

WM13 - YOU GOT THE KEYS?

Medium / 30 minutes

Guns and ammo sure are useful in a Zombie apocalypse. Surely, we can find some in this police station. Hold on... That police car looks pristine! I bet the keys are somewhere in the station. If we can get this car started, getting out of here will be duck soup!



Material needed: **Zombicide: 2nd Edition**
 Tiles needed: **3R, 5R, 6R, & 7V.**

OBJECTIVES

Get out! Reach the Exit Zone with all Survivors and the Police Car. Any Survivor may escape through this Zone at the end of their Turn (or as a Passenger of the Police Car), as long as there are no Zombies in it.



SPECIAL RULES

- **I found something different here.** Each Red Objective gives 5 AP for the Survivor who takes it.
- **An iron gate.** The Red door cannot be opened.
- **Finding the precinct storage keys.** The Green door cannot be opened until the Green Objective is taken. When the Green Door is opened, the Green Spawn Zone becomes active. When the Green Objective is taken, all Survivors gain 5 AP.
- **Finding the car keys.** The Blue door cannot be opened until the Blue Objective is taken. When the Blue Objective is taken, all Survivors gain 5 AP. The Blue Objective is considered as an equipment by the Survivor taking it, but doesn't occupy an inventory slot. It can be traded like an Equipment.
- **Do you know how to drive?** The Police Car can only be driven after the Survivor owning the Blue Objective enters it, either as the Driver or as a Passenger.
- **Those guys were tough!** When Searching the Police Car, draw cards until a weapon card is drawn, discarding all other cards. Any Aaahh!! card drawn interrupts the search and triggers the appearance of a Walker as usual.

 Survivor Starting Zones	 Exit Zone	4x  Pimpweapon Crates
  1  Spawn Zones	 Closed Doors	2x  1x  1x  Objectives (Special)
	 Police Car (can be driven with the Blue Objective)	

