

# MOO TUTORIAL #2: SMELLS LIKE TEAM SPIRIT

EASY / 6+ SURVIVORS / 60 MINUTES

We found a nice place to land our new helicopter. Exploring and scavenging the area may take a few days, so we need a safe haven. Terry thinks the building nearby will do fine with its reinforced doors. First, we have to enter! The front door is locked. Maybe we should drop a few of us at the back door and see if we can open it from the inside? Wheee, my first airborne operation! Tango, Charlie, Uriah, psssh...

Tiles needed: 2R, 5R, 6R & 9R.

6R	5R
2R	9R

## OBJECTIVES

To accomplish this Mission, you need at least one Survivor with the Helicopter pilot Skill and another with the Fast roping Skill.

**Secure the haven.** Reach the Exit with all starting Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.

## SPECIAL RULES

- **Objectives.** Each Objective gives 5 experience points to the Survivor who takes it.
- **Doors and keys.** The blue door cannot be opened until the blue Objective has been taken. The pink door cannot be opened until the pink Objective has been taken.
- **The helicopter can be flown.** It can take off or land on the helipad (tile 9R).

