

A46 ON THE FLY

MEDIUM / 6 SURVIVORS / 60 MINUTES

Flying overhead, you see a faint distress beacon coming from a nearby hospital. It's a miracle they've survived thus far! With supplies dwindling, you don't think they'd last very much longer. Out of the goodness of your heart, you decide to give them a lift on this hunk of junk chopper that's been your lifeline out of sticky situations.

Material needed: **Zombicide: Rue Morgue.**

Tiles needed: **2V, 4V, 5R, 6V, 7V, & 9R.**

OBJECTIVES

Rescue and fly away. Accomplish the Objectives in this order to win the game:

1 - Lifeline. Trigger all Events on the map.

2- Reach the Exit with all Survivors. Any Survivor may escape through this Zone at the end of their Turn, as long as there are no Zombies in it.

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

SPECIAL RULES

• **Setup.** Tiles 5R and 7V for a separate board. They can only be reached by landing the Helicopter on tile 7V (see below).

• **Damn, amateurs!** Whenever you trigger an Event, roll the Spawn dice twice. The Survivor who triggered the Event receives 5 XP.

• **The helicopter can be flown.** The Helicopter can carry up to 6 Survivors. It can take off or land on the helipad (tile 9R) and wasteland (tile 7V).

6V	4V	5R
9R	2V	7V

