

# M13 THE CLEANSING

EASY / 6 SURVIVORS / 60 MINUTES

*It was supposed to be a simple mission, cleansing a nearby outpost and salvaging what's left. Turns out to be canisters of material that we need for headquarters. The good news is there's lots of them, and we know where they are. The bad news is the place is infested with Xenos, and they won't be easy to reach. — What could possibly go wrong?*

Material needed: **Zombicide: Invader.**

Tiles: **01-V, 02-V, 04-V, 05-V, 08-V, & 09-V.**



## OBJECTIVES

**Clean the sector.** Accomplish the Objectives in any order to win the game:

- Take all Objectives.
- Remove 4 Xeno Spawn tokens.

## SPECIAL RULES

• **Setup.** Set aside the 4 Canister cards from the Equipment Deck. Keep them in a separate deck.

• **Lock and load.** Each Objective gives 5 XP to the Survivor who takes it. It also provides a Canister card from the separate deck. The Survivor may reorganize their inventory, for free. Canister cards are discarded normally upon being used.

• **Cleanse with fire.** Xeno Spawn tokens may be removed with Hellfire (the Active Mold is turned into Inactive Mold as usual). No additional XP is gained.

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|------|------|------|
| 05-V | 04-V | 01-V |
| 08-V | 09-V | 02-V |

