# M22 MAGNUS' ODYSSEY

## MEDIUM / 2 SURVIVORS / 30 MINUTES

Our ship was taken over by infected Xenos and few of us remained to tell the story. Our only chance to survive now is to resist the attack and run away. However, our security system automatically locked our exit to the escape pods upon detecting an alien presence.

To make matters worse, one of our teammates is injured and lost somewhere on the bridge. It would be much easier to leave him behind, but it's our duty to take him home with us alive! Unlocking the exit to the escape pads while looking for our friend will not be one of the easiest tasks we've ever done.

Material needed: **Zombicide: Invader.** Tiles needed: **01-V**, **02-V**, **04-V**, **& 06-V**.

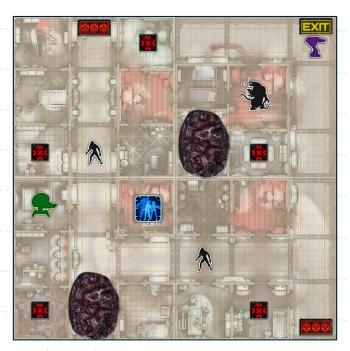
## **OBJECTIVES**

**Hurry up!** Accomplish the Objectives in any order to win the game:

- Find Jared (Blue Objective).
- Unlock the 4 electronic locks in each Security Room.

## Then,

reach the Exit with all Survivors and Jared. Survivors may escape through the Exit Zone at the end of their turn if there are no Xenos in it.



## **SPECIAL RULES**

#### Setup.

- Take Magnus and another Survivor of the player's choosing to play this game.
- The Survivors start with 1 Assault Shotgun, 1 Cattle Prod,
- 1 Flamethrower, 1 Energy Cell, 1 Sledge, and 1 SMG. This Equipment is distributed in any way the players want.
- Set aside 4 unused colored trackers (any color).
- Shuffle the Green, Purple, and Blue Objectives among the Red Objectives, facedown.
- Place 1 die on top of each of the 5 Objective tokens: these are locked dice. A 6th die, called the unlocked die, is the only one the players start with.
- Locked triggers. Each Objective token gives 5 AP to the Survivor who takes it. The die on the top of each Objective token show that they are locked and the Survivors cannot use them until they take that Objective token. When attacking or trying to unlock the Exit's locks (see "unlocking the electronic locks"), a Survivor can only use unlocked dice. Example: At the start of the game, Survivors roll only 1 die when using the SMG until they unlock a new one from an Objective Token.
- It's on fire, bro! When a Red Objective is taken, the Survivor chooses a Prototype weapon (players choose) or a Canister from the Equipment deck (if a Canister is still available. Shuffle the deck after drawing it).
- A wounded friend. The Survivor taking the Blue Objective gains the Shove Skill.
- Unlocking the electronic locks. As soon as 4 dice are unlocked, any Survivor in a Security Zone may spend 1 Action to try to unlock the electronic lock for the Exit door. Roll all unlocked dice. If 4 of them rolled odd or even numbers, this room's lock is open. Place a colored tracker in this room. It cannot be unlocked anymore. All 4 locks have to be open, 1 for each Security Room, for the Mission to succeed. As soon as it is done, the Exit is open.



