

M04 GHOSTS ON BIRCH STREET

MEDIUM / 6+ SURVIVORS / 120 MINUTES

The Ghosts of Birch Street are a singular survivor team. They believe in hiding as much as we believe in bashing zombies, and they don't mix well with other teams-if you see them at all. As the zombie threat grows stronger, we think we should find the Ghosts on their own turf and make sure they will join everyone if a full-scale battle occurs. I'm sure they know we're here, yet they want to play hide and seek.

And zombies are coming. What jokers.

Material needed: Season 1, Angry Neighbors.

Tiles needed: 1C, 5C, 5D, 5E, 6B, 6C, 7B, 10V & 11R.

OBJECTIVES

To live happily, live in hiding. Follow these steps to win the game.

1 - Get all Objectives and at least one Companion of each type (Gunman, Handyman, Searcher, and Sniper).

2 - Reach the Exit with all starting Survivors (and rallied Companions). Any Survivor (and his Companions) may escape through this Zone at the end of his turn, as long as there are no Zombies in it.

SPECIAL RULES

- **The Ghosts of Birch Street.** Shuffle 2 Gunman, 2 Handyman, 2 Searcher, and 2 Sniper Companion cards into the Equipment deck.

- **Supply stash.** These Ghosts don't just hide themselves, they also hide useful things. Each Objective gives 5 experience points to the Survivor who takes it.

- **The ghost cars.** What we thought were useless wrecks are in fact cars ready to go, loaded with weapons! Both pimpmobiles can be driven. You can Search a pimpmobile only once per game. It contains either the Evil Twins or Ma's Shotgun (draw randomly).

5C	7B	5D
6B	5E	1C
11R	6C	10V

