

M11 RESCUE THE SCIENTISTS

MEDIUM / 6+ SURVIVORS / 45 MINUTES

When this science outpost got hit, the scientists locked themselves inside. Smart! But the xenos damaged the generators and computers, and now the scientists are locked in. Not so smart! We must use any means necessary to break down the doors and rescue these civilians!

Material needed: **Zombicide: Invader.**

Tiles needed: **03-V, 04-V, 05-V, 06-V, & 07-R.**

OBJECTIVES

Rescue the scientists. Accomplish the Objectives in this order to win the game:

1- Find all scientists. Take all Objectives. Game-wise, the scientists are not considered as Survivors.

2- Guide them to the exit. 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 Xenos in it.



07-R
03-V
06-V 04-V 05-V

SPECIAL RULES

• **Setup.** Place the Purple and Green Objectives randomly among the Red Objectives, facedown.

• **Activated Zone.** When the green door is opened, the Green Spawn Zone is activated.

• **Locked doors.** The 4 doors that start on the board can't be opened normally. A Survivor standing in a door's Zone may target it specifically with a Combat or Machine Action, and a Damage 2 (or more) weapon (Range is not relevant for this Action). If hit successfully, the door is open.

• **Lost prototypes.** Each Objective gives 5 Experience Points to the Survivor who takes it. Each Red Objective also provides a random Prototype weapon.

