

M19 GET THEM OUT ALIVE

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HARD / 6+ SURVIVORS / 120 MINUTES

During a sector grid power malfunction, 2 of our friends got locked in a room whilst out on recon. The Xenos are quiet for now, but they may swarm the place in an instant. We need to be fast and a little lucky if we want to get them home. Might as well complete the recon and retrieve any power cell we can find. They'll come in handy during a blackout.

Materials needed: **Zombicide: Dark Side.**

Tiles needed: **10-R, 11-V, 12-R, 13-R, 14-R, 15-V, 16-R, 17-V, & 18-V.**

OBJECTIVES

Accomplish these objectives to win the game.

Free the prisoners. First, (in any order):

- Break out both Survivors from prison.
- Take all Objectives

Then, 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.

SPECIAL RULES

• Setup.

- Place 2 Survivors of your choosing in the prison on tile 17V, as indicated.
- Mix the Purple Objective randomly amongst the Red Objectives, facedown.
- All Survivors start with the Remote Control: Bot Skill.

• **We need more firepower.** Each Red Objective gives 5 Experience Points and a Prototype weapon of their choosing to the Survivor who takes it.

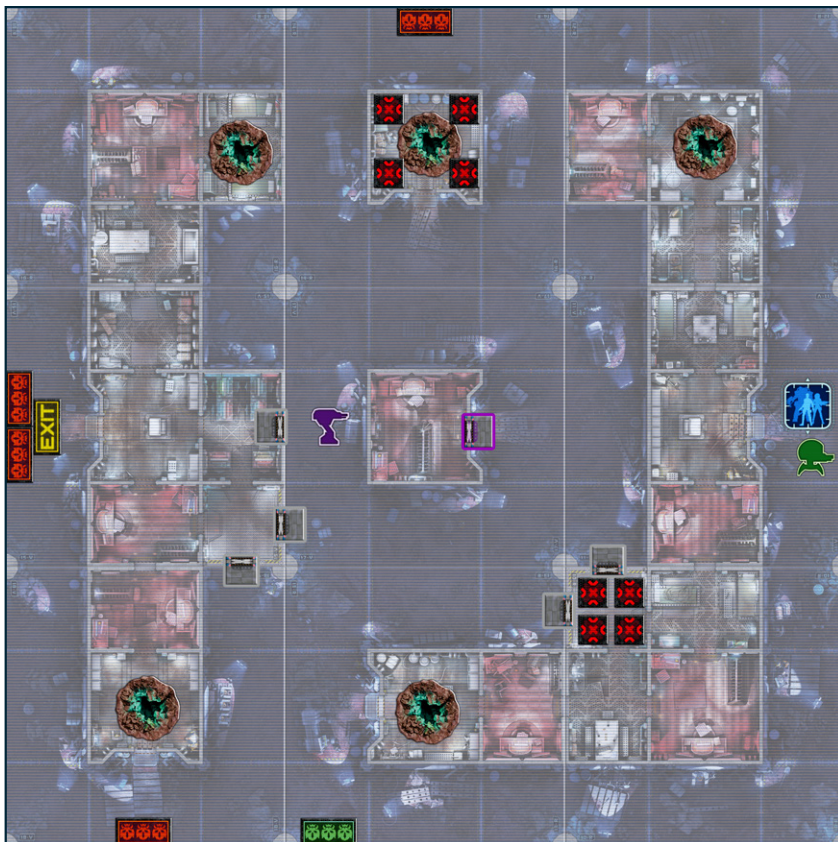
• **Lockdown!** Neutral doors cannot be opened or destroyed.

• It was the sentry gun.

- The Sentry Gun can be controlled when the Purple Objective is taken.
- The Purple Door cannot be opened until the Purple Objective has been taken. It cannot be destroyed.

• Proceed with caution.

- The Green Spawn Zone is the only active Spawn Zone at the start of the Mission.
- The Red Spawn Zones gets active as soon as the Purple Objective is taken OR when any Survivor reaches the Orange Danger Level.



16-R	14-R	12-R
15-V	17-V	11-V
18-V	13-R	10-R

