

# M5 ABANDONED SHIP

MEDIUM / 6+ SURVIVORS / 60 MINUTES

*We detected an abandoned spaceship grounded near here. We'll send a team to see if it's spaceworthy or at least salvageable. It's nowhere near large enough for us to escape, and we're not done with the Xenos yet. However, we could evacuate some of our wounded and noncombatants.*

Material needed:

**Zombicide Invader Box.**

Tiles needed:

01-R, 02-R, 03-V, 04-R, 06-R & 07-R.

|      |      |
|------|------|
| 07-R | 02-R |
| 03-V | 04-R |
| 06-R | 01-R |

## OBJECTIVES

**Explore the ship.** Accomplish the Objectives in any order to win the game.

- **Find the control panels.** Find the Blue and White Objectives. If the Xenos destroy either Objective, the Mission is lost.

- **Clean out the Mold and the Xeno nest on the ship.** Destroy all Mold Zones in the building rooms, and move away the Purple Spawn Zone (see Special Rules).

## SPECIAL RULES

- **Setup.** Place the White and the Blue Objectives among the red Objectives, facedown.

- **Tank and weaponry.** Each Objective gives 5 Experience Points and a random Prototype weapon to the Survivor who takes it. They can then freely reorganize their inventory.

- **Clean out the Xeno nest.** Xenos have established a nest near the spaceship's engine (Purple Spawn Zone, on tile 03-V). To clean out the nest, first turn this Mold Zone on its inactive side (by using a Flamethrower, for example). Then, Survivors must spend 6 Actions in this Zone, in a single Game Turn, and in any way you want. These Actions are specifically spent to clean the Zone. Each produces a Noise token. If the Survivors do not spend enough Actions in a single Turn, or if the Mold is made Active again, they must begin the process all over again on the next Turn.

Once the Zone is cleaned, remove the inactive Mold token, and move the Purple Spawn Zone onto another Spawn Zone of your choice.

Other Mold Zones produced during the game must be cleaned in the same way.

