

SPECIAL RULES

Party approaching! Each of the four Objective tokens gives 5 experience points to the Survivor who takes it.

Blue front door. The blue door cannot be opened until the blue Objective has been taken. Taking the blue Objective gives 5 experience points to the Survivor who takes it.

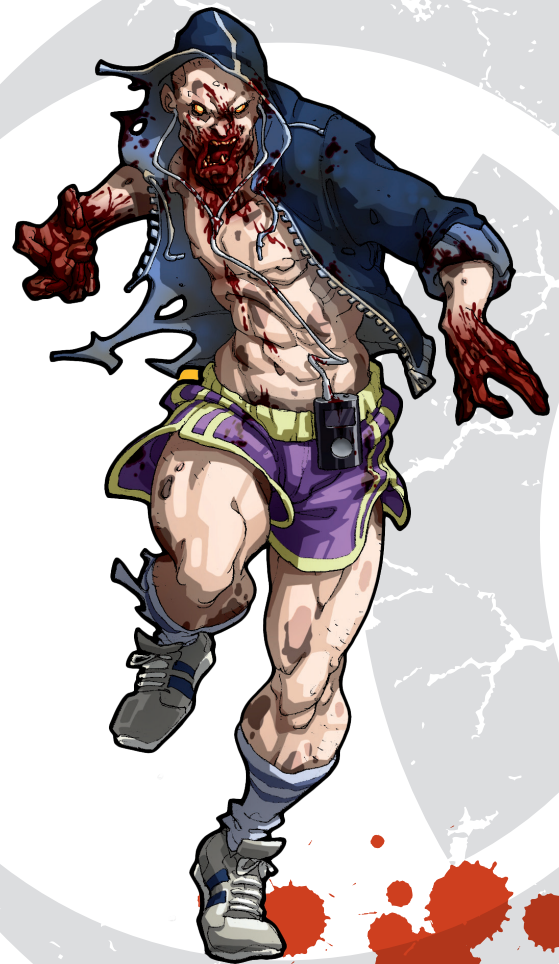
Green rear door. The green door cannot be opened until the green Objective has been taken. Taking the green Objective gives 5 experience points to the Survivor who takes it.







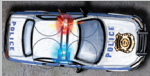





I haven't seen a working car in months! The cars can be driven.

Police came and abandoned a police car. It's a good thing, since these cars contain lots of guns! You can Search a police car more than once. Draw cards until you find a weapon. Discard the other cards. The Aaahh! cards trigger the appearance of a Walker as usual and interrupt the Search.

This is a pimpmobile. It's NOT Amy's car, it's NOT Wanda's car. Is this clear enough? You can Search a pimpmobile only once. It contains either Ma's Shotgun, or the Evil Twins (draw randomly).

Oops! I forgot about the alarm! When you retrieve Wanda's key an alarm wails. The alarm echoes out the front of the building and into the subway station across the street. In return, moans and shuffling are heard coming up from deep below. When the blue Objective is taken the blue Zombie Spawn Zone is activated for the rest of the game.



					
Player starting area	Blue Spawn Zone	Zombie Spawn Zone	5 XP. Red objectives	5 XP. Green objective	5 XP. Blue objective
					
	Police Car you can drive	Pimpmobile you can drive	Locked door	Opened door	Green door
					Blue door

HARD
6+ SURVIVORS
120 MINUTES

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ZOMBICIDE - MISSIONS