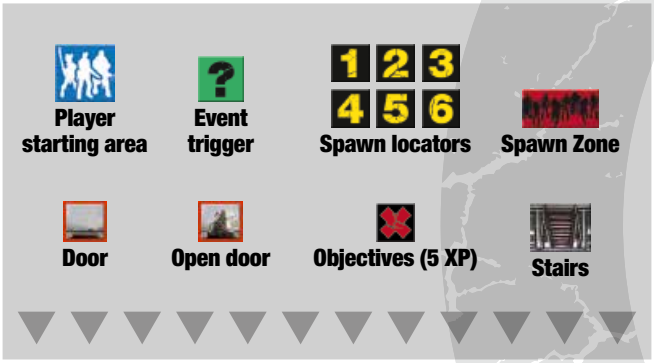
M12 SILENT AS THE GRAVE

COMPETITIVE MODE

The town has been divided between teams for months. As time goes by, however, some people are getting ideas about expanding their territories. So here we are: We need to expand our territory to get more supplies, and they need to expand their territory to rule the whole town. Okay, I confess, it could be the other way around. Whatever, we need to take their turf and their stuff. The issue with a border is everyone thinks the cleaning is everyone else's job. So, yes, we're going to get very close to our enemies in deadly terrain.
That's a survivor life.

Tiles needed: 1R, 2V, 3V, 4V, 5R, 6R, 7V, 8R & 9R.

2V	9R	7V
4V	5R	6R
3V	8R	1R

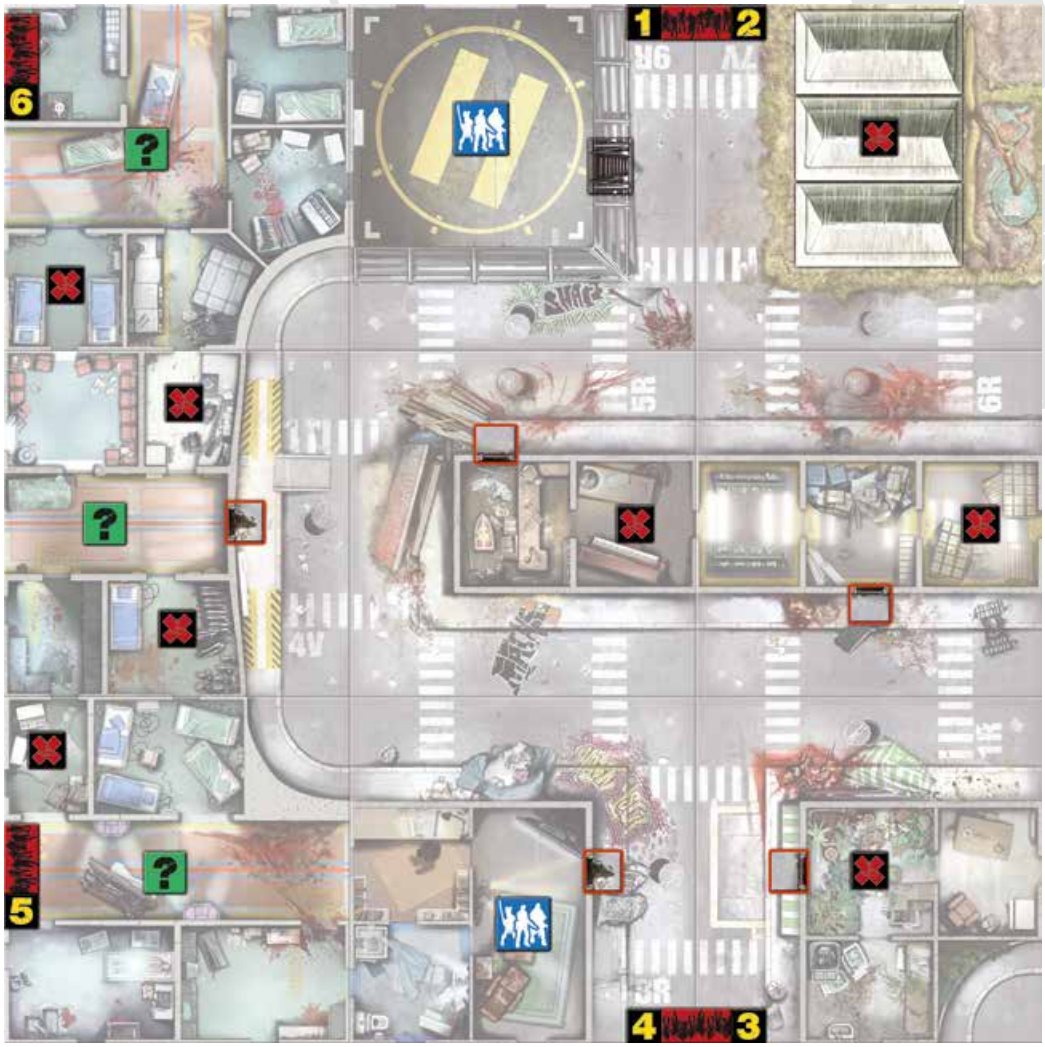


OBJECTIVES

Rival teams. The game ends when the last Objective is taken. Add together the experience points earned by all Survivors on each team, including the dead. The team with the most experience wins.

SPECIAL RULES

- **Competitive mode.** This Mission uses the Competitive mode. The difficulty, number of Survivors, and game time rely on your skill.

- **Two teams.** Each team begins on its own player starting area. Choose randomly.

- **Don't even think about it!** Each Objective gives 5 experience points to the Survivor who takes it.