

A42 A STRANGE CALL

BOB'S CAMPAIGN, PART 1 OF 3

MEDIUM / 6 SURVIVORS / 60 MINUTES

A Mission by Marcelo 'Groo'

You heard rumors of a convenience store that, by some miracle, is still intact. You managed to reach it silently, avoiding some zombies lurking around. A few seconds after you stepped in, you hear a sound you never guessed you would hear again. A phone was ringing. The surprise was replaced by your survival instinct kicking in. You rushed to answer the phone quickly or the noise would attract unwanted visitors. The call was not very clear but through the garbled static you could hear a male voice:

"... I'm Bob... at the Power Stat... everything... the transformer will blow up... die... everyone... trapped..." You hung up, not saying a word. You know the location of the Power Station, but it is such a large area. So... where is Bob?

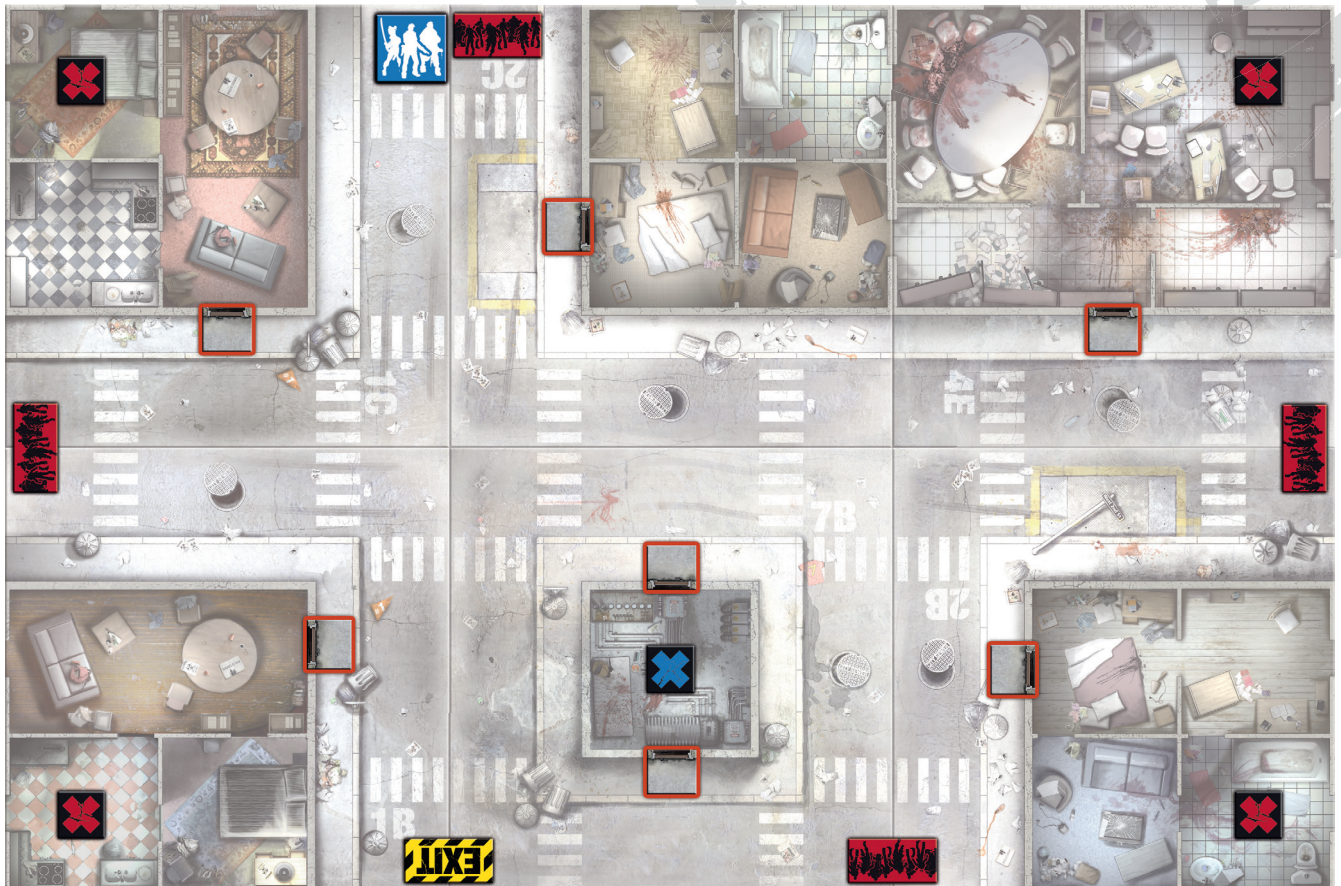
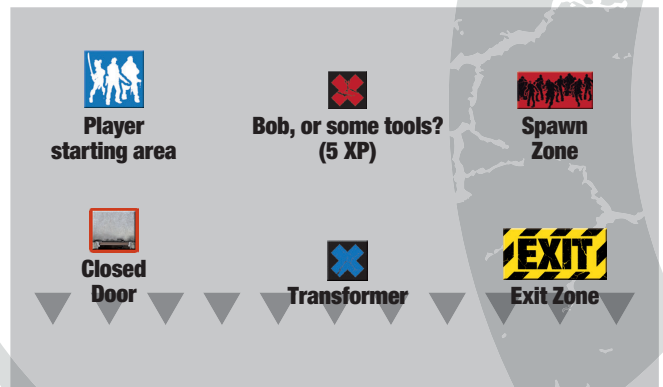
Material needed: **Zombicide: Season 1.**

Tiles needed: 1B, 2C, 5B, 5C, 5D, 5E, & 7B.

OBJECTIVES

Accomplish the Objectives in this order to win the game:

- 1- **Find Bob!** Take the Objectives until you find the Green one.
- 2- **Rescue Bob!** Bob is weak and needs food! (See Special Rule "Rescuing Bob").
- 3- **Shut down the system.** Bring Bob to the transformer to shut it down. The transformer is represented by the Blue Objective.
- 4- **Exit.** Reach the Exit 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.

- Place the Green Objective randomly among the Red Objectives, facedown.
- Place the Blue Objective in the designated Zone. The Blue Objective represents the transformer. It cannot be taken.

• **Looking for Bob.** Each Objective gives 5 Adrenaline Points to the Survivor who takes it. Be careful, the Green one cannot be taken when it's found (see below "Rescuing Bob.").

• **Tools, not Bob.** When a Red Objective is found, place the token on the Survivor's Dashboard. It doesn't take an inventory slot and can be traded like an Equipment card.

• **Rescuing Bob.** The Survivor revealing the Green Objective found Bob. Unfortunately, he is too weak to be moved. Set the Objective back in the Zone where it has been found with its Green side up. To take the Green Objective, a Survivor must first discard a food card (Canned Food, Rice, or Water) in Bob's Zone. Then, place the Green Objective token on the Survivor's Dashboard (no additional XP is gained). It doesn't take an inventory slot and can be traded like an Equipment card.

• **Shutting down the transformer.** To shut down the transformer, the Survivor escorting Bob (carrying the Green Objective) must be in the Zone containing the Blue Objective without any Zombies. The Survivor spends 1 Action and rolls a die: on a 5+, the transformer is shut down. On any other result, the transformer explodes (see below "The Explosion!"). Add 1 to the dice result for each Tools (Red Objective) all the Survivors possess. In either case, the transformer is off-line and the Survivors have to exit the map.

• **The explosion!** If the Survivors fail the roll to shut down the transformer, it explodes during the next End Phase. All Actors in the Generator Zone (the Blue Objective's Zone) are immediately killed.

• **Campaign.** If the Mission ends in a success, Survivors can keep 1 Equipment card of their choice for the next Mission.

1C	2C	4E
1B	7B	2B

