

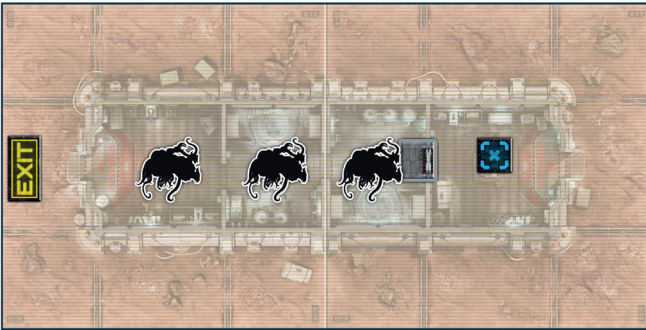
M14 THE TELEPORTER

HARD / 6+ SURVIVORS / 90 MINUTES

One of our most brilliant scientists has met an unfortunate end with some Xenos. But if we can activate his prototype teleporter, we might be able to flee PK-L7 for good! Not too sure where it leads, but it can't get much worse than where we are now.... Right? What could possibly go wrong?

Material needed: **Zombicide: Invader.**

Tiles needed: **01-R, 02-R, 03-V, 04-V, 05-V, 06-V, 07-V, 08-R**



OBJECTIVES

Reach the Exit with at least 1 Survivor. 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.

- The board comes in two parts. Set tiles 01-R and 02-R as a separate board, to be accessed with the prototype teleporter.

- Place Tankers in the indicated Zones. They do not move until a Survivor gets on tile 02-R.

• **Igor, pull the switch!** The Objectives cannot be taken. The Blue Door cannot be destroyed by Xenos; they consider it a wall to define their route to their target Zone.

• **Teleport chamber.** The Purple door is disabled. Whenever there is at least 1 Survivor standing on each Red Objective token at the end of the Players' phase, flip the Purple Door to its open side. When a player moves through the opened Purple Door, he is immediately teleported to the zone with the Blue Objective token for free. This is a one-way trip!



01-R	02-R
03-V	08-R
04-V	07-V
05-V	06-V

