

M05 CONSTRUCTION PERMIT

HARD / 6+ SURVIVORS / 120 MINUTES

We found a rare treasure: a self-sufficient building. Because they were survivalists, the people who lived here installed a generator, a simple yet efficient water system, and even kept earth, fertilizer, and seeds to cultivate crops on the roof. They clearly weren't strong enough to hold back the zombie tides, however, as their homely bunker is devastated. Those that survived the attack live in a smaller house nearby. They made us a simple deal: if we can reclaim their haven, we're allowed in for any length of time. I'm eager to see how they built their stuff and figure out how to replicate it. Hot shower, anyone?

Material needed: Season 1, Angry Neighbors.

Tiles needed: 1B, 1C, 6B, 10R, 11V & 12R.

1C	6B
11V	12R
10R	1B

OBJECTIVES







Barricade the doors. You win the game when a complete barricade is built on every open door of the main building (tiles 6B, 10R, 11V, and 12R). *Note: Saving the Handyman on tile 1C is optional.*



SPECIAL RULES

- **Previous owners.** Place two Handyman Companion miniatures in the indicated Zone. They can be taken in the same way as Companion tokens, giving 5 experience points to the Survivor who takes them.



 Player starting area	 Ma's Shotgun and Evil Twins	 Complete barricade
 Handyman (5 XP)	 Open door	 Spawn Zone

- **The secret cache.** 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.
- **Construction permit.** Barricades can be built on every open door.