## A45 THE WILD

**MEDIUM / 6 SURVIVORS / 60 MINUTES** 

It seemed like a great hiding spot to get some rest and finally get a little sleep. But Survivors don't sleep soundly, and you awaken to the muffled sounds of zombies trying to break down the doors! You need to escape, and there was a working car outside. It's your best chance!

Material needed: **Zombicide: Season 1** Tiles needed: **1B, 1C, 2B, & 2C.** 

## OBJECTIVES

Run! Accomplish the Objectives in this order to win the game:

- 1 Where are my keys? Take the Blue Objective.
- **2 The great escape.** Reach the Exit Zone with the Survivors and the Pimpmobile. 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 6 Noise tokens atop the Pimpmobile. They are not played normally (see below).

- **Objectives.** Each Objective gives 5 XP to the Survivor who takes it.
- Place an additional Noise token atop the Pimpmobile every time a Survivor picks a Red Objective.
- The Blue Objective is needed to drive the Pimpmobile.
- Closed rooms. Some building Zones are isolated by doors. They are considered as separate buildings for Zombie spawning purpose only.
- **Road rage.** The Pimpmobile cannot be Searched, and cannot be driven until the Blue Objective has been found.
- The Pimpmobile deals Damage 2.
- At the end of each Players' Phase, remove a Noise token from the Pimpmobile if there are 3 Zombies or more in its Zone. If there are no Noise tokens remaining, the Pimpmobile is destroyed and the game is lost.





