

M8 LOCKED OUT

MEDIUM / 6+ SURVIVORS / 120 MINUTES

We had a meeting with a surface-dweller, Mitsuki, when Xenos erupted and forced us to take another route. Mitsuki directed us toward what she calls a "backdoor", a closed access to a safe zone. The thing is, we're locked out. The doors are reinforced with spacecraft plating and locked using military codes. The corresponding keycards are scattered all over the place, and only a modified bot can use them.

Considering the corpses lying around, quite a few bandits have tried forcing the backdoor open to raid the safe zone's reserves. Driller Xenos are efficient gatekeepers, indeed.

Material needed: **Zombicide: Dark Side.**

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

OBJECTIVES

Reach the safe zone. 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.

The game is lost whenever the Bot is eliminated, or an Objective is destroyed by the drilling of an Open Pit.

10-R	18-V
16-R	12-R
14-V	13-V



SPECIAL RULES

• **Old-school doors.** Open doors are not removed: they are placed on their destroyed side instead. Xenos cannot destroy colored doors. If a closed colored door prevents Xenos to get an open route to Survivors, they don't move.

• **Encrypted passwords.** Each Objective gives 5 Experience Points to the Survivor who takes it.

The neutral door cannot be opened until the Red Objective has been taken.

The Pink door cannot be opened until the Pink Objective has been taken.

The Yellow door cannot be opened until the Yellow Objective has been taken.

The Green door cannot be opened until the Green Objective (Bot Remote) has been taken.

• **Deciphering bot.** A Survivor may only open doors if the Bot stands in the same Zone.

• **Prototype weapons.** Each Prototype weapon token gives a random Prototype weapon to the Survivor who takes it. They can then freely reorganize their inventory.

