M03 A DRAMATIC RESCUE

EASY / 6+ SURVIVORS / 90 MINUTES

A pair of kids from the next district just came for help. Their parents and friends went on a raid for weapons, got separated, and are now stuck in the middle of a zombie meeting. Things may soon get nasty if we don't lend an armed hand, and I couldn't stand tears on those little faces. Today, we're the heroes!

12R	6B
5C	5B
5E	11V

Material needed: Season 1, Angry Neighbors.
Tiles needed: 5B, 5C, 5E, 6B, 11V & 12R.

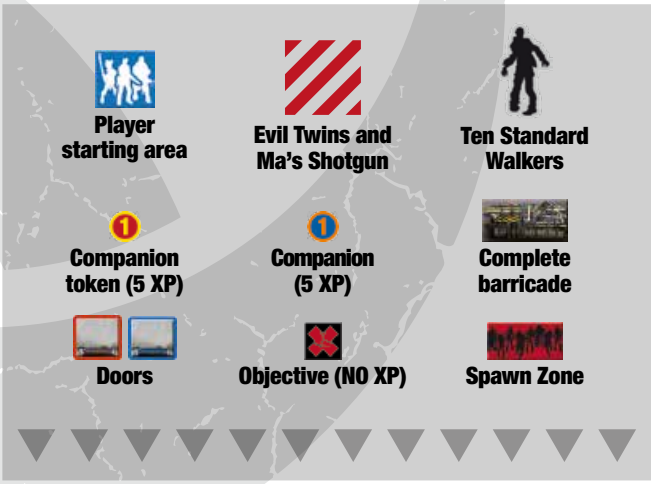
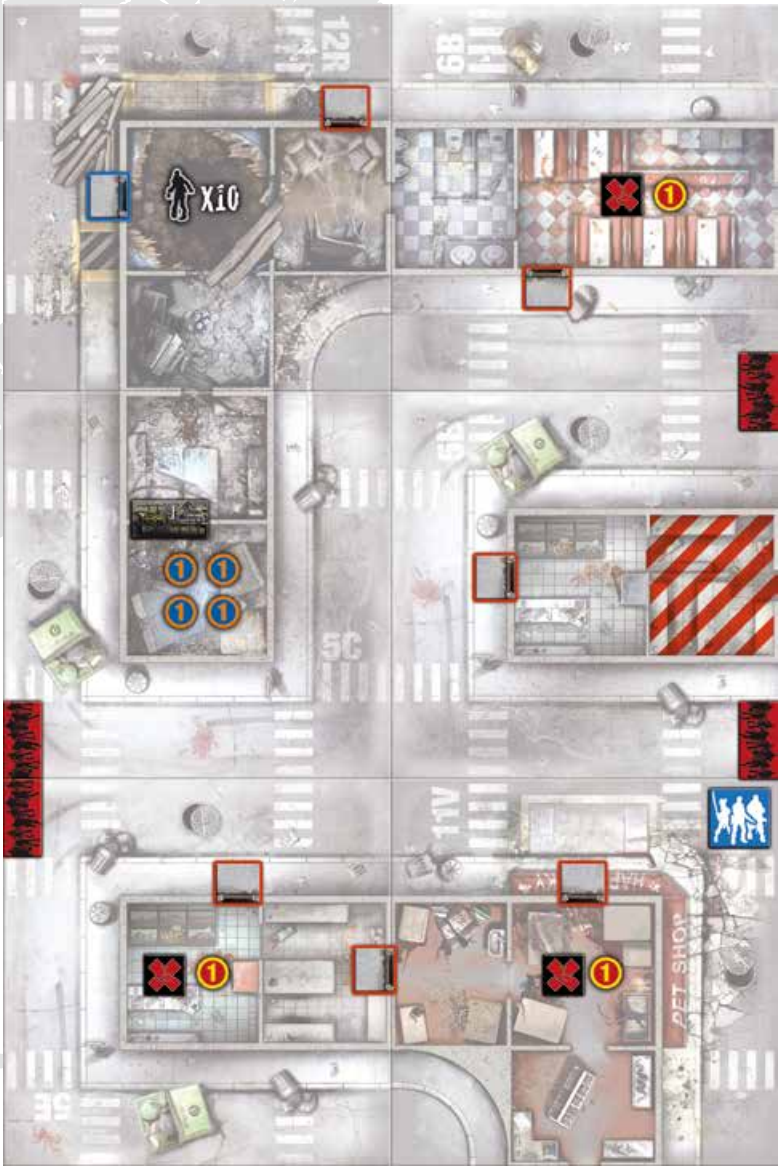
OBJECTIVES

Save them! Be a hero! You win the game when all Companions have been taken and are alive.

SPECIAL RULES

• **Saving Private R... No, we save everybody.** Place a Gunman, a Handyman, a Searcher, and a Sniper Companion miniatures in the indicated Zone. Don't spawn Zombies in their Zone when their building's door is opened. 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.

• **I have the magic key!** Put the blue Objective randomly among the Objectives, face down. Each Objective is paired with the Companion token in its Zone—taking a Companion token reveals the paired Objective as well (without additional experience gain). The blue door cannot be opened until the blue Objective has been revealed.

• **Fire in the hole!** Place 10 Standard Walkers in the Hole Zone of tile 12R.

• **Arsenal.** Set the Evil Twins and Ma's Shotgun Equipment cards in the marked Zone, face down. Any Survivor Searching in this Zone can take one of them at random instead of an Equipment card.