

A2 ROUNDABOUT

Ned thinks his bunker key might be in his old friend's home. Ned spent the night before the zombie invasion with his buddy, playing a MMORPG and eating pizza. Cold pizza. Ned used to have an exciting life. The house is on an ugly street, with a traffic circle as its only point of interest. It's packed with cars and, of course, their ex-drivers. The vehicles ran out of gas, and these guys just stayed here because they didn't want to abandon their cars.

We don't really care about Ned's key, but he won't stop complaining until we search this place. Under other circumstances, I might find this funny.

You will need the following tiles for this scenario: **1B, 2B, & 7B**

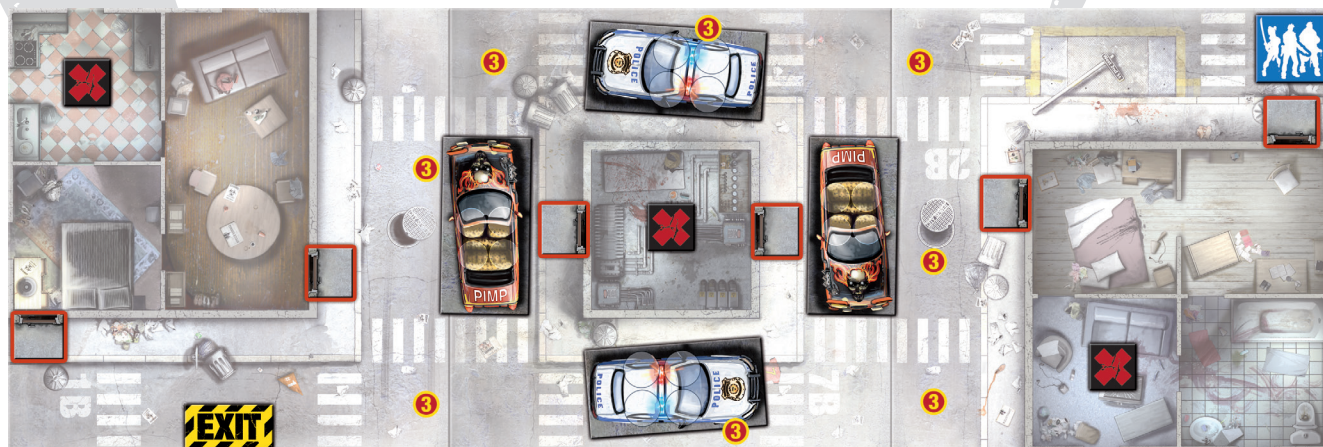
OBJECTIVES

Where's the key? I thought you had it! Take all three objective tokens. The key could be under either one. Well... actually it isn't, but you must check. Once you've taken all the objectives, get all starting Survivors to the Exit Zone. Then the REAL mission begins: convincing Ned that you have fully and seriously searched the place and didn't find his key. But that's another story, isn't it?



SPECIAL RULES

- **Cars can't be driven.**
- **Could the key be here?** Taking an objective gives 5 experience points to the Survivor who takes it.
- **Have you ever seen zombies circling a traffic circle?** Put 3 Walkers in each of the nine Zones marked with a "3". Yep, you guessed it: They are actually walking around the traffic circle. Just don't expect them to follow the traffic laws if they see some fresh meat.
- **Woohoo, a pimpmobile! Damn. Out of gas.** You can search a pimpmobile only once. It contains either Ma's Shotgun, or the Evil Twins (choose randomly). Some Missions may contain many pimpmobiles. In this case, you can only get the weapons that haven't been obtained yet. When there are no more...there are no more.
- **Out of gas but packed with weapons.** 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.



ZOMBICIDE - SCENARIOS

EASY
4+ SURVIVORS
90 MINUTES

A2