

SPECIAL MAIN OBJECTIVE B1

SET UP

Before setting up this Main Objective, read page 22 of the rulebook.

MORALE STARTS AT 6.

ROUND TRACK STARTS AT 2.

Add 2 zombies to every non-colony location.

While this objective card is active, players may not initiate a vote to exile, attack bandits or move to the Bandit Hideout location.

OBJECTIVE COMPLETED

There is at least 2 food in the food supply for each player.

When this objective is completed, the game does not end. Instead, follow the instructions on page 22 of the rulebook.