

M01 GAS RUN

EASY / 6+ SURVIVORS / 60 MINUTES

We need a generous fuel reserve if we want to explore the surrounding cities. We found a helicopter at a clinic. It seems disabled, and we can't access it right now—the door is firmly locked. As far as we can see, someone was living here and put up an epic gunfight before leaving...or falling. Zombies are still roaming around as we explore the area for clues.

Wait. Cathy located the survivors' last stand. It's just across the street, in a remote gunroom.

All we have to do is plunder the building and open the way to the helicopter. We could even find a few useful things the guys used to own. If we are quick enough, we can do everything before the zombies overrun us.

I pray they had batteries. Listening to some music would feel like heaven.

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

5R	8R
1R	6R
4V	9R

OBJECTIVES

Siphon the helicopter's tank. You win the game when all starting Survivors are in the Exit Zone during an End Phase.

SPECIAL RULES

- They're dead and won't need their stuff anymore. Each Objective gives 5 experience points to the Survivor who takes it.
- The clinic's blue door. The blue door cannot be opened until the blue Objective has been taken.
- The helicopter can't be flown.

