



## M10 A WORLD IN FLAMES

HARD / 6+ SURVIVORS / 90 MINUTES

We recovered all the data. We made so much noise, however, than all we can see from the roof are zombies. Zombies everywhere, coming from the suburbs in every direction. I know a way to end it all: lure the herd into one place and blow them all up. Biggest fireworks show ever. And how do we accomplish this? With our trusty copter. After all is said and done, we'll be stranded far away from home. It may take weeks to get back. But let's look on the bright side: for a survivor, the entire world is home.

Tiles needed: 1R, 2R, 3R, 4R, 5R, 6R, 7V & 9R.

### OBJECTIVES

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

Here is the two-steps plan.

- 1 – **Make sure the way is clear.** Open all doors.
- 2 – **Boom! End of story.** Make the helicopter and at least 30 Zombies explode on the Exit Zone with a Molotov or Sniper Rifle.



## SPECIAL RULES

- **Playing with doors.** Each door gives 5 experience points to the Survivor who opens it.









- **Fireworks.** The helicopter can be freely targeted with a Molotov or Sniper Rifle when landed on the Exit Zone. A successful hit makes it explode in the same way as a Molotov, killing everything in the Exit Zone (including A-Bomb Abominations). You'll need it to win the game.

- **French touch.** Set La Guillotine's card in the marked Zone. Any Survivor Searching in this Zone can take it instead of an Equipment card.

- **The helicopter can be flown.** It can take off or land on the helipad (tile 9R) and wasteland (tile 7V).

**SPECIAL: The helicopter keeps on being Loud when landed on the wasteland.**

3R	7V
1R	4R
5R	6R
9R	2R

	
<b>Player starting area</b>	<b>Event trigger</b>
	
<b>Door (5XP)</b>	<b>Open door</b>
	
<b>Spawn locators</b>	<b>Spawn Zone</b>
	
<b>La Guillotine</b>	<b>Exit Zone</b>

