

M16 GAS LEAK!

HARD / 6 SURVIVORS / 60 MINUTES

Releasing all the oxygen tanks in the abandoned buildings should build up pressure and create an explosion big enough to slow down the Xenos without spending any of our valuable nukes. There's only one small issue: we only have one access code, so all the oxygen rooms must be activated at the same time. Sounds fun! Hey, folks, are you up to the challenge?

Materials needed: **Zombicide: Invader.**
 Tiles needed: **1R, 2R, 4R, 5R, 6R, & 9R.**

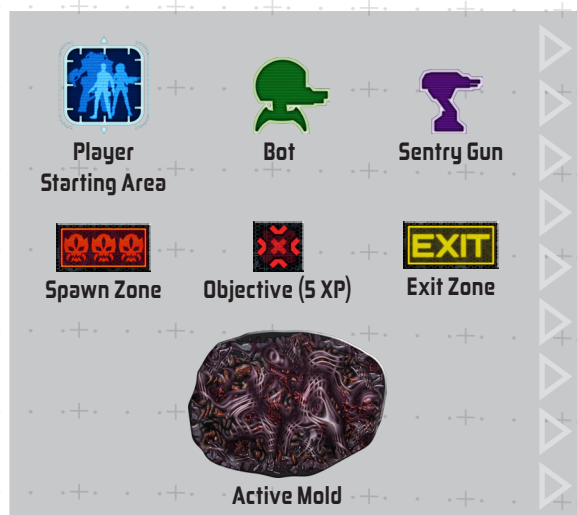
OBJECTIVES

Release the O2 and leave. Fast! Accomplish the Objectives in this order to win the game:

1- Gas out! Take all the Red Objectives in the same Players' Phase. If they are not taken in the same phase, the Mission is a failure.

2- Get inside the bunker. 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.

01-R	05-R
04-R	06-R
02-R	09-R



SPECIAL RULES

- **Releasing the O2.** Each Objective gives 5 Experience Points to the Survivor who takes it. Each Red Objective provides a random Prototype weapon as well.

