

M03 THE PRICE OF PROGRESS

MEDIUM / 6+ SURVIVORS / 90 MINUTES

As time went by and cars developed issues after rolling over zombies, we all acquired some basic mechanical skill. A helicopter, on the other hand, requires top-notch maintenance. After some research, Louise figured out the parts we needed to fix ours. We searched for the same vehicle model for eight days before we found one. Here is the problem: it's on the roof of a damaged and locked building. If we manage to start it, we might as well use the new helicopter and keep our old one for spare parts instead. Since we've started flying around, I think walking is overrated.

8R	3R	7V
5R	6R	4R
9R	2R	1R

Tiles needed: 1R, 2R, 3R, 4R, 5R, 6R, 7V, 8R & 9R.

OBJECTIVES

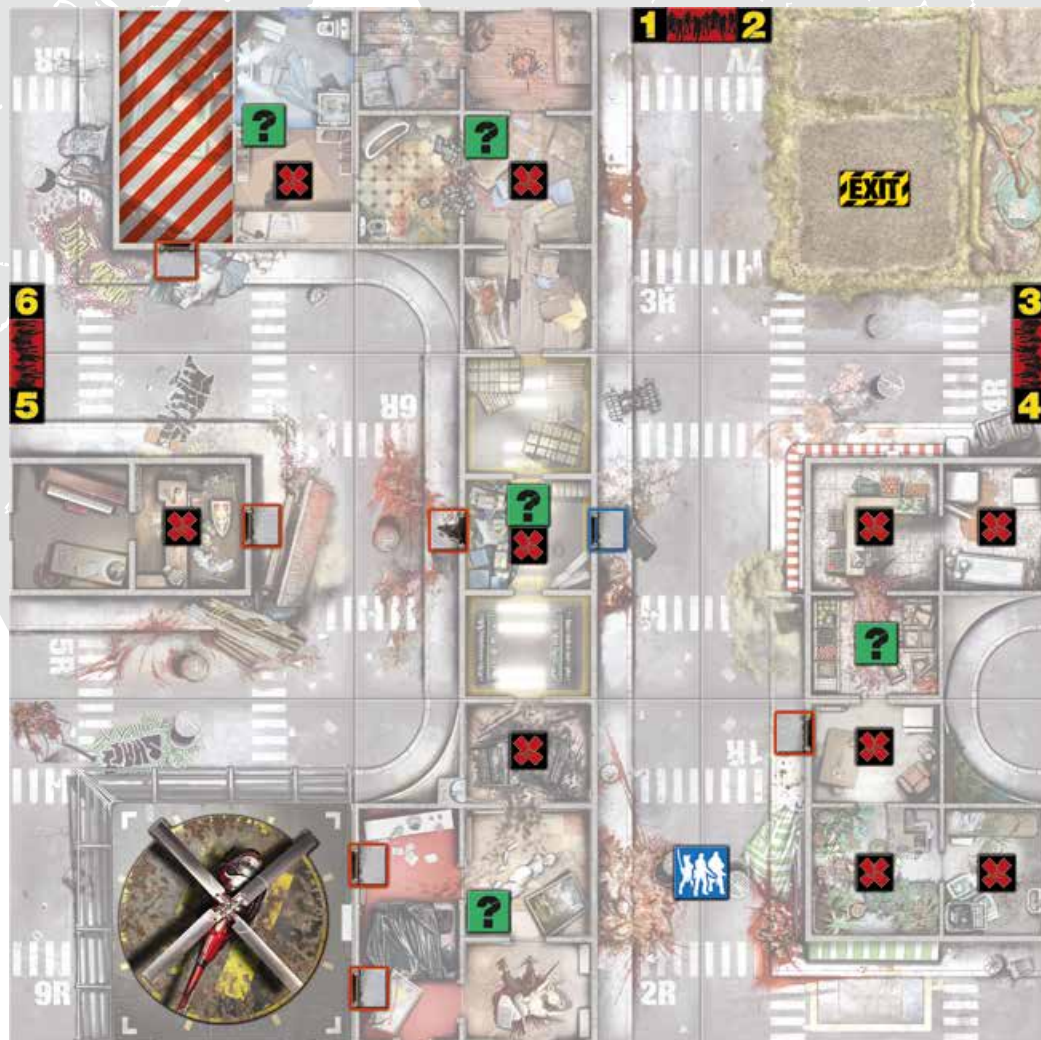
To accomplish this Mission, you need at least one Survivor with the Helicopter pilot Skill.

Here is the three-steps plan.

- 1 – Open the main building.** You'll need the blue key to achieve this.
- 2 – Find the pink key to start the helicopter.** Explore the main building and its surroundings. If you're an overachiever, you could even find really nice stuff!
- 3 – Get the helicopter on the Exit Zone.** You win the game when the helicopter and all starting Survivors are in the Exit Zone during an End Phase.

SPECIAL RULES

- **Not what I was looking for, but I'll keep it anyway.** Each Objective gives 5 experience points to the Survivor who takes it.



- **The big blue door.** Put the blue Objective randomly among the Objectives of tiles 1R and 4R, face down. The blue door cannot be opened until the blue Objective has been taken.

- **Pointy thing!** Set the Nailbat card in the marked Zone. Any Survivor Searching in this Zone can take it instead of an Equipment card.

- **The helicopter can be flown (but...).** Put the pink Objective randomly among the remaining Objectives. The helicopter can't be flown until the pink Objective has been taken. The helicopter can take off or land on the helipad (tile 9R) and the wasteland (tile 7V).