra, free Door opening Action. This Action can only be used to open doors.

Please note the Break-in Skill doesn't apply to removing barricades (See P. 10).

Can start at [Danger Level] – The Survivor can begin the game at the indicated Danger Level (first experience point of the indicated Danger Level). All players have to agree.

Collector: [Zombie type] – The Survivor doubles the experience gained each time he kills a Zombie of the specified type.

Death grasp – Don't discard an Equipment card when the Survivor receives a Wounded card. This Skill is ignored if there's no space left in the Inventory to receive the Wounded card.

Low profile – The Survivor can't be targeted by allied Ranged Attacks and can't be hit by car attacks. Ignore him when shooting in or driving through the Zone he stands in. Weapons that kill everything in the targeted Zone, like the Molotov, still kill him.

Regeneration – At the end of each game round, discard all Wounds the Survivor received. Regeneration doesn't work if the Survivor has been eliminated.

Roll 6: +1 die Combat – You may roll an additional die for each "6" rolled on any attack, Melee or Ranged. Keep on rolling additional dice as long as you keep getting "6". Game effects that allow re-rolls (the "1 re-roll per turn" Skill or the "Plenty of ammo" Equipment card, for example) must be used before rolling any additional dice for this Skill.

Roll 6: +1 die Melee – You may roll an additional die for each "6" rolled on a Melee attack. Keep on rolling additional dice as long as you keep getting "6". Game effects that allow re-rolls (the "1 re-roll per turn" Skill, for example) must be used before rolling any additional dice for this Skill.

Roll 6: +1 die Ranged – You may roll an additional die for each "6" rolled on a Ranged attack. Keep on rolling additional dice as long as you keep getting "6". Game effects that allow re-rolls (the "1 re-roll per turn" Skill or the "Plenty of ammo" Equipment card, for example) must be used before rolling any additional dice for this Skill.

Rotten – At the end of his turn, if the Survivor has not taken a Combat Action, driven a car, and has not produced a Noise token, place a Rotten token next to his base. As long as he has this token, he is totally ignored by any and all types of Zombies (except Zombivors) and is not considered a Noise token. Zombies don't attack him and will even walk past him. The Survivor loses his Rotten token if he takes any Combat Action or makes noise. Even with the Rotten token, the Survivor still has to spend extra Actions to move out of a Zone crowded with Zombies.

Super strength – Consider the Damage value of Melee weapons used by the Survivor to be 3.

Toxic immunity – The Survivor is immune to Toxic Blood Spray.

Webbing – All equipment in the Survivor's inventory is considered equipped in hand.

Zombie link – The Survivor plays an extra turn each time an extra activation card is drawn in the Zombie pile. He plays before the extra-activated Zombies. If several Survivors benefit from this Skill at the same time, the players choose their activation order.

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