



ZOMBICIDE

AN EXCLUSIVE SCENARIO!

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ZOMBIES & CARS


This is a very small town, but thankfully it hasn't been fully plundered yet...and it is swarming with zombies. Among other things for the survivors, it has two gas stations. The cars that are still there must certainly still drive!

Good thing, too. I really need a vacation.

Tiles required: 3B, 3C, 4C, 4D, 4B and 4E.

OBJECTIVES

• Accomplish the following tasks in the specified order:

- 1- Take all the Objectives markers. 
- 2- Find at least one Cans of Food, Bag of Rice or Bottled Water for each Survivor currently in play.
- 3- Place all the Survivors, in as many cars as necessary, on the Exit Zone.

Gather all the equipment cards of the escaped Survivors: victory is achieved if there is at least one food/supply card (Food, Rice or Water) per Survivor left (although not necessarily carried by each).

SPECIAL RULES

- Each Objective marker gives 5 experience points to the Survivor that first takes it.
- The cars can be driven, but only 1 AP worth of movement (2 zones) per turn.
- Each pimp-mobile can only be searched once. They contain either Ma's Shotgun or the Evil Twins (take one at random). Some Missions contains many pimp-mobiles. In that case only the leftover weapon is available. When they're gone...They're gone!
- The cars can enter in the garage Zones or exit them as long as the doors leading to them are open. They cannot move through the other building Zones.

