

MO2 THE SIEGE

MEDIUM / 6+ SURVIVORS / 90 MINUTES

Well, this time we may have pushed the limits a little too far. We're running back to our shelter with a zombie horde hot on our tail, and we may have attracted the attention of all the infected in the nearby districts.

Here we are, and...yikes. Our shelter is under attack. Our friends are already battling. Let's rush the infected and hold the bunker until the day is saved!

Material needed: Season 1, Angry Neighbors.

Tiles needed: 2B, 5E, 7B, 10V, 11V & 12R.

12R	10V
11V	2B
7B	5E

OBJECTIVES

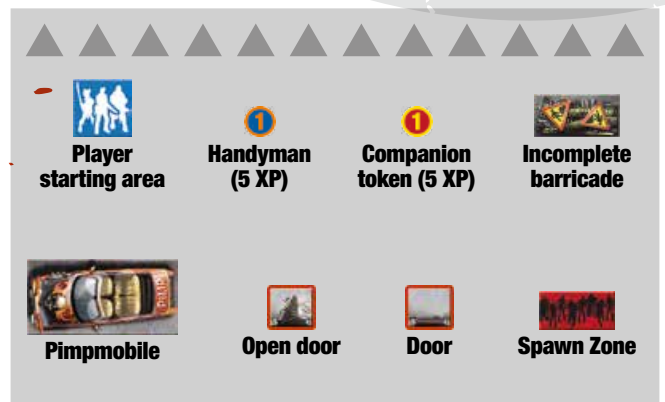
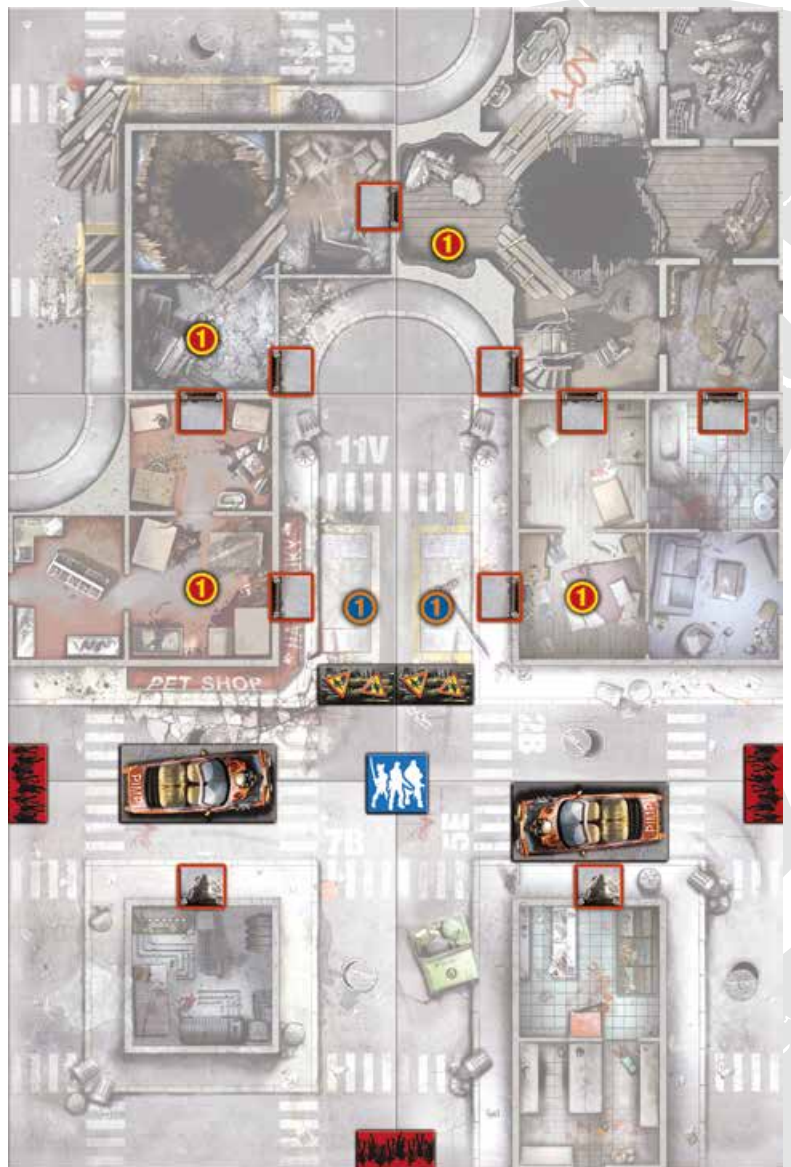
Survive the siege. The siege ends when:

- All Companions have been taken and are alive.
- The Zombie deck is exhausted, and there are no Zombies on the board (see special rules).
- Barricades on tiles 2B and 11V are complete.



SPECIAL RULES

- **Your garrison.** Place two Handyman miniatures in the indicated Zones. They can be taken in the same way as Companion tokens. Each Companion token (and revealed Companion) gives 5 experience points to the Survivor who takes it.



- **The end is near.** Once all Companions have been taken, the Zombie deck is no longer reshuffled when exhausted.
- **The cavalry is here!** 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).