

A44 TIME TO HIT THE ROAD

BOB'S CAMPAIGN, PART 3 OF 3

VERY HARD / 6 SURVIVORS / 45 MINUTES

A Mission by Marcelo 'Groo'

We had to stop and rest... However, we were awakened by the sound of hundreds of footsteps.

We were surrounded. Our only way out is through the car workshop.

The bad part? It is on the other side of the road...

...And Bob died.

He's back as a zombie!

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

Tiles needed: **1B, 2B, 2C, 3C, 5B, 5C, 5E, & 5F.**

OBJECTIVES

Just get out. Fast. 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

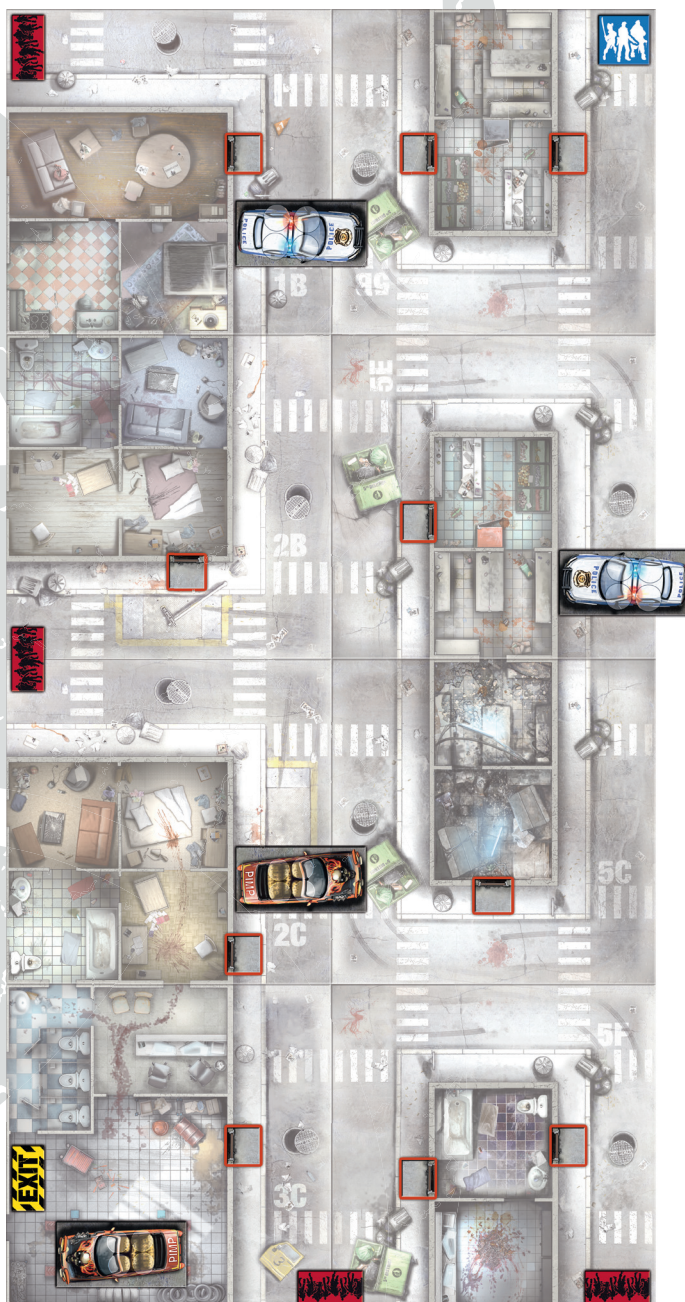
• Setup.

- Place the Blue and the Green Objectives on the dashboards of up to two Survivors of your choice. They represent Bob's Wife (the Blue Objective) and his Daughter (the Green Objective).
- Place a Fatty in the Player Starting Area. It's Bob. He has just died. Sorry, Bob!
- Cars are set on the line between Zones, forming barriers. They cannot be driven or Searched.
- Spawn a Zombie card on each Spawn Zone. Zombies are coming!
- Distribute any Equipment kept from the previous Mission (*A Survivor Of His Word*) to their respective owners.
- Survivors having played the previous Mission start with 15 XP.

• **Tough crowd.** When spawning on Spawn Zones (**NOT** in buildings), use the Red Danger Level.

• **Car barricades.** Cars across the streets are obstacles between Zones.

- Survivors spend 1 additional Move Action to cross a car.
- Zombies cannot Move whenever they reach a Zone bordered by a car. When 10 Zombies are blocked this way in a Zone, the car is destroyed and removed from the board. The car no longer hinders Move Actions and Zombie movement.



5F	3C
5C	2C
5E	2B
5B	1B

