

Josh found a police station that doesn't seem to have been ransacked, and for a good reason: the place is crawling with zombies. But it doesn't matter, we are used to dealing with zombies. We are going to clean the station and offer Phil a police car. I'm sure he will enjoy that!

Commandeer at least one police car. Reach the Exit Zone with all Survivors aboard as many police cars as needed. Any car and its passengers may escape through this Zone at the end of its driver's turn, as long as there are no Zombies in the Zone. No, you can't escape with pimpmobiles. You need police cars!

A5

SPECIAL RULES

If you could find some beer, or wine... It would greatly improve Phil's birthday party. Each of the four Objective tokens gives 5 experience points to the Survivor who takes it, though it's not mandatory to take the red Objectives.

The fuel THEN the power generator. The blue Objective can't be taken until the green one has been taken. Taking the green Objective doesn't open the green door.

Oh! There isn't any door here. Indeed. The central single-zone building is sealed-off and can't be entered.

Hey! Why is this roller shutter opening NOW? Unfortunately, the roller shutter switch has been left in the "open" position when the police station ran out of power. As soon as the blue Objective is taken, the rusty doors open: open the blue and the green doors and spawn Zombies in each room. Maybe a couple of Zombies are waiting inside, but you will certainly have no difficulties dealing with them. Or will you?

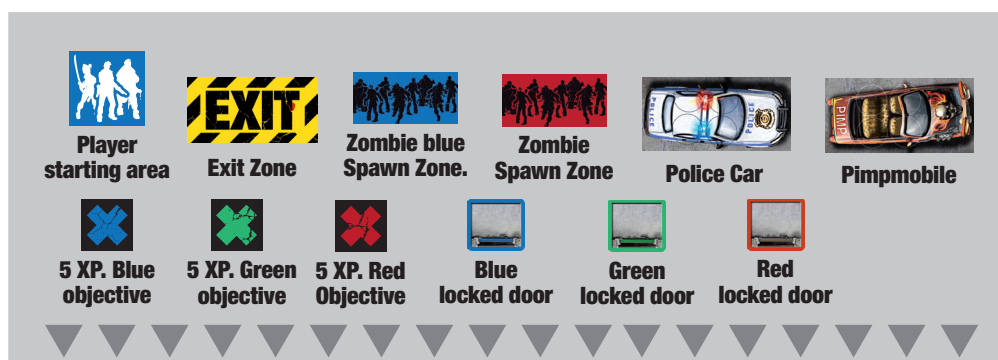
The rusty, noisy, roller shutter. You know what? The Zombies completely forgot to grease the metal roller shutter. It really makes a lot of noise when it opens. All Zombies in the area are warned that some fresh meat is wandering around. Once the blue Objective has been taken, the blue Spawn Zone is activated and spawns Zombies every turn.

You can use cars.

The police parking. Cars can go in and out of the garage Zone in tile 3B if both garage doors are opened. Cars can't go into other building zones.

What's in this trunk? You can Search each pimpmobile only once per game. They contain either Ma's Shotgun or the Evil Twins (draw randomly). Only the weapons that have not yet been taken can be inside them. When there are no more... there are no more.

At last! A police car. Policemen used to have lots of guns in their cars! You can Search a police car more than once per game. 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.



HARD
6+ SURVIVORS
150 MINUTES

A5

ZOMBICIDE - SCENARIOS