M5 BARAKA, WE NEED YOU!

MEDIUM / 2 SURVIVORS / 30 MINUTES

Damn. Hordes of Xenos are in every direction. The only way for us civilians to survive is evacuate to the bunker and wait for reinforcements. But there's a small problem.

Only military personnel can open the bunker doors. Lucky for us, we saw Baraka shooting up some Xenos back in the compound. If we find her, we'll be able to get to safety.

Material needed: **Zombicide: Invader.**Tiles needed: **02-R**, **05-V**, **08-R**, **& 09-R**.

OBJECTIVES

Escort and leave. Accomplish the Objectives in this order to win the game:

- 1- Find Baraka. Take the White Objective.
- **2- Get inside the bunker.** Reach the Exit with all Survivors and Baraka. Any Survivor may escape through this Zone at the end of their Turn as long as there are no Xenos in it.

02-R	08-R
09-R	05-V

SPECIAL RULES

- Setup.
- Only Civilians can be selected as Survivors for this Mission.
- Each Survivor starts with an equipped Oxygen Tank.
- Place the White Objective randomly among the Red Objectives, facedown.
- Leave 1 extra Survivor Dashboard set up with Baraka's ID Card. Choose any 2 cards from the Starting Equipment deck. Baraka starts the game with only 1 armor remaining.
- Bunker door. The Purple door can only be opened by Baraka.
- Look for Baraka. Each Red Objective gives 5 XP and a random Prototype weapon to the Survivor who takes it. When the White Objective is taken, replace it with the miniature for Baraka.
- Controlling Baraka. Baraka can be controlled by any player. She is always the last to take her Turn and can only perform these Actions: Move, Combat Action (Melee or Ranged), or Door Activation. Whenever Baraka performs a Move Action, she takes the shortest path towards the Purple door. Baraka can also be chosen for a Trade Action performed by another Survivor. She needs it to get an Oxygen Tank so she can move through Exterior Zones!
- They're Almost Here! The Green Spawn Zone is not active at the start of the game. For each Search Action performed by a Survivor, roll a die. On a roll of 1-3, immediately perform a Spawn at the Green Spawn Zone.





