

MO7 THE LIGHTHOUSE

MEDIUM / 6+ SURVIVORS / 90 MINUTES

The Lighthouse, as everyone calls it, is one of the best shelters around. It's well stocked with ammo, supplies, weapons, and most of all, skilled people. Every survivor in the country has heard about it, and knocked at its door if they stop in this town. Well, the Lighthouse is currently under zombie attack. What are we waiting for?

Material needed: Season 2: Prison Outbreak, Angry Neighbors.

Tiles needed: 1P, 2P, 3P, 4P, 10R, 11V, 12R, 17P & 18P.

OBJECTIVES

Reclaim the Lighthouse. Here is the plan:

1 – Save the inhabitants. Find and take all Companions. The mission is lost as soon as any Companion is killed.

2 – Restore the Lighthouse defenses. Build four complete barricades in the indicated places on tile 17P. You win if there are no Zombies inside the central buildings and all Zones above them (basically, the secure area behind barricades).

SPECIAL RULES

- **Lighthouse inhabitants.** Place Companion miniatures in the indicated Zones. They can be taken in the same way as Companion tokens, giving 5 experience points to the Survivor who takes them.
- **Construction permit.** Barricades can be built in indicated areas.
- **Is that your car?** Both pimpmobiles can be driven. You can Search each pimpmobile only once per game. Each contains a Gunblade.

11V	4P	18P
12R	17P	10R
1P	2P	3P

Player starting area (Icon: Blue square with white figures)

Pimpmobile (Icon: Orange car)

Open door (Icon: Red square with white outline)

Door (Icon: Red square with white outline)

Torn barbwire (Icon: Grey square with white outline)

Complete barricade (Icon: Green square with white outline)

Area where barricades must be built. (Icon: Green diagonal stripes)

Spawn Zone (Icon: Red square with white outline)

① **Gunman (5 XP)**

② **Handyman (5 XP)**

③ **Searcher (5 XP)**

④ **Sniper (5 XP)**

