

# 06 THE ESCAPE

HARD / 6+ SURVIVORS / 150 MINUTES

*In the first hours of the infection, everybody mobbed the supermarkets to get food. Big mistake. Public places were swarming with zombies. We've stumbled on a Z-Mart in the suburbs. Till now, everybody who entered just increased the number of infected. Today is our turn to brave the crowd. We've finished the last of our supplies. We have no choice...but we have experience and team work. I need a bigger gun... and toilet paper.*

**Tiles needed:** 4C, 2C, 7B, 3C, 1B & 5D.

## OBJECTIVES

Accomplish the following tasks in this order:

- 1- Place up to six supply cards under the car tokens (see the special rules). The supply cards can be Canned Food, Rice, or Water cards.
- 2- Get into as many cars as needed with the remaining Survivors.
- 3- Reach the Exit Zone with the Survivors in the cars. A car that reaches this Zone leaves the board with its occupants and the supplies it contains. Put aside the supply cards that made it off the board with the cars. You win if there are six or more.

## SPECIAL RULES

- You cannot Search the Survivors' Starting Zone.
- Placing supplies in a car: At the cost of one Action, a Survivor can place (or take) one Canned Food, Rice, or Water card under a car token in the Zone he currently occupies.
- You can use the cars.
- The pimpmobile can be searched only once. It contains either Ma's Shotgun, or the Evil Twins (draw randomly).
- You can search a 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.

