

09 MIGHT MAKES RIGHT

MEDIUM / SPECIAL / 90 MINUTES

We've found a shelter, and we have enough supplies to feed a small army. There's also a radio that's still working. Thanks to this, we've found another group of survivors in the suburbs. They are defenseless and surrounded by zombies. There's no reason for this to be a trap. United we stand. Let's make some new friends.

Found dental floss today, it felt like Xmas.

Tiles needed: 1B, 2B, 2C & 7B.

NOTE: Might Makes Right was designed for one to three players.



OBJECTIVES

- Take all the Objective tokens.
- Return to the starting Zone with at least four Survivors (one player), five Survivors (two players) or six Survivors (three players). A Survivor placed on the starting area can leave the board during his turn. Put him aside with his Equipment cards. You achieve victory as soon as the required number of Survivors is put aside.

SPECIAL RULES

- Each player begins the game with a single Survivor.
- Four Objectives are visible on the map. Three of them are "neutral" with identical sides. The fourth is marked with a standard side and a blue side. Place the counters face down and randomly so no one knows where the marked counter is.
- Each Objective token gives 5 experience points to the Survivor who takes it. Each time a neutral Objective token is taken, the player who controls the fewest Survivors randomly picks a new Survivor (in case of a tie, the player who took the token decides). The new Survivor is revealed and placed without Equipment on the Zone where the Objective token was taken. He may now be played as normal. Revealing the marked objective token doesn't grant an additional Survivor but still grants 5 experience points.
- You cannot use the cars.
- You can search a police car more than once. Pick cards until you find a weapon. Discard the cards which are not weapons. The Aaahh! card triggers the appearance of a Walker as usual and interrupts the search.

