

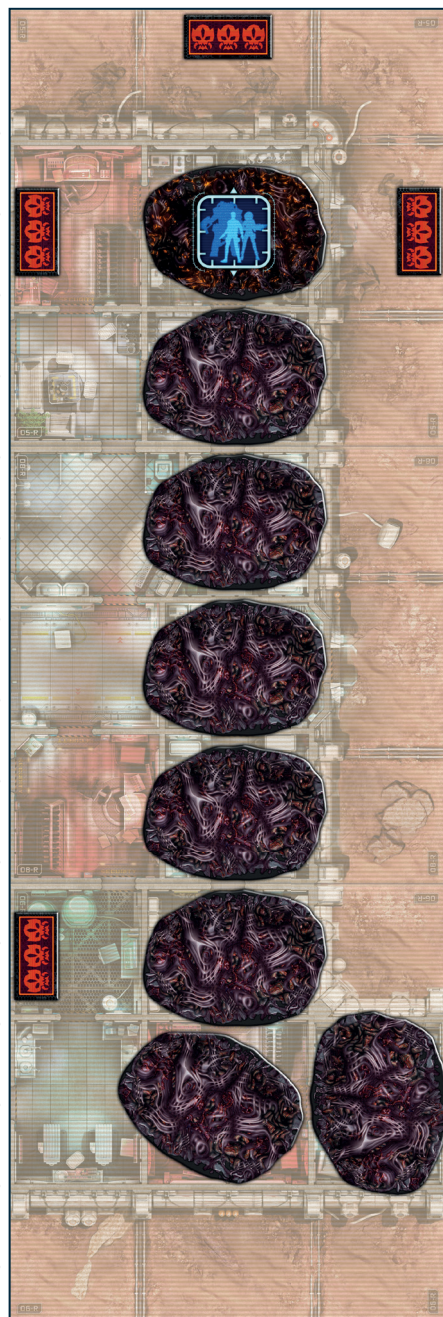
M12 THE PURGE

VERY HARD / 6+ SURVIVORS / 45 MINUTES

An Abomination of unimaginable size tore through this mining complex, leaving ruin in its wake. We managed to sneak past this thing, and now we must purge the facility of the mold it left behind so we can salvage what's left. Every resource counts, so let's make the most of it!

Material needed: **Zombicide: Invader.**

Tiles needed: **01-R, 04-R, 05-R, 06-R, & 08-R.**



05-R
08-R
06-R 04-R 01-R

OBJECTIVES

Purge the mining complex and leave the facility by accomplishing the objectives in this order:

- 1- Cleanse by fire.** Use Hellfire to turn all Active Molds to Inactive Molds.
- 2- Get out!** 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.

SPECIAL RULES

- **Setup.** One Survivor starts the game with the bot remote.
- **Got a light?** Survivors start with a Flamethrower Equipment card in addition to the Starting Equipment. Players choose which Survivor starts with the Flamethrower.
- **The Abomination is gone!** Whenever an Abomination Xeno card is revealed, discard it and draw another Xeno card instead.
- **Emergency cupboards.** When performing a Search Action, Survivors may choose to Search the Equipment deck or discard pile for a Canister, instead of picking a random Equipment. Then, shuffle the Equipment deck.

