

M04 HELIPORT

HARD / 6+ SURVIVORS / 120 MINUTES

The helicopter dropped us in the parking lot. We have to explore the buildings, find some food, and come back ASAP. Unfortunately, every zombie in the area heard us land. Hell of a crowd! I should have kept some gasoline for a Molotov. I screamed like a little girl when we lifted off the ground. I think I prefer zombies.

Tiles needed: 1B, 2C, 2M, 4M, 7B & 8M.



OBJECTIVES

Simple plans never work as we want. Accomplish the following tasks in this order:

1- Resupply! Special, extremely important supplies (bacon, new socks, toothpaste, more bacon) are under the Objectives. Also collect at least one supply card per remaining Survivor. The supply cards can be Canned food, Cookies, Rice, or Water cards.

2- Fly away with all these treasures! Reach the Exit Zone with the remaining Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as it's free of Zombies. Gather the Equipment cards and Survivors that escaped. You win if you have at least one supply card per Survivor.

SPECIAL RULES

- **Enjoy the little things.** Each Objective gives 5 experience points to the Survivor who takes it.
- **Let's call this baby the *noisycopter*.** Place one Noise token per Survivor, plus one on the Exit Zone. They're never removed.
- **Toxic roamers.** Put two Toxic Walkers in each Zone of the mall's indoor alley.

