

# #13 MISSIONS

## MOO TUTORIAL #1: LEARNING TO FLY

EASY / 6+ SURVIVORS / 60 MINUTES

A couple months have passed since the initial zombie outbreak. Many of us survivors have found and joined a team, community, family, gang... whatever you want to call it. The thing is, supplies are getting scarce. The nearby areas have been picked clean. We need to cover more ground, move quickly, to be on the spot whenever opportunities arise. Cars aren't that safe anymore-bad things can happen on the road. We overlooked the few remaining helicopters for too long. Sure, they consume a lot of gas, but they allow anyone that can fly them to reach anywhere in no time. Joe thinks we should give it a try and see if any of us can pilot one of them. I knew I should have read the videogame manuals.

Tiles needed: 2V, 4V, 6V & 7V.

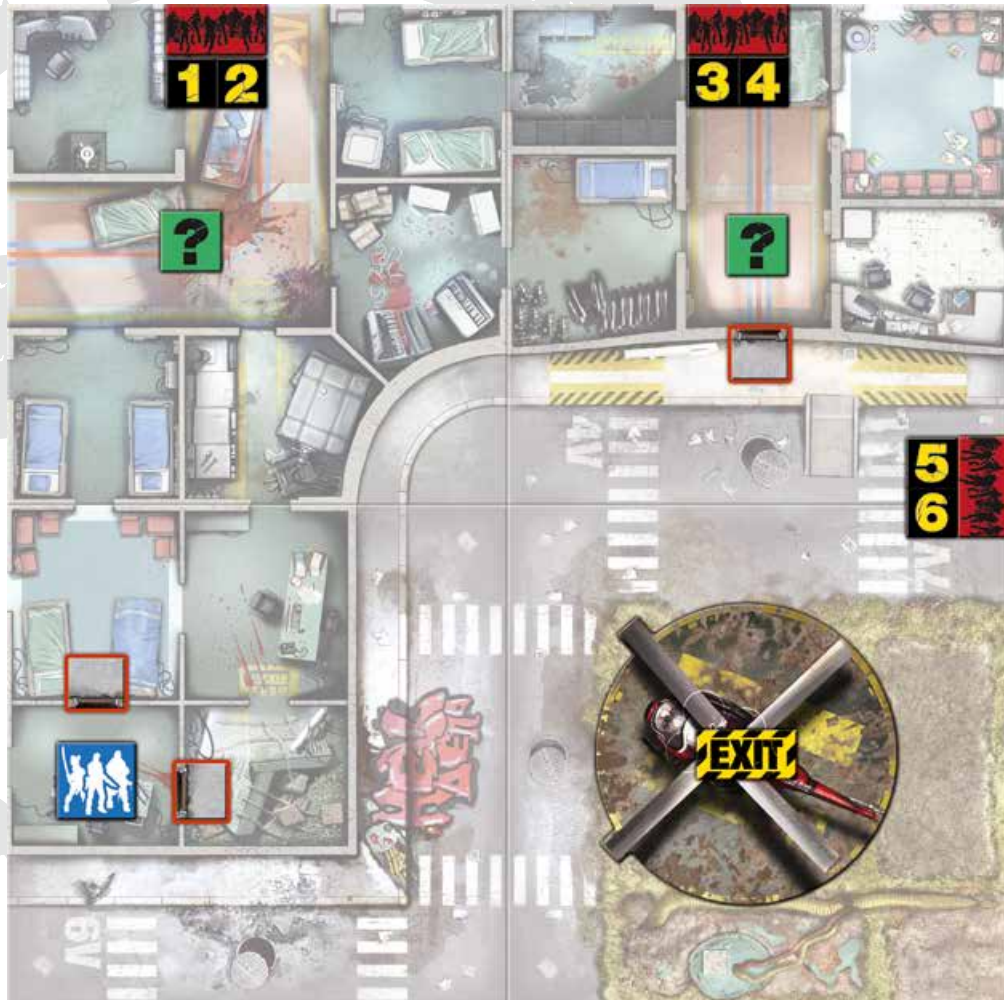
2V	4V
6V	7V

 **Player starting area**

 **Door**     **Spawn Zone**

 **Exit Zone**     **Event trigger**

**1 2 3**  
**4 5 6**  
Spawn locators



### OBJECTIVES

**Get to the chopper!** You win the game when all starting Survivors are in the Exit Zone during an End Phase.

### SPECIAL RULES

- The helicopter can't be flown.

