M1 BOT MISSION

MEDIUM / 6+ SURVIVORS / 60 MINUTES

We're locked inside with no Oxygen tanks left! Our only hope is remote controlling the Bot outside to get the last Oxygen tanks from the other station!

Material Required: **Zombicide: Invader.**
Tiles needed: **01-R, 02-R, 03-R, 04-R, 06-R, 09-R.**

OBJECTIVES

Find a way out. Accomplish the Objectives in this order to win the game:
1- Get all tanks using the Bot. Take all Objectives using the Bot Special Action.
2- Meet the Bot at the Exit. Reach the Exit (inside the station) with all Survivors and the Bot with no Xenos in it.

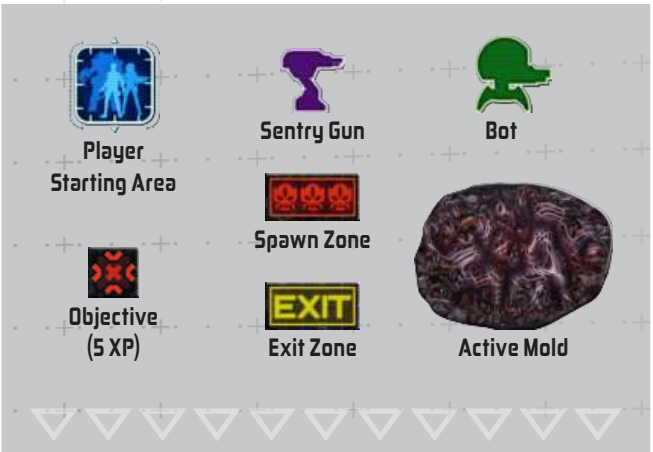


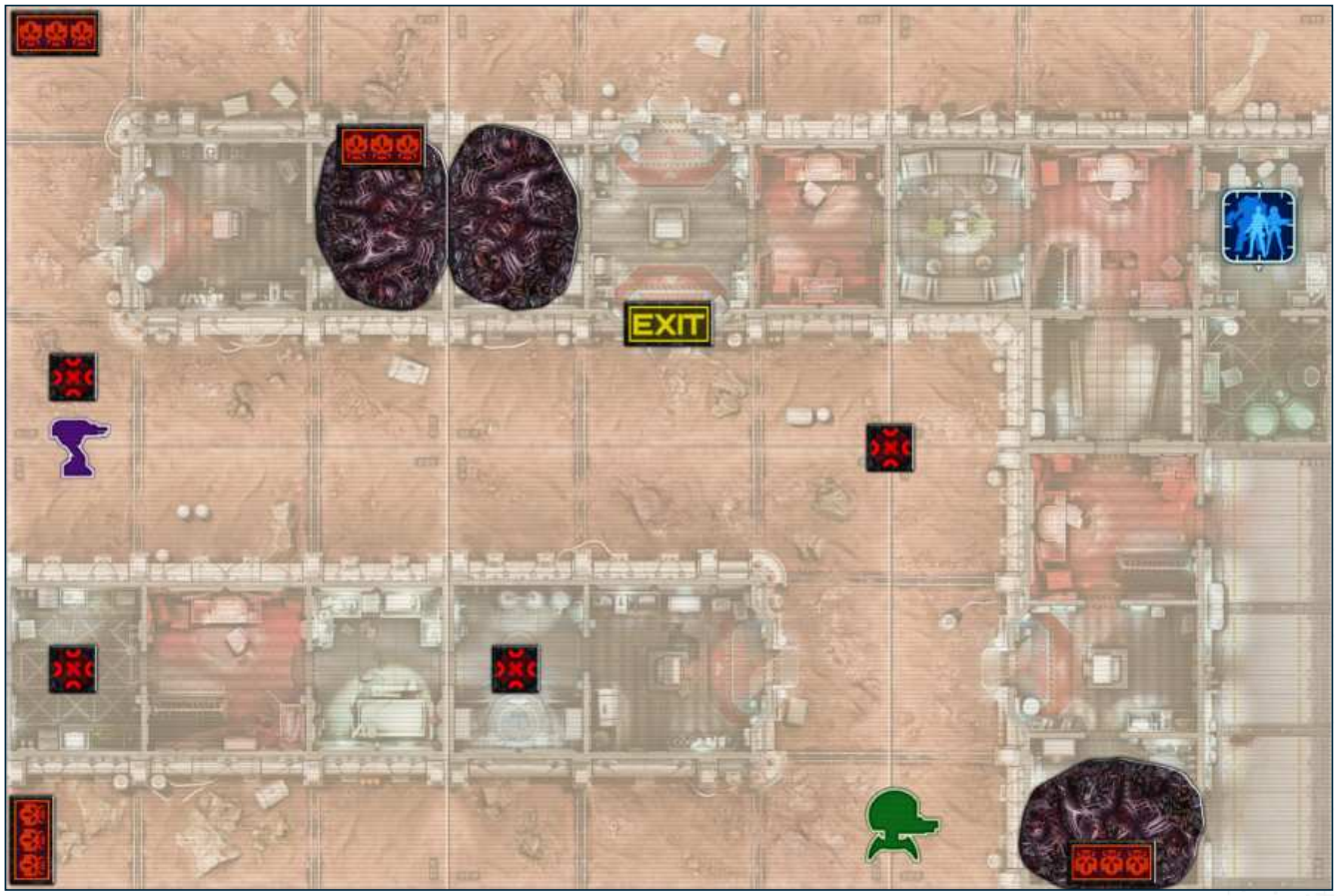
SPECIAL RULES

• **Setup.** Survivors start with the Bot and Sentry Remote tokens. Choose any Survivor to start with each of them. Place a Mold token on top of the Oxygen Supply Room in tile 04-R.

• **Smart Bot.** The Bot in this mission has a Special Action:
- Take an Objective: The Bot takes an Objective in the same Zone.

• **Lost tanks.** Each Objective gives 5 Experience Points to the Survivor controlling the Bot.





M2 ILL TIDINGS

MEDIUM / 6+ SURVIVORS / 30 MINUTES

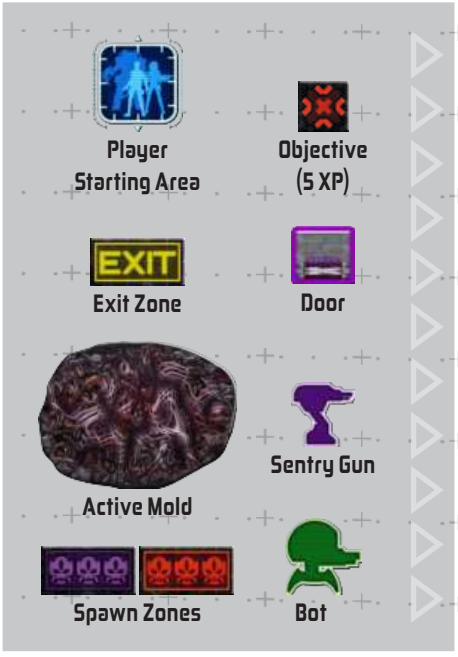
We have received orders to evacuate this facility. Time is short. We must collect the research we've already done and leave this god-forsaken place at once!

Material Required: **Zombicide: Invader.**
Tiles needed: **01-V, 02-V, 03-V, 05-V, 08-V & 09-R.**

OBJECTIVES

Salvage what we can. Accomplish the Objectives in this order to win the game:
1- Medicine man. Find and collect the White Objective.
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.

01-V	05-V
02-V	03-V
08-V	09-R



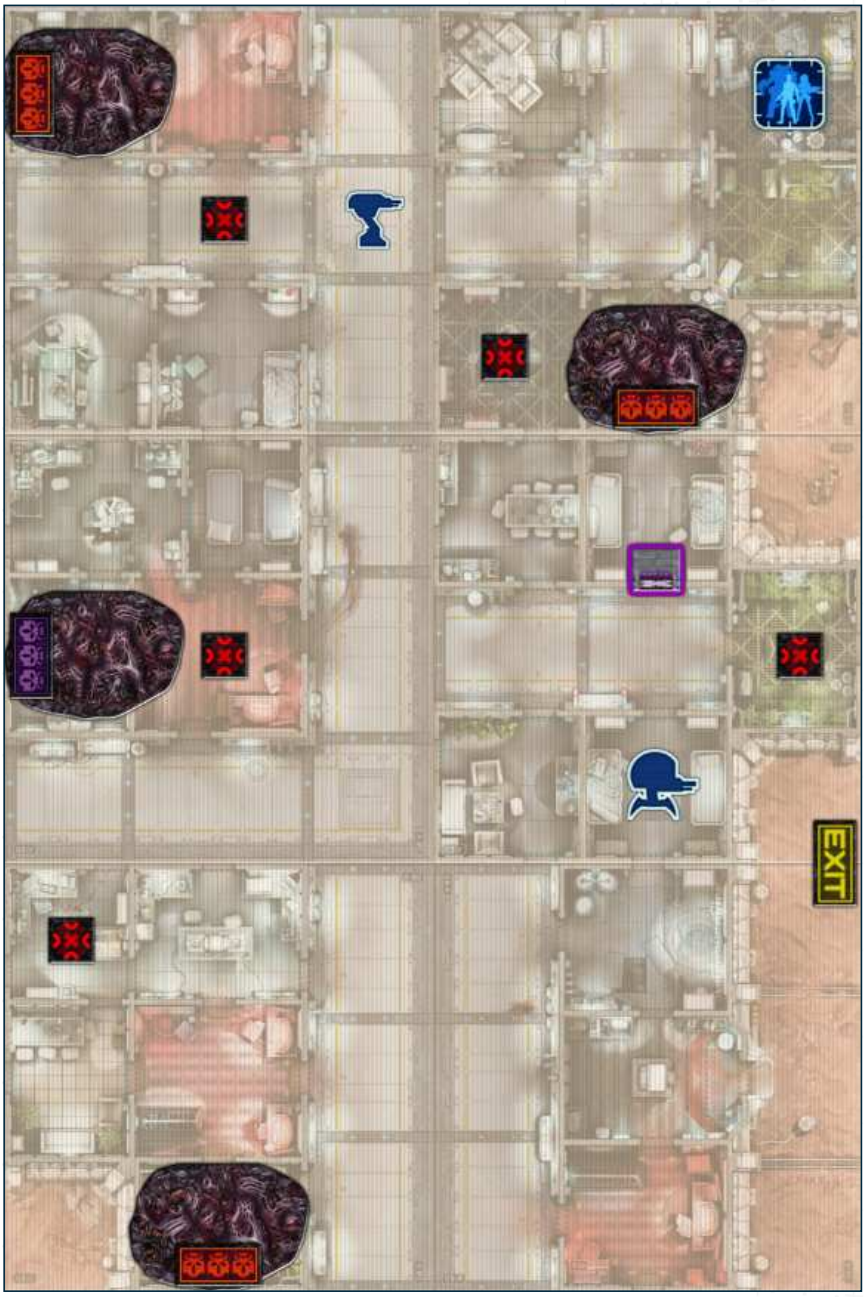
SPECIAL RULES

• **Setup.** Place the Purple and White Objectives randomly among the Red Objectives, facedown.

• **Where's that file?** Each Objective gives 5 Experience Points and a random Prototype weapon to the Survivor who takes it. The Survivor may reorganize their inventory for free.

• **Brace Yourselves!** The Purple Spawn Zone activates whenever the Purple Objective is taken OR the Purple Door is removed or destroyed.

• **Out of air.** Survivors start the game without any Oxygen Tanks. They must acquire them in the Oxygen Supply Room.



M3 SUPER SOLDIER TRAINING

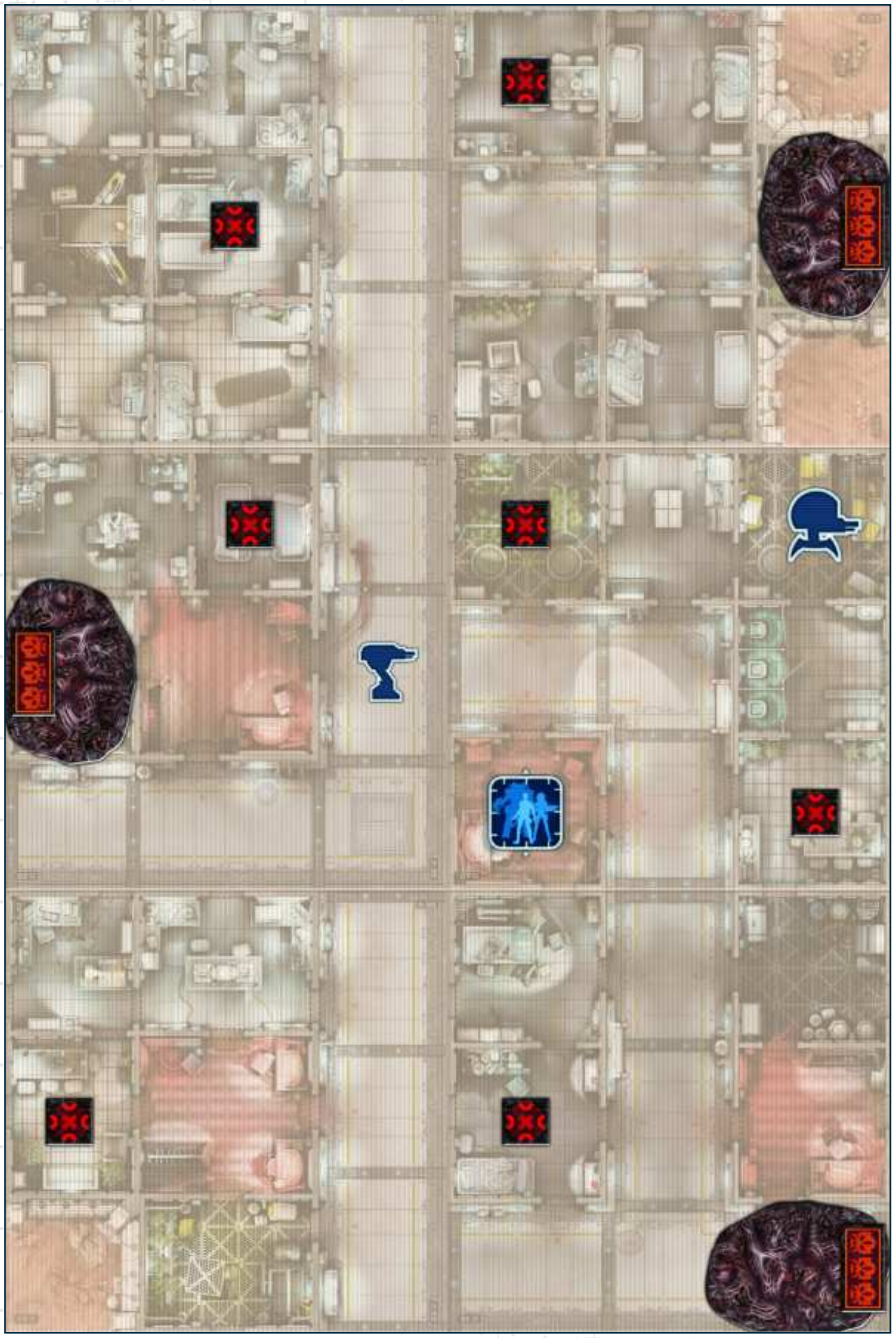
MEDIUM / 6+ SURVIVORS / 60 MINUTES

We were sent to our last training mission. We must collect some weapons and sharpen our abilities. How do we know we are ready? When one of us transcends our human form!

Material Required: **Zombicide: Invader.**
Tiles needed: **01-V, 02-V, 03-V, 07-V, 08-V & 09-V.**



09-V	03-V
02-V	07-V
08-V	01-V



OBJECTIVES

Super training. Reach the Red Level with one of the Survivors.

SPECIAL RULES

• **Setup.** Place the Purple, Green, White, and Blue Objectives randomly among the Red Objectives, facedown.

• **Important weaponry.** Each Objective gives 5 Experience Points to the Survivor who takes it. Each Red Objective provides a random Prototype weapon as well. The White and Blue Objectives give a bonus of +5 Experience Points.



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).





M5 ABANDONED SHIP

MEDIUM / 6+ SURVIVORS / 60 MINUTES

We detected an abandonded 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

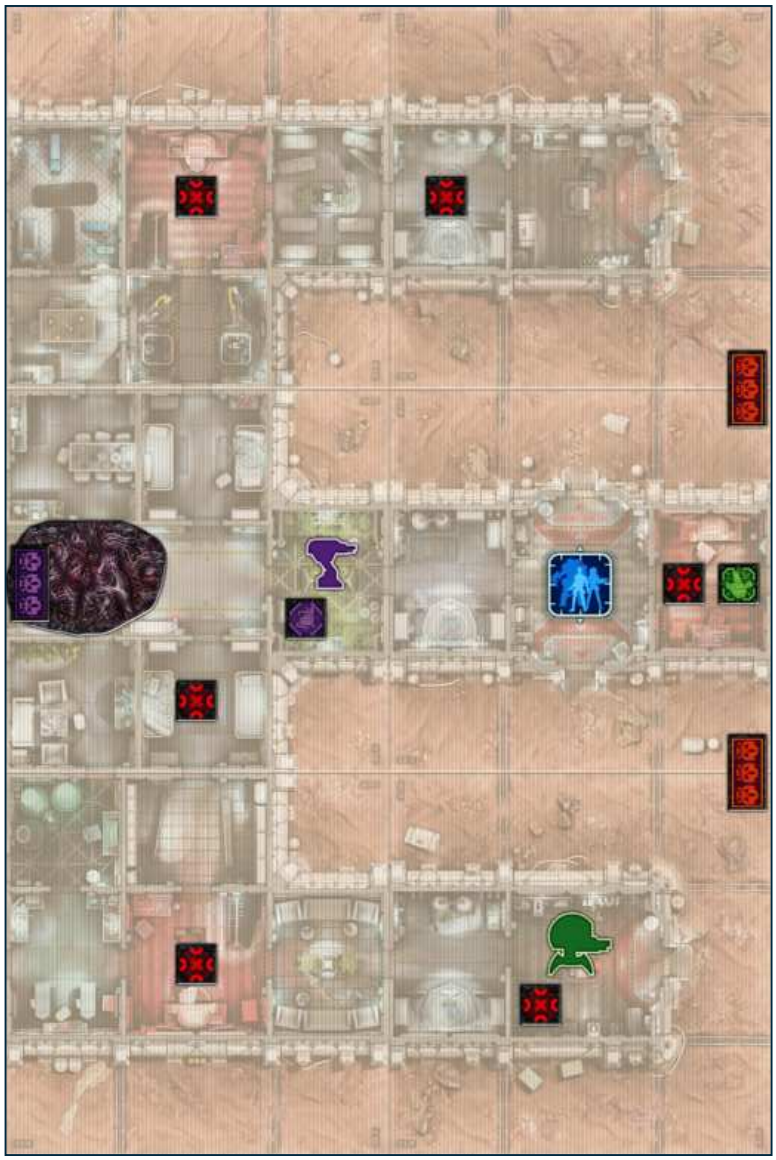
OBJECTIVES

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.



MG BLIND LAW

HARD / 6+ SURVIVORS / 120 MINUTES

Our ship was badly damaged during Operation Black Dawn, and spare parts are hard to come by. The few captains still orbiting PK-L7 can't help, due to the quarantine. However, we saw a falling star, in the form of a ship going down in flames, and made a wish. Coincidentally, the ship belonged to TacLaw, one of many companies providing military equipment to the Black Ops.

Our wish was granted, as we received the survivors' distress call. We will rescue them... if TacLaw can provide us a ship and equipment past the blockade, with a little extra for our newfound friends on PK-L7.

Sometimes a good commander knows when to skirt the law for the sake of the mission.

Material needed: **Zombicide Invader Box, Black Ops.**
Tiles needed: **05-R, 07-R, 08-R, 19-R, 20R, & 21-R.**

OBJECTIVES

Rescue the TacLaw operatives. Accomplish the objectives in this order to win the game:
1– Pick up the operatives. Take all 5 Noise tokens on tile 20-R (see Special Rules).
2– Bring them to safety. 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.**
- Place 5 Noise tokens in the designated Zone on tile 20-R. They represent the TacLaw operatives.
- Each Survivor begins with an Oxygen Tank.

• **TacLaw operatives.** The Noise tokens on tile 20-R are permanent. They are not removed during the End Phase. The operatives can be picked up like Objectives, giving 5 Experience Points to the Survivor taking one. The token is then placed on the Survivor's base (or next to it): it can be traded like Equipment. A Survivor may escort several operatives at once. TacLaw operatives still count as Noise tokens, and move along the Survivor possessing them.

The game is lost whenever a Xeno reaches a TacLaw operative who has not been taken.

• **Scattered toys.** Each Objective gives 5 Experience Points to the Survivor who takes it. Each Red Objective provides a random Prototype weapon as well (if any are available).



20-R	07-R
19-R	05-R
21-R	08-R



M7 DOOR DELIVERY

MEDIUM / 6+ SURVIVORS / 90 MINUTES

The Black Squad (Black Ops expansion) went out of their way with their dropship to provide us with supply crates taken from deep within PK-L7, where no one will need them anymore. Batteries, clothes, hygiene products, medicine, seeds, game boxes, everything we need to survive.

The Xenos have heard them, too. They are closing in on the dropzone. We must be quick, or they'll get all the limited editions.

We cannot let that happen.

Material needed: **Zombicide Invader Box.**
Tiles needed: **01-V, 02-R, 03-R, 04-R, 05-V, 06-V, 07-R, 08-R, & 09-R.**

OBJECTIVES

Bring back the crates. The game is won as soon as all 6 crates (represented by the Red Objectives) are on the Exit Zone.

SPECIAL RULES

• **Tactical assets.** The Blue and the White Objectives give 5 experience points and a random Prototype weapon to the Survivor who takes either of them. Other Objectives (Red and remotes) don't provide experience or weapons.





• **Vital crates.** The Red Objectives on Tile 04-R represent supply crates. They are placed on the Survivor's dashboard upon being taken. Each takes a slot in the Backpack, and can be traded like an Equipment card. A Survivor may hold only a single crate at any given time. A Survivor may spend an Action to drop the crate they hold, in the Zone they stand in. The dropped crate can be taken later in the same way.

• **Our deadly mule.** At the cost of 1 Machine Action, the Bot can pick up crates (Red Objectives) in its Zone. Survivors may also trade Crates with it, as if it was a fellow Survivor. The Bot can hold up to 3 crates this way. Place the tokens either on its base or reference card, at your convenience.

05-V	01-V	06-V
07-R	09-R	08-R
04-R	03-R	02-R

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.

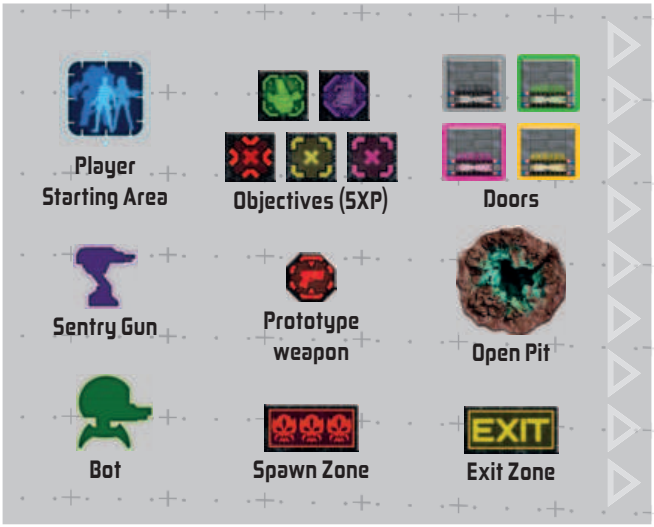
Considering the corpses lying around, quite a few bandits have tried forcing the backdoor open to raid the safe zone's reserves. Driller Xenos are efficient gatekeepers, indeed.

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.



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.







M10 AIR TIGHT

MEDIUM / 6+ SURVIVORS / 30 MINUTES

We can call in an orbital strike from our ship! Unfortunately, the shields are all up, and we can't get a signal through. We need to access all the computers and input the safety codes at the same time, but they're in different rooms. To make matters worse, the air isn't safe to breathe! But, if this works, it'll destroy every xeno in the region in a single strike!

Material needed: **Zombicide: Invader.**
Tiles needed: **01-R, 04-R, 06-R, & 07-R.**



OBJECTIVES

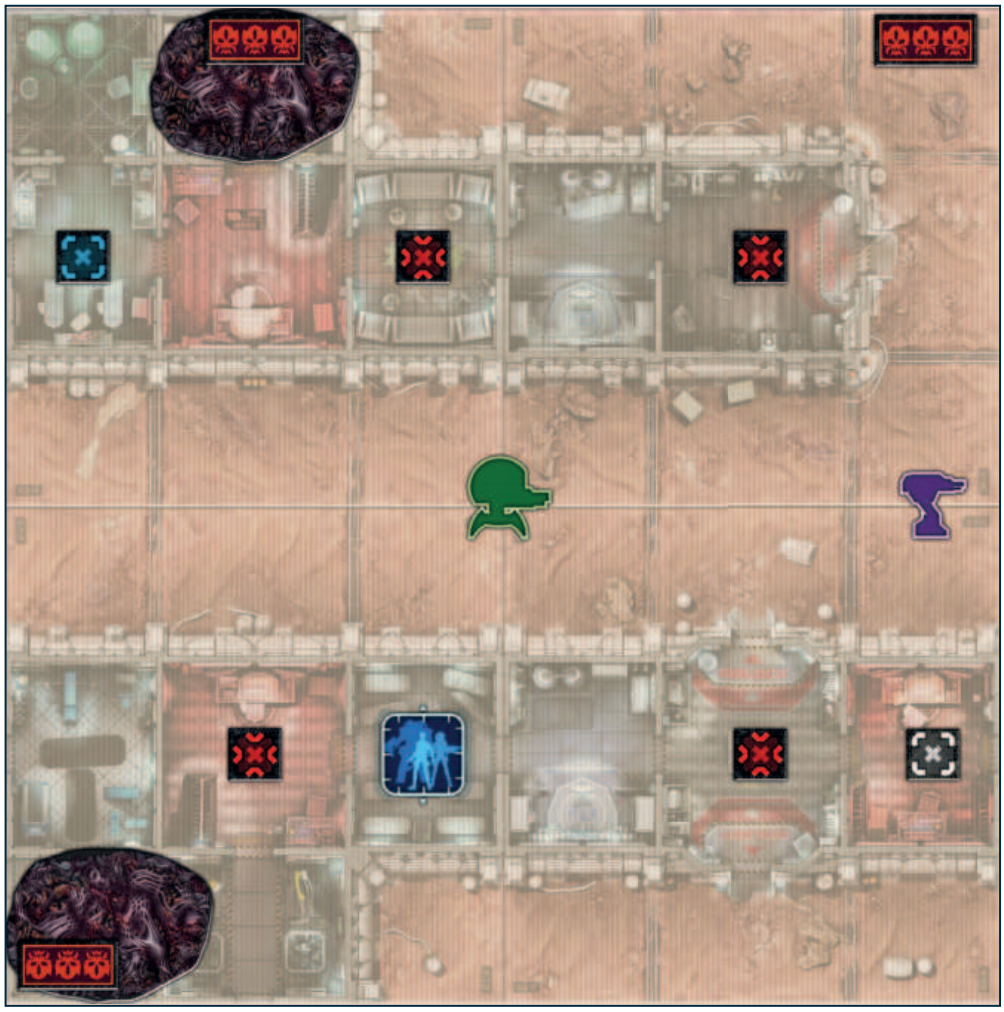
Deactivate shield and send signal. Accomplish the Objectives in this order to win the game:
1- Obtain O2. Every Survivor must have an equipped Oxygen Tank
2– Find all access codes. Take all Red Objectives.
3– Coordinated action. End a Game Turn with at least one Survivor and no Xenos on both Zones with the Blue and the White Objectives.

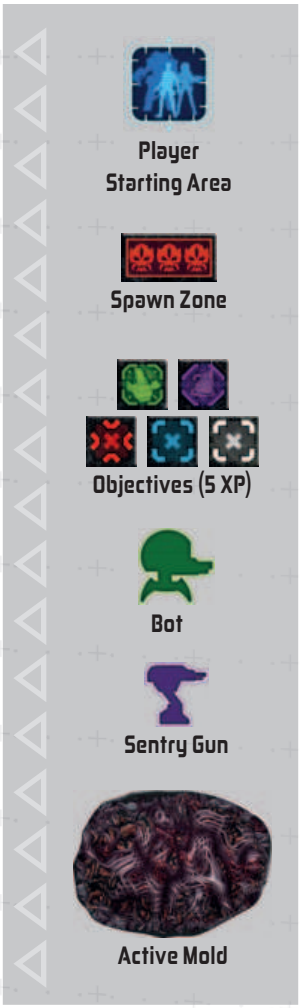
SPECIAL RULES

• **Set up.** Place the Purple and Green Objectives randomly among the Red Objectives, facedown.

• **Security system.** The Blue and the White Objectives can't be picked up.

• **Access codes.** Each Objective gives 5 Experience Points to the Survivor who takes it. Each Red Objective provides a random Prototype weapon as well.





M11 RESCUE THE SCIENTISTS

MEDIUM / 6+ SURVIVORS / 45 MINUTES

When this science outpost got hit, the scientists locked themselves inside. Smart! But the xenos damaged the generators and computers, and now the scientists are locked in. Not so smart! We must use any means necessary to break down the doors and rescue these civilians!

Material needed: **Zombicide: Invader.**
Tiles needed: **03-V, 04-V, 05-V, 06-V, & 07-R.**

OBJECTIVES

Rescue the scientists. Accomplish the Objectives in this order to win the game:
1– Find all scientists. Take all Objectives. Game-wise, the scientists are not considered as Survivors.
2– Guide them to the exit. Reach the Exit with all Survivors. Any Survior may escape through this Zone at the end of their Turn, as long as there are no Xenos in it.



SPECIAL RULES

• **Setup.** Place the Purple and Green Objectives randomly among the Red Objectives, facedown.

• **Activated Zone.** When the green door is opened, the Green Spawn Zone is activated.

• **Locked doors.** The 4 doors that start on the board can't be opened normally. A Survivor standing in a door's Zone may target it specifically with a Combat or Machine Action, and a Damage 2 (or more) weapon (Range is not relevant for this Action). If hit successfully, the door is open.

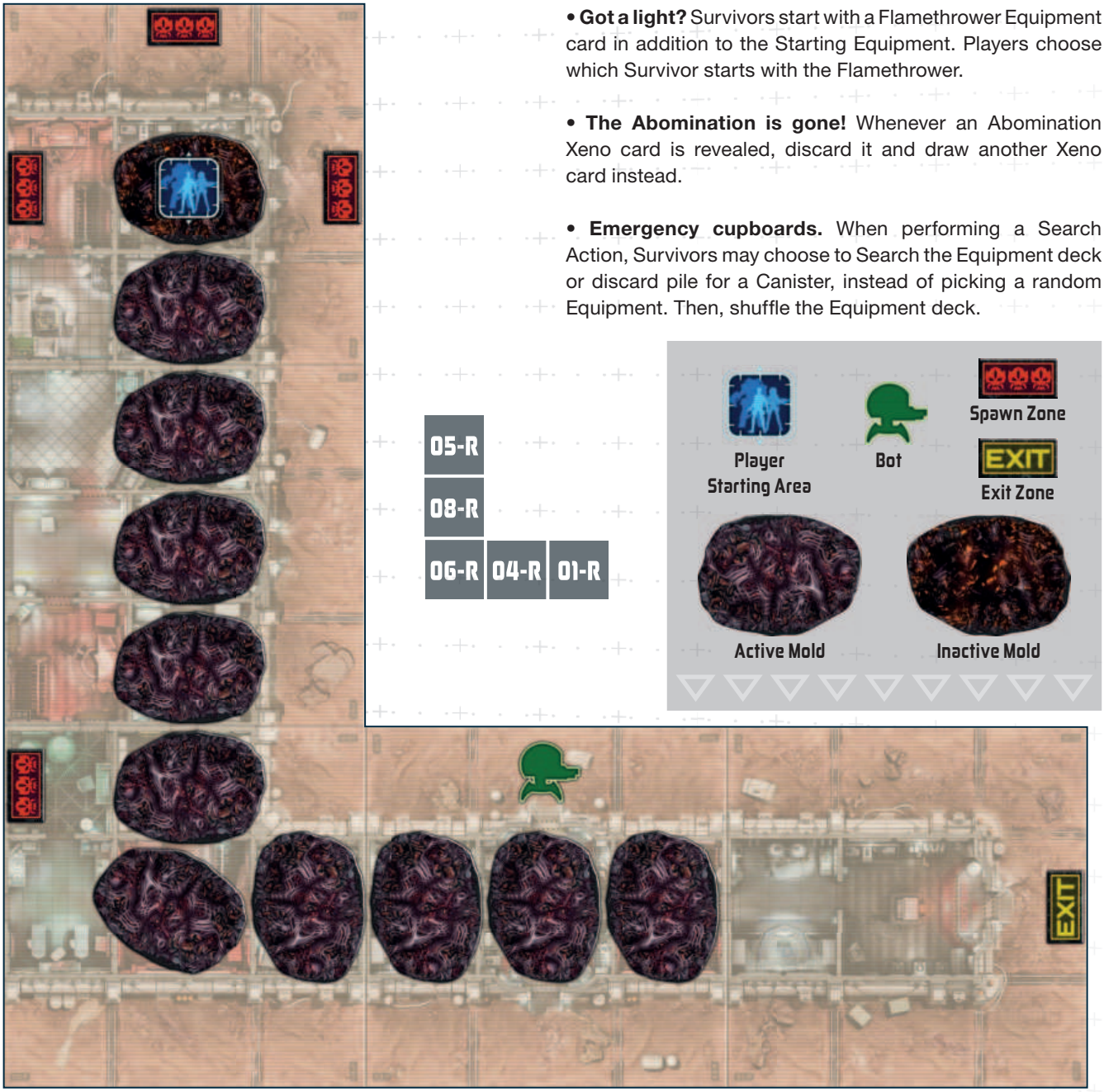
• **Lost prototypes.** Each Objective gives 5 Experience Points to the Survivor who takes it. Each Red Objective also provides a random Prototype weapon.

M12 THE PURGE

VERY HARD / 6+ SURVIVORS / 45 MINUTES

An Abomination of unimaginable size tore through this mining complex, leaving ruin in its wake. We managed to sneak past this thing, and now we must purge the facility of the mold it left behind so we can salvage what's left. Every resource counts, so let's make the most of it!

Material needed: **Zombicide: Invader.**
Tiles needed: **01-R, 04-R, 05-R, 06-R, & 08-R.**



05-R
08-R
06-R 04-R 01-R

OBJECTIVES

Purge the mining complex and leave the facility by accomplishing the objectives in this order:
1- Cleanse by fire. Use Hellfire to turn all Active Molds to Inactive Molds.
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.** One Survivor starts the game with the bot remote.

• **Got a light?** Survivors start with a Flamethrower Equipment card in addition to the Starting Equipment. Players choose which Survivor starts with the Flamethrower.

• **The Abomination is gone!** Whenever an Abomination Xeno card is revealed, discard it and draw another Xeno card instead.

• **Emergency cupboards.** When performing a Search Action, Survivors may choose to Search the Equipment deck or discard pile for a Canister, instead of picking a random Equipment. Then, shuffle the Equipment deck.

M13 THE CLEANSING

EASY / 6 SURVIVORS / 60 MINUTES

It was supposed to be a simple mission, cleansing a nearby outpost and salvaging what's left. Turns out to be canisters of material that we need for headquarters. The good news is there's lots of them, and we know where they are. The bad news is the place is infested with Xenos, and they won't be easy to reach. – What could possibly go wrong?

Material needed: **Zombicide: Invader.**
Tiles: **01-V, 02-V, 04-V, 05-V, 08-V, & 09-V.**



OBJECTIVES

Clean the sector. Accomplish the Objectives in any order to win the game:
- Take all Objectives.
- Remove 4 Xeno Spawn tokens.

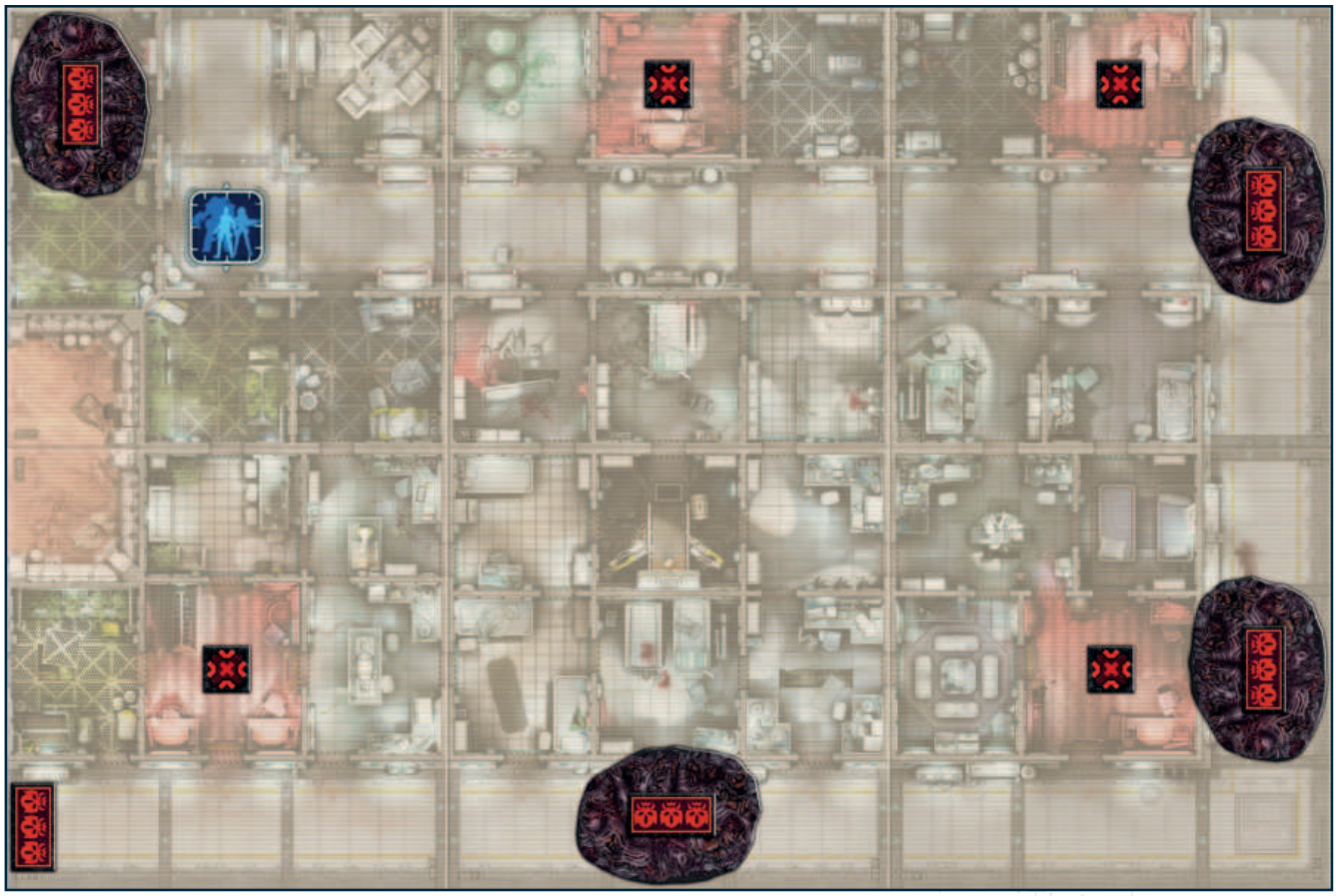
SPECIAL RULES

- **Setup.** Set aside the 4 Canister cards from the Equipment Deck. Keep them in a separate deck.

- **Lock and load.** Each Objective gives 5 XP to the Survivor who takes it. It also provides a Canister card from the separate deck. The Survivor may reorganize their inventory, for free. Canister cards are discarded normally upon being used.

- **Cleanse with fire.** Xeno Spawn tokens may be removed with Hellfire (the Active Mold is turned into Inactive Mold as usual). No additional XP is gained.

05-V	04-V	01-V
08-V	09-V	02-V

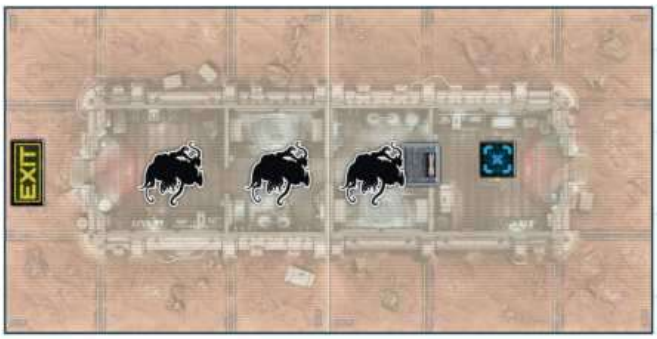


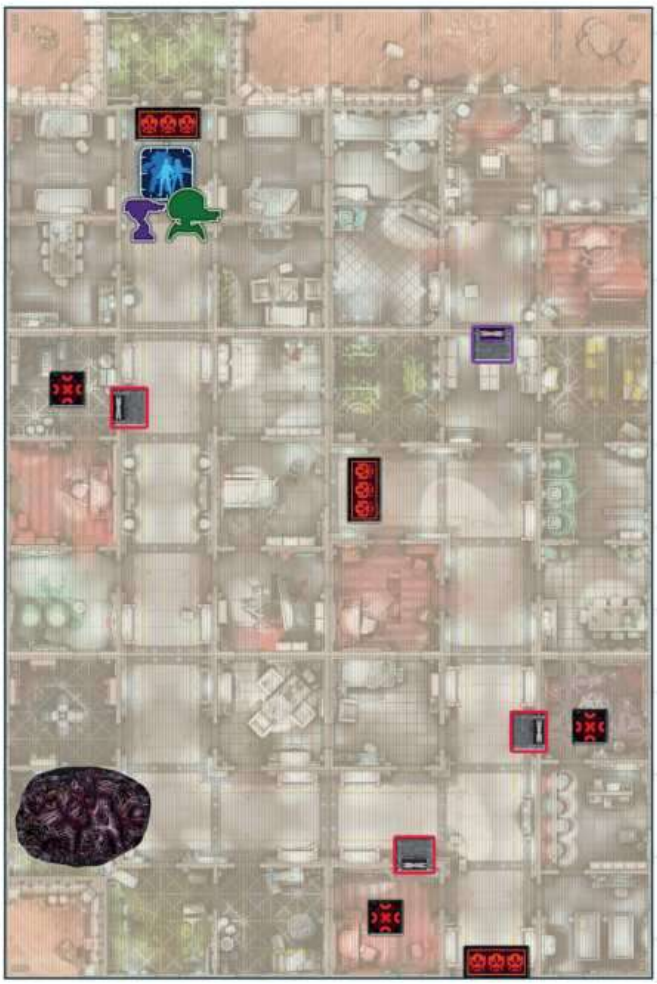
M14 THE TELEPORTER

HARD / 6+ SURVIVORS / 90 MINUTES

One of our most brilliant scientists has met an unfortunate end with some Xenos. But if we can activate his prototype teleporter, we might be able to flee PK-L7 for good! Not too sure where it leads, but it can't get much worse than where we are now.... Right? What could possibly go wrong?

Material needed: **Zombicide: Invader.**
Tiles needed: **01-R, 02-R, 03-V, 04-V, 05-V, 06-V, 07-V, 08-R**





OBJECTIVES

Reach the Exit with at least 1 Survivor. 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.**
- The board comes in two parts. Set tiles 01-R and 02-R as a separate board, to be accessed with the prototype teleporter.
- Place Tankers in the indicated Zones. They do not move until a Survivor gets on tile 02-R.

• **Igor, pull the switch!** The Objectives cannot be taken. The Blue Door cannot be destroyed by Xenos; they consider it a wall to define their route to their target Zone.

• **Teleport chamber.** The Purple door is disabled. Whenever there is at least 1 Survivor standing on each Red Objective token at the end of the Players' phase, flip the Purple Door to its open side. When a player moves through the opened Purple Door, he is immediately teleported to the zone with the Blue Objective token for free. This is a one-way trip!



01-R	02-R
03-V	08-R
04-V	07-V
05-V	06-V

