

XX2 WHAT'S LOST IN THE FIRE

A Mission by Christophe Müller de Schongor

It had to happen. It couldn't last. It never does.

Nobody knows how, but a fire started in our drug store. Joshua thinks we'll now have to change the location. Before we can do that, we need to put the fire out and salvage what stock of meds we can.

Material needed: Prison Outbreak, TCM

Tiles needed: 5M, 5P, 3M, 4P, 2M & 17P.

Optional: *Magnetic Card* from Season 1 Finale.

OBJECTIVES

To manually start the fire extinguishers, you have to:

- **Get out of the mall.** Open the blue door.
- **Get in the security office.** Open the green door.
- **Start the fire extinguishers.** All Survivors must reach the yellow Switch. The room must be cleared of Zombies.

SPECIAL RULES

- **Play with fire.** The rubble tokens do not represent debris. They are indoor zones that are on fire. Fire blocks line of sight. Survivors get one Wound when leaving a Zone that is on fire, which cannot be prevented. Zombies are immune to these Wounds.
- **They were here before us.** Before play starts spawn zombies in the room on 5M tile opened by the fire.
- **Damn' keys.** Mix one blue, one green and three Objective tokens. Place them face down in the indicated stores. Each activation gives 5XP.
- **Blue key, blue door.** As soon as the blue Objective is activated, both blue doors open and the blue Zombie spawn Zone activates as usual.
- **Green key, green door.** As soon as the green Objective is activated, the green door can be opened and the green Zombie spawn Zone activates as usual.
- **Showroom.** Pimpmobiles may be searched and driven under usual Pimpmobile rules.
- **That is a Security Office!** The Observation tower works as usual. Cars can enter or cross its Zone.

OPTIONAL

- **More damn' keys.** A *Magnetic Card* must also be in the inventory of the person who opens the green door. There can only be a maximum of four of these in the equipment deck.

