

ZOMBICIDE

VEHICLE RULES

The first time a vehicle is entered, roll 2d6. The result is how many movement actions it may be given before running out of gas, blowing a tire, the engine seizing, etc.

All vehicles have a maximum occupancy of 4 (1 driver, 3 passengers) and can move 2 zones per action.

Vehicles hit all actors (friendlies and zombies) in a zone that they're driven through. Roll 1d6 for *each* actor per zone. On a 4+, the actor takes 1 wound.

Hippiemobile

- Does not hit friendlies.

Humvee

- Rolls 1d6 + 1 for movement actions.
- Maximum occupancy of 3 (1 driver, 1 passenger, 1 gunner).
- The roof-mounted M2 Browning has the following profile:



Muscle Car

- Can move 3 zones per action.

Pimpmobile

- May be searched. Draw only from the *Pimp* stack.

Police Car

- May be searched. Keep drawing until you draw a weapon or an *Aaahh!* card. (All other cards are discarded.)

Taxi

- May be searched (like a room).