

# A43 A SURVIVOR OF HIS WORD

## BOB'S CAMPAIGN, PART 2 OF 3

HARD / 6 SURVIVORS / 90 MINUTES

### A Mission by Marcelo 'Groo'

*Weakened by his wounds, Bob asked you for a favour which you agreed to in the heat of the moment. You need to rescue his daughter and wife.*

*They're trapped inside one of the buildings nearby. There is a catch, however. The transformer being inactive means the whole region is drowned in darkness. A fitting setting for a rescue, don't you think?*

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

Tiles needed: **2B, 2C, 5B, 5D, 5E, & 5F.**

## OBJECTIVES

Accomplish the Objectives in this order to win the game:

**1-Find Bob's family.** Find the Green and the Blue Objectives. They represent his daughter and wife, respectively. Red Objectives spread through the buildings represent useful tools (see Special Rules).

**2- Family first!** 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 Blue and the Green Objectives randomly among the Red Objectives, facedown.
- Distribute any Equipment kept from the previous Mission (A Strange Call) to their respective owners.
- Survivors having played the previous Mission start with 5 XP.

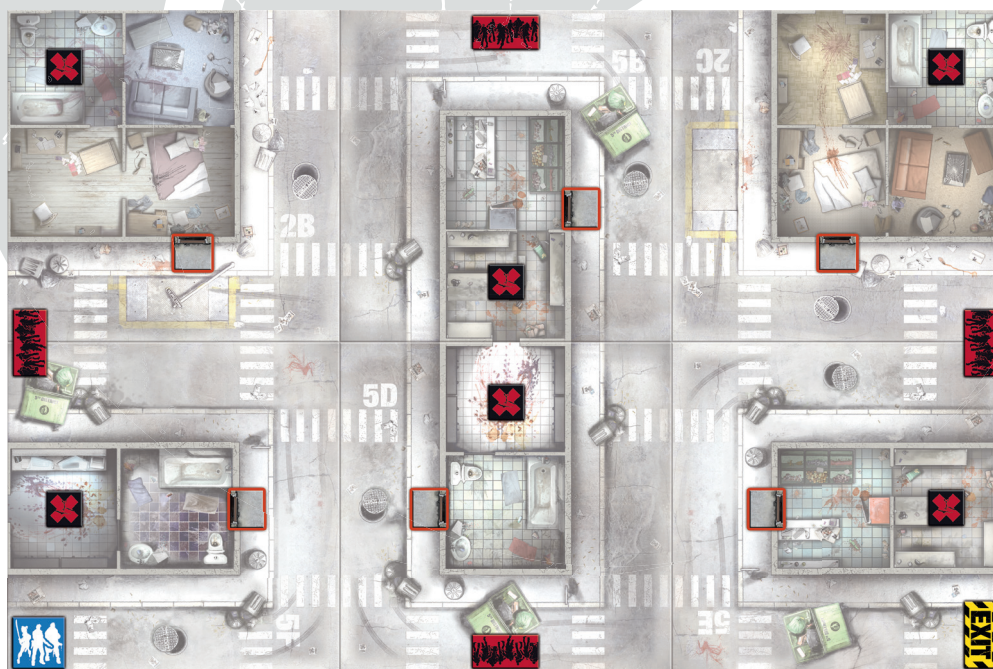
**• The night is dark and full of terrors.** It is early night and without the transformer, it is hard for Survivors to see. All Ranged Attack have a -1 max Range penalty (to a minimum of 0). Survivors with an equipped Flashlight ignore this penalty.

**• Look what I found!** Each Objective gives 5 Experience Points to the Survivor who takes it.

**• Not your wife.** Each Red Objective gives the Survivor a Flashlight. Take one from the Equipment deck (if any are available), then shuffle the deck. If they found a Flashlight this way, the Survivor can reorganize their inventory for free.

**• Where is my family?** The Blue and the Green Objectives are Bob's wife and daughter. Once they have been found, you can escape!

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



2B	5B	2C
5F	5D	5E

