

03 THE 24HRS RACE OF ZOMBICITY

MEDIUM / 4+ SURVIVORS / 90 MINUTES

There's a large rest home in sight. The buildings do not look too damaged, and some cars look like they could still run. The supply room is probably full, since it looks like the looters didn't linger here. We pretty quickly saw why: the area is swarming with zombies. The previous inhabitants couldn't really put up a fight. Before exploring, we have to clean up. I dream of bubblegum.

Tiles needed: 2C, 4D, 4B, 5C, 6B, 5F, 1B, 3C & 4E.





OBJECTIVE

- Reach the Red Danger Level with at least one Survivor.

SPECIAL RULES

- Each Objective token gives 5 experience points to the Survivor who takes it.
- You can use cars.
- The pimpmobile can be searched only once. It contains either Ma's Shotgun, or the Evil Twins (draw 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.



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Player starting area
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Zombie Spawn Zone
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Locked door
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Objectives (5 XP)
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Cars you can drive
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