

A10 ZOMBIES & CARS

MEDIUM / 6+ SURVIVORS / 90 MINUTES

This is only a tiny town but it has not been plundered yet because it's swarming with zombies. Moreover, there are two gas stations. The cars here may be functional!
It sounds good, because I need a break.

Tiles needed: 3B, 3C, 4B, 4C, 4D & 4E.



OBJECTIVES

Accomplish the following tasks in this order:

- 1- **Gather supplies.** Take all Objectives.
- 2- **Find some food.** Collect at least one supply card per remaining Survivor. The supply cards can be either Canned Food, Rice or Water cards.
- 3- **Keep on moving.** Reach the Exit Zone with the remaining Survivors in one or more cars. A Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies. Gather the Equipment cards and Survivors that escaped: you win if you have at least one supply card per remaining Survivor.

SPECIAL RULES

- **Batteries! Clothes! Toothpaste!** Each Objective gives 5 experience points to the Survivor who takes it.
- **Enter the pimpmobiles.** Cars can enter the garage Zones if the two corresponding garage doors are opened. Cars can't go in other building Zones.
- **You can use cars.**
- **Pimpmobile.** Each pimpmobile can be searched only once. It contains either the Evil Twins or Ma's Shotgun (draw randomly).

