

M18 NICE GUYS FINISH LAST

SPECIAL RULES

MEDIUM / 4 SURVIVORS / 60 MINUTES

Sometimes you must take one for the team. These guys living around here saved our lives too many times. Now it's our turn. Let's wait for them at the rendezvous point and see how many have survived. Hopefully, this will not take long.

Materials needed: **Zombicide: Invader.**

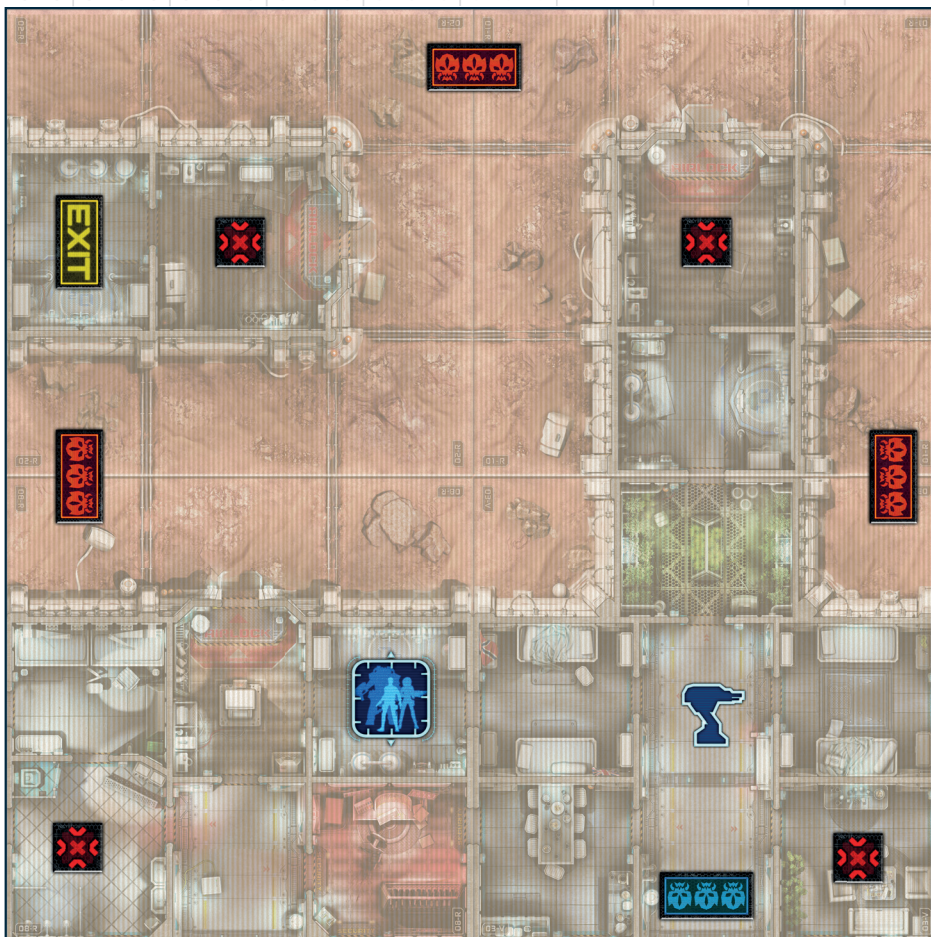
Tiles needed: **01-R, 02-R, 03-V & 08-R.**

OBJECTIVES

Don't leave yet! Accomplish the Objectives in this order to win the game:

- 1. Hold them off.** Get through the Xeno Deck. It has to be exhausted and reshuffled at least once.
- 2. Time to go.** Reach the Exit with all Survivors and at least 2 Crew members. (See below) Any Survivor and Crew Member may escape through this Zone at the end of their Turn, as long as there are no Xenos in it. The game is lost if any starting Survivor dies.

- **Setup.**
 - This mission can only be played with 4 Survivors.
 - Put aside at least 2 Survivors and their dashboards, each equipped with an Oxygen Tank. They are treated as Crew Members.
- **The Crew.** Each time the Extra Activation card is drawn resolve it first, then place a Crew Member on the Spawn Zone the card was drawn for. Draw an Equipment Card, and equip the Crew Member with it. (Mold Spawns are ignored and discarded). Crew Members are controlled by the first player, and play like classic Survivors. The game is not lost if a Crew Member is eliminated: reset their dashboard, and their miniature can be used to represent a subsequent Crew Member Spawn
- **Breach! The Blue Spawn Zone is active from the start.** It can be destroyed with Hellfire: remove the token, and all Survivors earn 5 AP.
- **Dead Crew.** Each Red Objective gives 5 AP and a random Prototype weapon to the Survivor who takes it.



02-R	01-R
08-R	03-V

