

M4 THE SWIFT RETREAT!

HARD / 6+ SURVIVORS / 45 MINUTES

We're all alone out here. We thought this remote outpost wouldn't attract attention. We were wrong. Fortunately, this lab is full of intel and prototypes. We've got to gather as much as we can and escape before we're overrun.

Material needed: **Zombicide: Invader.**

Tiles needed: **01-R, 02-R, 05-R, 06-R, 08-R, & 09-R.**

OBJECTIVES

Escape with the valuable assets! Accomplish the Objectives in this order to win the game:

- 1- Collect the weapons.** Collect at least 3 Prototype weapons (Red Objectives).
- 2- Collect the data.** Collect the mining intel (White Objective).
- 3- Get out. 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.** Each Survivor Starts with an Oxygen Tank.
- Scattered weaponry.** Each Objective gives 5 Experience Points to the Survivor who takes it. Each Red Objective provides a random Prototype weapon as well.
- Here they come!** The Purple Spawn Zone activates only if the Purple Door has been opened (or broken).



02-R	08-R	09-R
01-R	05-R	06-R

