

A33 DRIVE BY BOMBING

VERY HARD / 6 SURVIVORS / 45 MINUTES

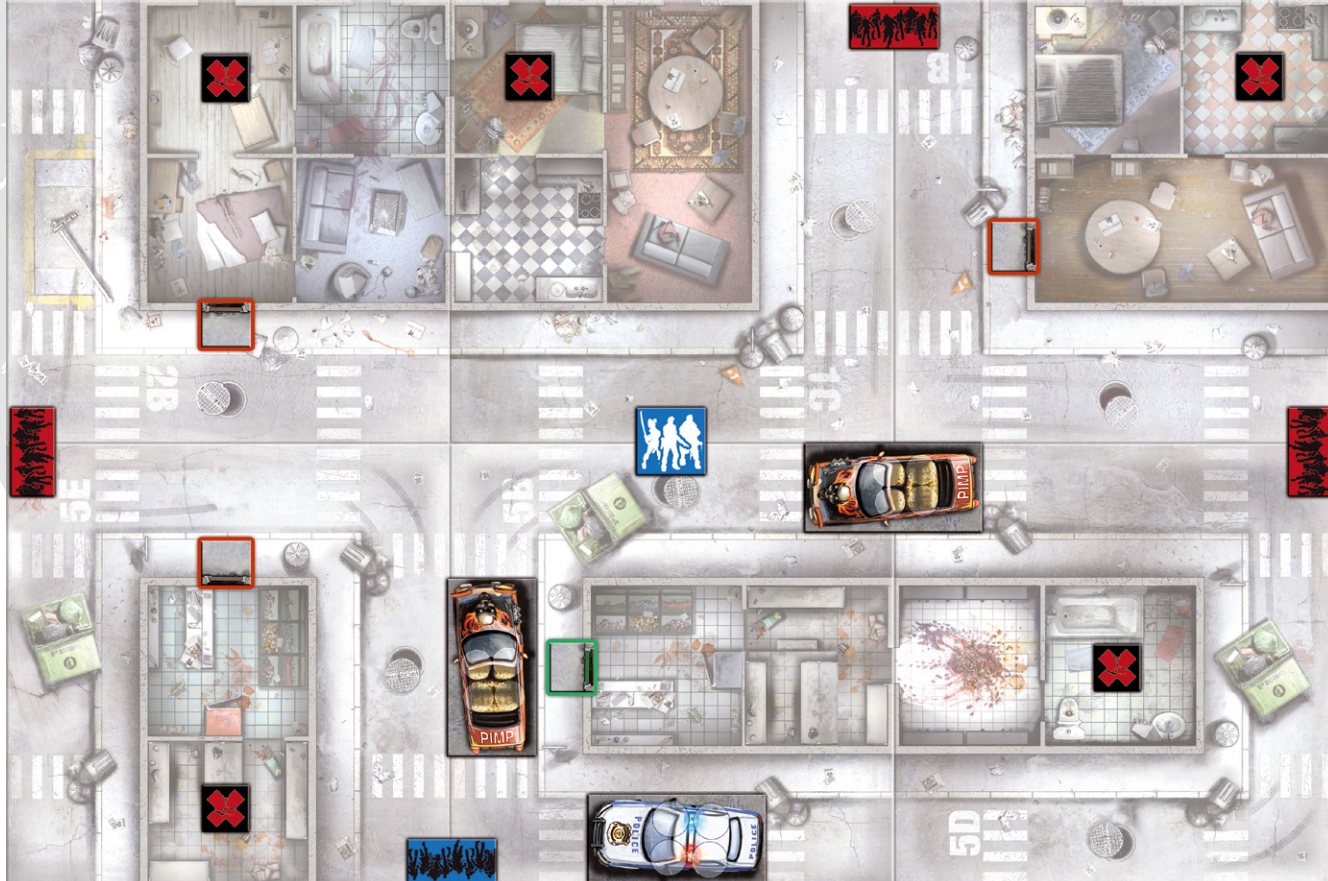
Night is falling and we don't have time to clean out the block. So Phil came up with a risky but fun idea: lure the zombies to us and blast them in the quickest available way. Buuuut... Ned and Wanda showed a little too much enthusiasm and made the infected come before we were fully prepared.

The daily challenge is exploring the houses nearby to look for bottled gas, stuff the tanks in cars, and blow the zombie herd away. Hurry up - they're coming! Ready? Steady? GO!

Material needed: **Zombicide Season 1.**

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

2B	1C	1B
5E	5B	5D



OBJECTIVES

Blast all Spawn Zones. Either use a Molotov or perform a drive-by bombing (see special rules) on each ACTIVE Spawn Zone. The blue Spawn Zone can be ignored unless it gets activated—then it has to be blasted. The Mission fails when a Survivor is eliminated.

SPECIAL RULES

- **Setting the scene:** Put the blue and the green Objectives randomly among the red Objectives, face down.

- **Bottled gas.** Each Objective gives 5 experience points to the Survivor who takes it.

Place a red Objective in the Inventory of the Survivor who takes it. It occupies a slot and can be traded. If it is destroyed or lost, the Mission fails.

The blue and green Objectives are discarded once they are found.



- **Drive-by bombing.** A Survivor carrying a red Objective can spend one Action to place it in a car they are occupying. Set the red Objective on the car token.

A car with a red Objective can be shot at with a Ranged Action (with the same priority order as a Survivor). The car explodes when a "6" is obtained with any Ranged Action targeting it, generating a Molotov effect in the zone it occupies. The shooting Survivor earns all XP.

This rule may be used to neutralize active Spawn Zones.

- **Blocking zombies' path.** A Zombie Spawn token is removed whenever a Molotov effect is applied in its Zone. Set the token on any other active Spawn Zone, increasing its Spawn rate! The Mission succeeds as soon as there is no other Spawn Zone to put the tokens on.

- **It smells... GAS!** The gas tank you just found is leaking! When the blue Objective is found, keep it in the Zone and apply the following effects:

- The blue Spawn Zone activates.
- At the end of the current Players' Phase, discard the blue Objective. All Actors in the blue Objective's building are eliminated. No XP is gained.

- **Metal shutter.** The green door cannot be opened by normal means. Instead, the green door opens when the green Objective is taken. Immediately resolve a Zombie Spawn in the building. Yes, the key may be behind the green door. Bad luck.

- **Cars can be used.**

- You can Search a Pimpmobile only once. It contains either the Ma's Shotgun or the Evil Twins (choose randomly).
- You can Search a 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.