

C10 MOVING ON

A mission by Troy Mackaway

We have been holding out in our downtown apartment since the outbreak but now our food's run out. Time to make a move and get out of here! All was fine until we turned a corner and ran into what must have been fifty of them. We ran and we're still running... But we're tired and hungry and can't keep this up without food and water.

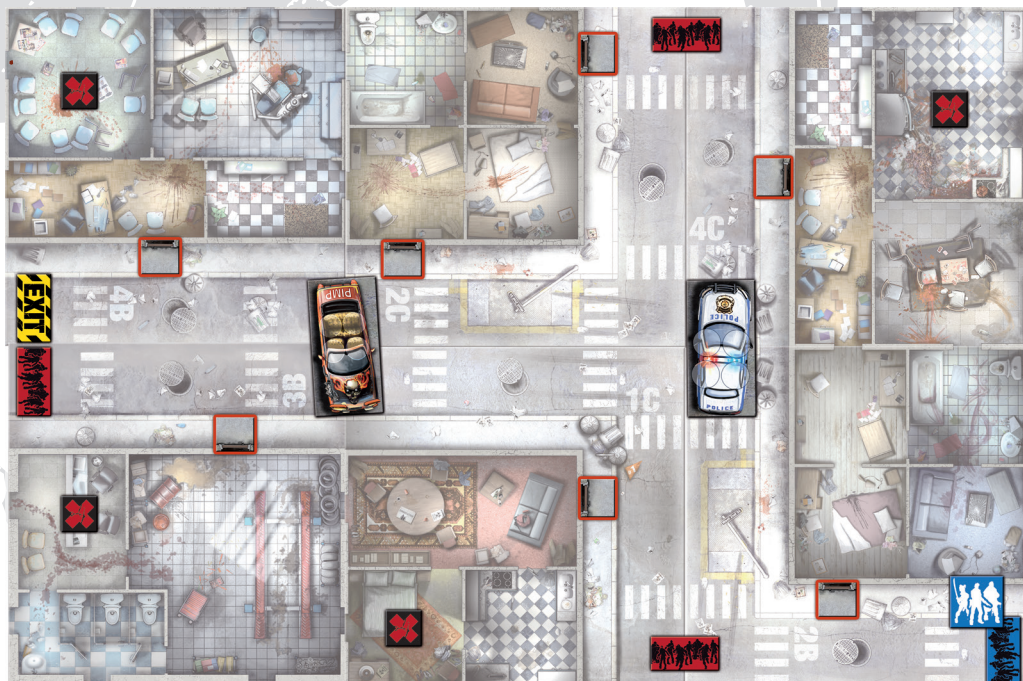
You will need the following tiles for this Mission: **4B, 2C, 4C, 3B, 1C & 2B.**

OBJECTIVES

- **Food and water.** There is some food and water in this area! Take this opportunity to eat and drink as much as you can. Zones where you can find food and drinks are marked with a red "X". Take all the Objective.
- **Escape the horde.** Reach the Exit Zone with all remaining Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies.

SPECIAL RULES

- **It's so good to eat and drink!** Each Objective gives 5 experience points to the Survivor who takes it.
- **The horde.** The Zombies you are trying to outrun reach the board at the second turn and keep on coming afterwards. When you spawn the Zombies for the second turn, the Zombie blue Spawn Zone activates. Read the Zombie cards drawn for this Spawn Zone at the Yellow Danger Level, no matter which Danger Level has been reached by the Survivors.
- **You can use the cars.**
- **Pimpmobile.** The pimpmobile can be searched only once. It contains either Ma's Shotgun, or the Evil Twins (draw randomly).
- **Police car.** You can search the police car more than once. Draw cards until you find a weapon. Discard the other cards. The Aaahh! card triggers the appearance of a Walker as usual and interrupts the Search.



MEDIUM
4+ SURVIVORS
90 MINUTES

ZOMBICIDE - MISSIONS

C10