MIO AIR TIGHT

MEDIUM / 6± SURVIVORS / 30 MINUTES

We can call in an orbital strike from our ship! Unfortunately, the shields are all up, and we can't get a signal through. We need to access all the computers and input the safety codes at the same time, but they're in different rooms. To make matters worse, the air isn't safe to breathe! But, if this works, it'll destroy every xeno in the region in a single strike!

Material needed: **Zombicide: Invader.**Tiles needed: **01-R**, **04-R**, **06-R**, **& 07-R**.

| 06-R | 01-R |
|------|------|
| 07-R | 04-R |

OBJECTIVES

Deactivate shield and send signal. Accomplish the Objectives in this order to win the game:

- **1- Obtain O2.** Every Survivor must have an equipped Oxygen Tank
- 2- Find all access codes. Take all Red Objectives.
- **3– Coordinated action.** End a Game Turn with at least one Survivor and no Xenos on both Zones with the Blue and the White Objectives.

SPECIAL RULES

- **Set up.** Place the Purple and Green Objectives randomly among the Red Objectives, facedown.
- Security system. The Blue and the White Objectives can't be picked up.
- Access codes. Each Objective gives 5 Experience Points to the Survivor who takes it. Each Red Objective provides a random Prototype weapon as well.



