

M9 BROKEN GENERATORS

EASY / 6+ SURVIVORS / 30 MINUTES

These antimatter generators are amazing, except when they get out of alignment. The subspace 'hum' they're creating is drawing xenos in from great distances. If we don't fix them soon, we'll be overrun!

Material needed: **Zombicide: Invader.**

Tiles needed: **03-V, 04-V, 05-V, & 06-V.**

OBJECTIVES

Fix the generators: Accomplish the Objectives in this order to win the game.

1- Loud gears. Fix all 3 Generators by removing the Noise tokens (see Special Rules).

2- 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.

- Set Noise tokens in the indicated Zones to represent the broken generators. These Noise tokens are not removed during the End Phase.

- The Green and the Purple doors can be opened normally.

• **So loud! Better be quiet.** Survivors may spend Actions to remove Generator Noise tokens, on a 1-for-1 basis. They gain 1 Experience Point per Noise token removed this way.

• **Regaining control:** The Purple Objective cannot be taken: it is automatically granted to the Survivor removing the last Noise token from its room (tile 04-V). The same goes with the Green Objective in its own room tile 05-V).

• **Too little, too late:** The Purple Spawn Zone activates whenever the Purple Objective is taken OR the Purple door is removed or destroyed. The Green Spawn Zone activates whenever the Green Objective is taken OR the Green door is removed or destroyed.

