

WM40 - RUNNING OVER THE DEAD!

Hard / 6 Survivors / 75 min

By Rodrigo Sonnesso, Toi Von Glehn and Keli Cruz.

The only way out of this zombie-infested hellhole? Uncle Clay's old junker. Yeah, the one with the busted accelerator and missing parts. Not exactly the ride of our dreams, but it's all we've got. Problem is that rust bucket won't last five minutes against a hungry horde. If we want to make it out alive, we need to think bigger, like those wild post-apocalyptic flicks from the 80s. Spikes, armor, maybe even a makeshift plow? What do you say, guys? Let's turn this clunker into the ultimate road warrior and blast our way out of here!

Material needed: **Zombicide: 2nd Edition.**

Tiles needed: 1V, 2R, 3R, 4V, 5V, 6V, 7V, 8V & 9V.

• OBJECTIVES

The road warriorZ. Accomplish the Objectives in order to win the game.

1. Find the Muscle Car's key (Blue Objective) and the battery (Green Objective).
2. Drive over the Blue Spawn Zone (see below).

Then

- Reach the Exit Zone with all Survivors. Any Survivor may escape through this Zone at the end of their Turn as long as there are no Zombies in it.

• SPECIAL RULES

• Setup.

- Shuffle the Blue and Green Objective randomly among the Red Objectives, facedown.
- Place 3 Survivors in each Survivor Starting Zone, in any way players choose.

- **Zombie spawn.** The Blue Spawn Zone is active from the start of the game.

- **Old junker.** The Muscle Car cannot be driven until both the Blue and Green Objectives are taken.

- **Key and battery.** When taken, the Blue and Green Objectives each give 5 AP to ALL Survivors. There is no Epic Weapon Crate in the Muscle Car.

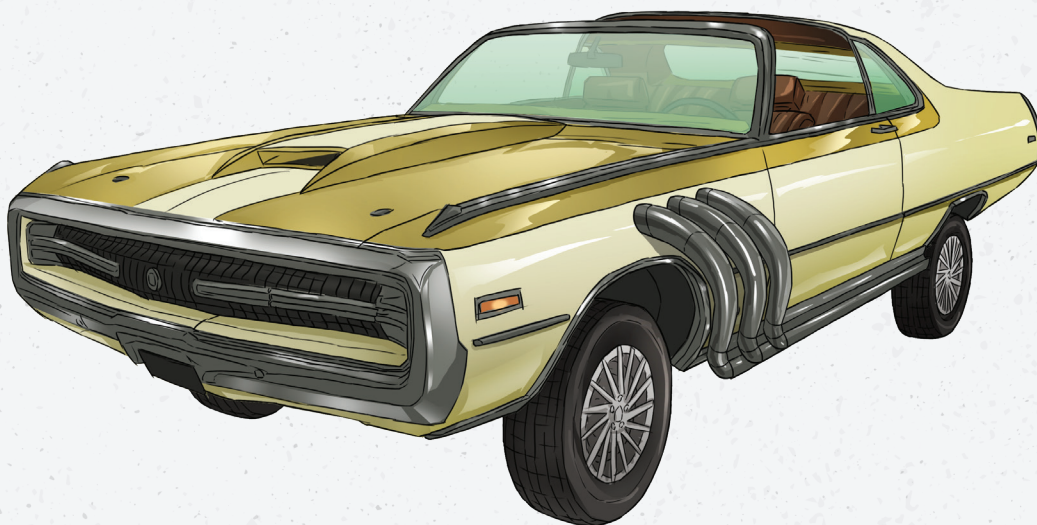
- **Fast and furious.** Survivors can only use the **Fast Drive Action** when Driving (moving 2 consecutive Zones and performing a Car Attack).

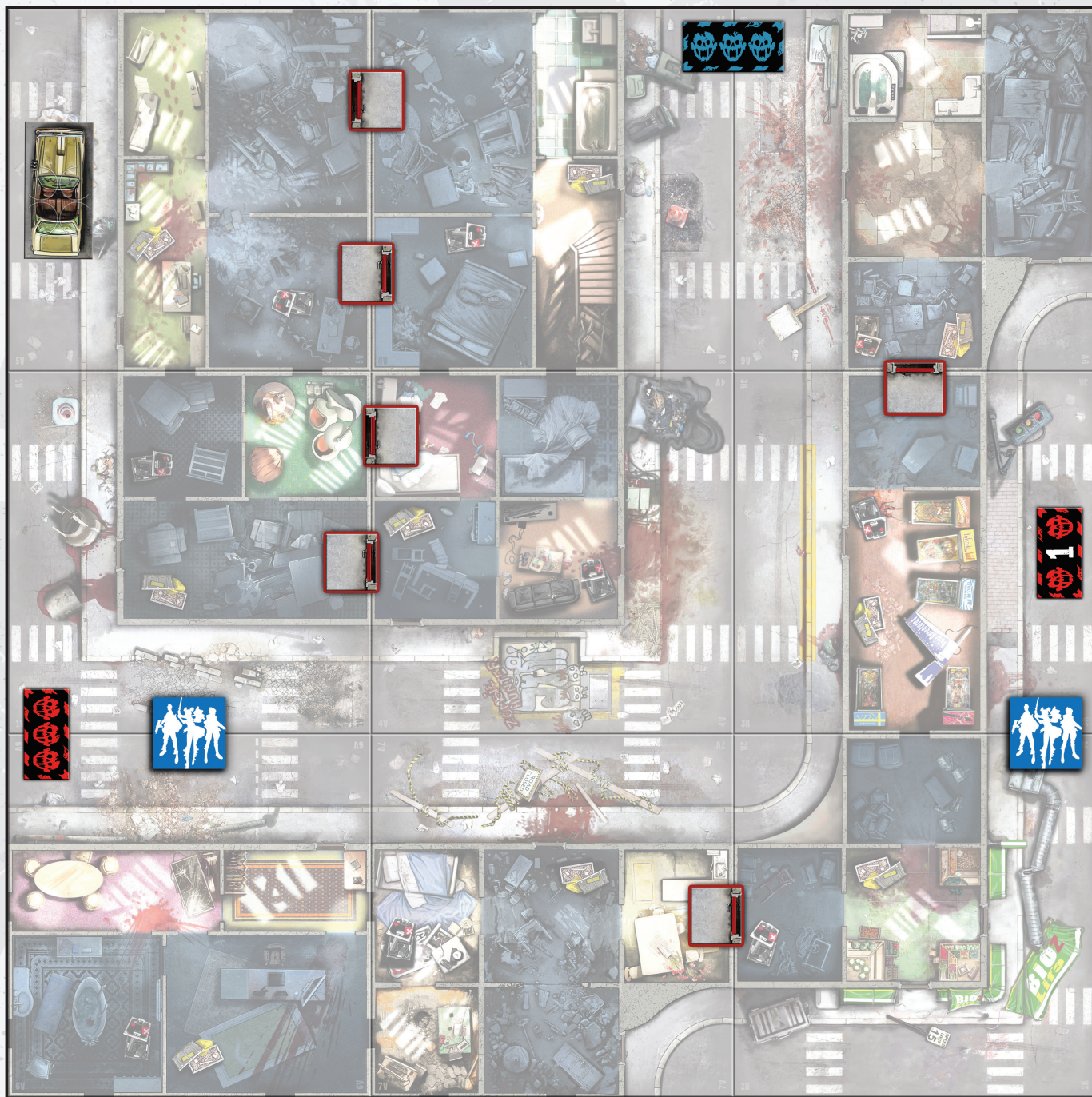
- **Buff my ride.** Each Red Objective gives 5 AP to the Survivor who takes it. When taken, keep these next to the board. They now represent the **Pimped Out Pool**. After a Survivor performs a Car Attack, for each Zombie that is still in the Car's Zone, remove 1 Red Objective from the Pimped Out Pool. If there are no more Red Objectives in the Pimped Out Pool and a Red Objective has to be discarded, the car breaks and the **game is lost**.

- **Time to escape!** When the Muscle Car enters the Blue Spawn Zone, remove the Blue Zombie Spawn token from the game and replace it with the Exit token.

- **Apartment blocks.** Doors isolate parts of the building that they are in. Isolated parts are considered separate buildings for Zombie spawning purposes only.

5V	8V	9V
1V	4V	3R
6V	7V	2R





Survivor
Starting
Zone

3x



Spawn
Zones



Exit
Zone

6x



Closed
Doors

7x

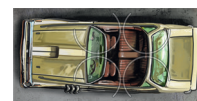


1x



Objectives
(5xp)

1x



Muscle Car
(cannot be driven)