

# MO2 NO WAY OUT

EASY / 6+ SURVIVORS / 90 MINUTES

We should have known everything was going too well. We landed two hours ago to explore a promising area. We didn't expect the helicopter would lure a distant herd of zombie to our position. Now we're stuck in a worn building, trying to get back to the helicopter. Doors are destroyed; it's a matter of time before the zombies get inside. I love committing zombicides in close quarters. No, really, I do!

Tiles needed: 1R, 2R, 3R, 4R, 6R & 9R.

4R	9R
6R	1R
3R	2R

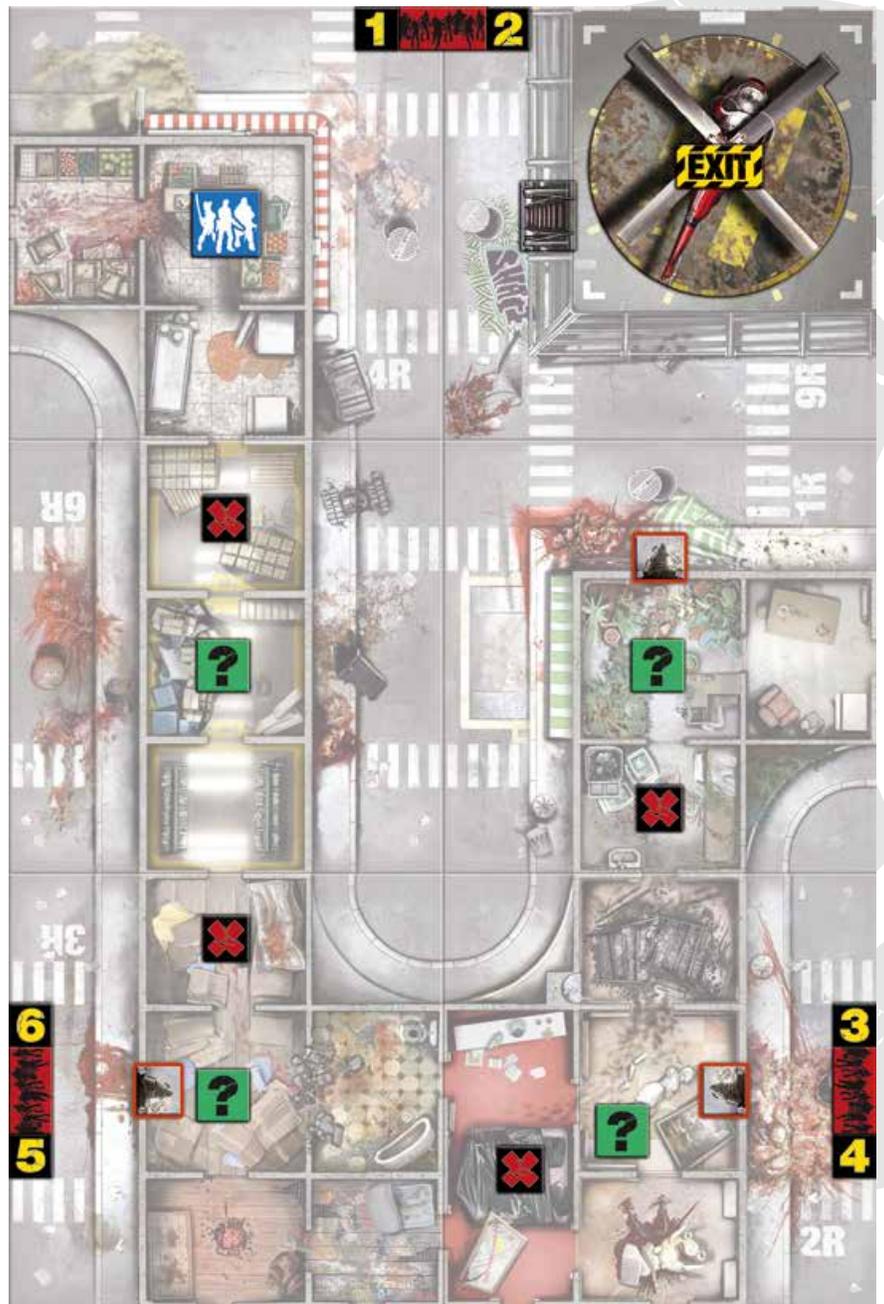
## OBJECTIVES

**Leaving the stage...in a helicopter.**  
You win the game when all starting Survivors are in the Exit Zone during an End Phase.



## SPECIAL RULES

- **Crossing a zombie herd.** Add 1 Spawn die to the pool. Zombies already spawn at the Yellow Danger Level at the beginning of the game.
- **Clean clothes, a medicine cabinet, some toothpaste, and collector comics!** Each Objective gives 5 experience points to the Survivor who takes it.
- **The helicopter can't be flown.**



<b>Player starting area</b>	<b>Spawn locators</b>
<b>Stairs</b>	<b>Spawn Zone</b>
<b>Event trigger</b>	<b>Exit Zone</b>
<b>Objectives (5 XP)</b>	<b>Open door</b>

<b>Player starting area</b>	<b>Nailbat</b>
<b>Event trigger</b>	<b>Objectives (5 XP)</b>
<b>Doors</b>	<b>Open door</b>
<b>Exit Zone</b>	<b>Spawn Zone</b>
<b>Spawn locators</b>	<b>Spawn locators</b>