



GAMING NIGHT #2: THE XENOLEAKS SAGA

Mitsuki has uncovered a massive, evil scheme involving Smartstar Technologies, a large corporation. After a clandestine landing on PK-L7's surface, they have begun cloning and altering the genetic code of the infected Xenos to transform them into an uncontrollable army of enormous power. But in the end, the Xenos escaped their cells and killed everybody in the facility. Sooner or later, Smartstar will come to retrieve the "assets", and these monsters will pose a major threat to the universe! Mitsuki has decided to gather a group of survivors, invade Smartstar's facilities, get to the thousand bio-altered Xenos, and blow everything up!

The XenoLeaks Saga is a three-part campaign designed to let players play 3 consecutive Missions of *Zombicide: Invader*. A *Zombicide: Invader* Core Game box is needed to enjoy it. Select 6 Survivors (including Mitsuki) and use them to play the Missions in order!



Later Missions may be affected by the objectives that the team achieves, so players should consider each step carefully! At times, players might even need to take notes, so always have a pen nearby. Each Mission will state what to write down in the Campaign Notes on the last page.

01 SPECIAL RULES

- 1- Each Mission is played with 6 Survivors, including Mitsuki.
- 2- At the end of each Mission, the Survivors may choose to keep up to 2 Prototype weapons and 2 Energy Cell cards they have collected for the next Mission. The Survivor holding the equipment rolls 5 dice for each card. If they roll a 1 on any of their dice, the Equipment Card is discarded and may not be used in the next Mission. (The Lucky skill does not apply.) Write down the remaining kept equipment cards in the Campaign Notes. Players distribute them as they please among Survivors during the Setup of the next Mission.
- 3- Armor value is **not** refreshed between Missions. However, before beginning the 2nd and 3rd Missions, Survivors may distribute up to 6 Repair Points between them, in any way they please. Each point restores 1 Armor, up to the base level.
- 4- The Survivors always begin with 0 XP at the start of every new Mission.

Ongoing game effects previously applied to the Survivor no longer apply.

ZOMBICIDE INVADER - GAMING NIGHT #2

MOI THE REACTION VIRUS

HARD / 6 SURVIVORS / 60 MINUTES

Mitsuki has called upon an old friend and great computer engineer, Doctor Agori, to help end this nightmare once and for all! The plan is to deploy a computer program called the Reaction Virus into Smartstar's central system, causing a self-destruct sequence to begin. However, the only way to deploy this virus is through one of the security bots.

Everything was going fine until Doc Agori was attacked by the infected Xenos along the way. To carry out our plan, we must now retrieve the device with the Reaction Virus from the Doc's belongings and upload it to one of the security bots.

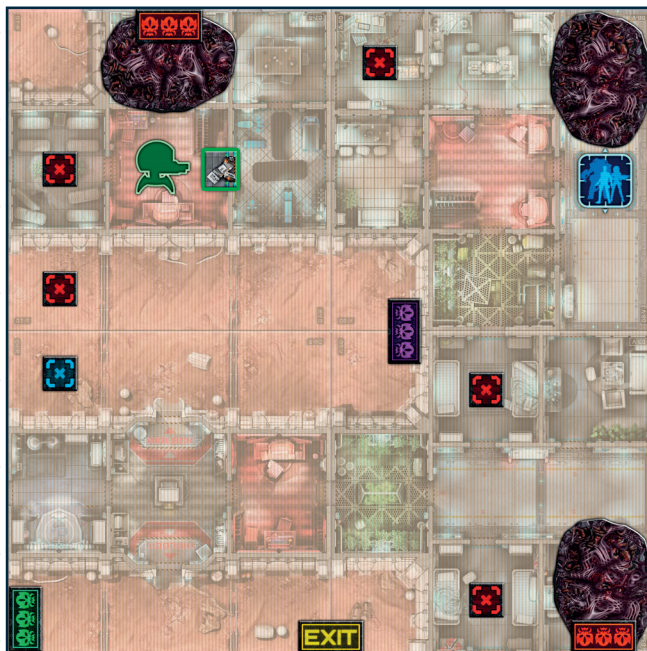
Tiles needed: 03-V, 04-R, 07-R, & 08-V.

OBJECTIVES

Starting the saga! Accomplish the Objectives in this order to win the game:

- 1- Find and equip 1 Oxygen Tank per Survivor.
- 2- Take the device with the Reaction Virus from Doc Agori's corpse (Blue Objective).
- 3- Reach the Exit with all Survivors and the Bot. Any Survivor may escape through this Zone at the end of their Turn as long as there are no Xenos in it.

The Mission and campaign are lost whenever the Bot is destroyed.



SPECIAL RULES

• Setup.

- Shuffle the Green, Purple, and White Objectives among the Red Objectives, facedown.
- Place 4 Oxygen Tank cards in the Oxygen Supply Room on tile 4R. The other 2 Oxygen Tank cards are set aside.

• **Low oxygen.** The Oxygen Supply Zone is limited to only 4 Oxygen Tank cards. After these cards run out, it will no longer be possible to collect oxygen here.

• **Security system failure.** Each Objective gives 5 XP to the Survivor who takes it.

- Taking a Red Objective also grants an Oxygen Tank (from the ones set aside, if available) and a random Prototype weapon to the Survivor. The Survivor may then reorganize their inventory for free.
- The Green Spawn Zone becomes active whenever the Green Objective is taken,
- The Purple Spawn Zone becomes active whenever the Purple Objective is taken.

• **The Invisible Suit.** When the White Objective is taken, the Survivors have found an Invisibility Suit! The Survivor now has the Camouflage Skill. Take the White Objective token and tick the achievement "Invisibility Suit" in the Campaign Notes. The White Objective token does not take an inventory slot but may be traded with other Survivors as a regular item.

07-R	08-V
04-R	03-V



MO2 ARMORY ASSAULT

HARD / 6 SURVIVORS / 90 MINUTES

RIP Doc Agori. Now that we have the Reaction Virus and the Bot that will be our gateway to implement the plan, we will avenge him! But before we can continue the mission, we need to improve our weaponry. How about paying a visit to Smartstar's armory? Our little Bot friend seems to know the way. If we're lucky, we might be able to find some valuable schematics for the laboratory's security system. Those would definitely come in handy!

Tiles needed: **01-R, 02-R, 03-R, 04-R, 07-R, & 08-R.**

OBJECTIVES

A new chapter! First, accomplish these Objectives in any order:

- **Take 2 Prototype weapons (Red Objectives).**
- **Find the secret passage to the lab (Exit Zone).**

Escaping! Then, reach the Exit with all Survivors and the Bot to win the game. Any Survivor may escape through this Zone at the end of their Turn as long as there are no Xenos in it.

The Mission and campaign are lost whenever the Bot is destroyed.

SPECIAL RULES

• Setup.

- Shuffle the Green and White Objectives among the Red Objectives, facedown.
- Each Survivor starts with an equipped Oxygen Tank.
- If the Survivors collected the "Invisibility Suit" achievement in the first Mission, choose a Survivor to start with the Camouflage Skill.

• **They are not playing.** The Purple Spawn Zone is active at the beginning of the mission.

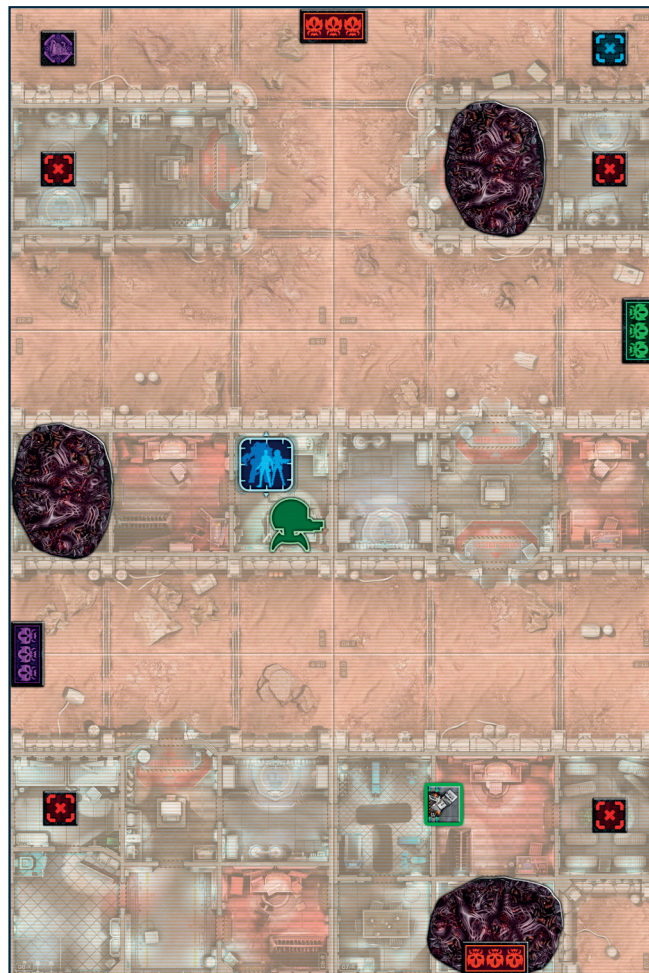


• **Knowledge and power!** Each Objective token gives 5XP to the Survivor who takes it.

- Each Red Objective provides a random Prototype weapon as well. The Survivor may then reorganize their inventory for free.
- The Purple Spawn Zone becomes inactive whenever the Purple Objective is taken. Tick the achievement "Purple Security Map" in the Campaign Notes.
- The Green Spawn Zone becomes active whenever the Green Objective is taken. Tick the achievement "Green Security Map" in the Campaign Notes.
- When the Blue Objective is taken, tick the achievement "Blue Security Map" in the Campaign Notes.

• **We found a secret passage to the lab!** Place the Exit token in the Zone where the White Objective was taken. Mold cannot destroy the Exit token.

09-R	07-R
02-R	03-R
06-R	04-R



M03 THE SECRET LAB

HARD / 6 SURVIVORS / 120 MINUTES

Mitsuki has bravely led us to the main entrance of the secret laboratory. It's time to blow it all up! According to the maps, this place looks like a maze and has been completely taken over by the infected Xenos. On top of that, we also have the security system to worry about. We don't have much time, but we need to find the central control panel and use our dear Bot to infect the system with the Reaction Virus. Some accesses and elevators have been blocked, though, so we will have to find alternatives to get in!

Tiles needed: 0-1V, 05-R, 06-V, 07-V, 08-R, & 09-V.

NOTE: This Mission's map comes in 3 distinct parts, representing the Ground Floor, 1st Floor, and 2nd Floor.

OBJECTIVES

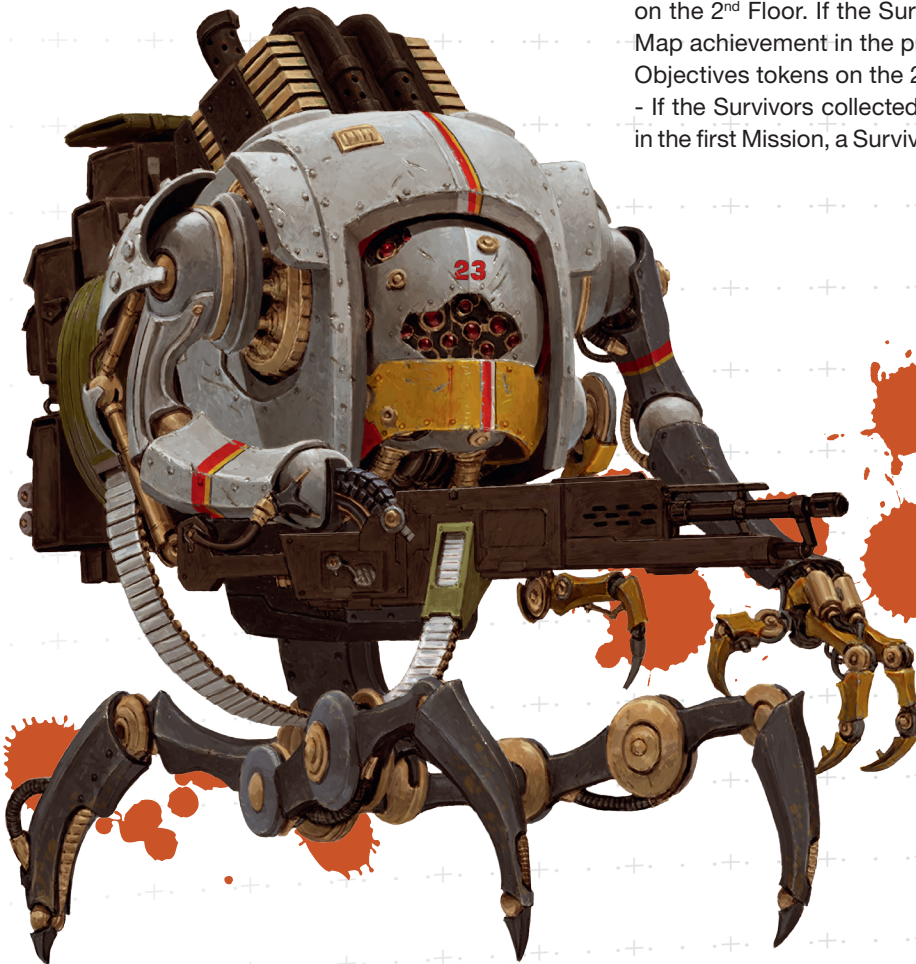
The final chapter! First, accomplish these Objectives in any order:

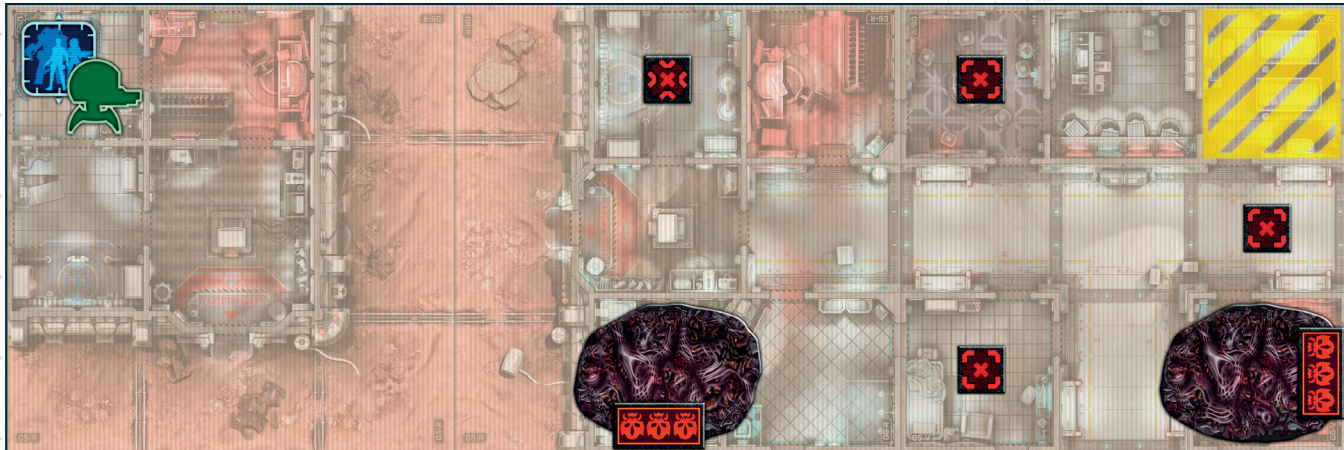
- Find the secret tunnel to the Exit on the Ground Floor (Exit Zone).
- Find the control room on the 2nd floor (Green Objective).
- Deploy the Reaction Virus in the central system by using the Bot.

Hurry up! Then, reach the Exit with all Survivors before the explosion occurs. 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 equipped Oxygen Tank.
 - Shuffle the White Objective among the Red Objectives on the Ground Floor, facedown.
 - Shuffle the Blue and Purple Objectives among the Red Objectives on the 1st Floor, facedown. If the Survivors collected the Green Security Map achievement in the last mission, reveal 2 Red Objectives tokens on the 1st Floor (you choose).
 - Shuffle the Green Objective among the Red Objectives on the 2nd Floor. If the Survivors collected the Blue Security Map achievement in the previous Mission, reveal all the Red Objectives tokens on the 2nd Floor.
 - If the Survivors collected the "Invisibility Suit" achievement in the first Mission, a Survivor starts with the Camouflage Skill.





GROUND FLOOR

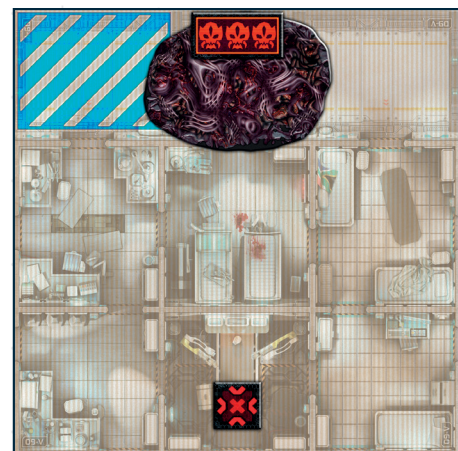
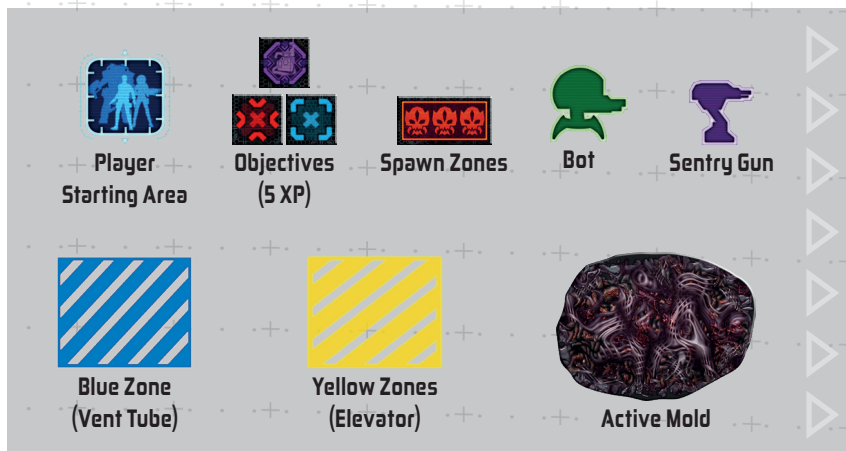
05-R 08-R 06-V

07-V 01-V

09-V



1ST FLOOR



2ND FLOOR



CAMPAIGN NOTES

► **BOT NAME:**

☐ **"Invisible Suit" Achievement**
 ► *The Survivor gains the 'Camouflage' Skill.*

☐ **"Purple Security Map" Achievement**

☐ **"Green Security Map" Achievement**

☐ **"Blue Security Map" Achievement**

► **MISSION 1: KEPT EQUIPMENT**

► **MISSION 2: KEPT EQUIPMENT**

• **More firepower?** The Sentry gun on the 1st Floor is one of the lab security devices. It will always attack the Zone with the most Survivors in Line of Sight after the Players Phase. If the Survivors got the Purple Security Map achievement in the previous Mission, take the Purple Objective, or a Survivor has the Remote Control Skill (Sentry Gun) they control the Sentry Gun. From then on, it no longer attacks the Survivors.

• **They are everywhere!** During the Xenos' Phase, draw Xeno cards only in Spawn Zones on the floors that have at least 1 Survivor. Always draw cards for Mold Zones, even if there are no Survivors on the same floor.

• **Veteran survivors.** Each Objective gives 5XP to the Survivor who takes it.

- Each Red Objective provides a random Prototype weapon as well. The Survivor may then reorganize their inventory for free. If there are no available Prototype weapons, the Survivor earns an Energy Cell card from the Equipment deck. They may then reorganize their inventory for free. Shuffle the Equipment deck afterward.

- Taking a Red Objective also triggers a Xeno Spawn. Choose a Spawn Zone on the same floor as the Survivor and draw a Xeno card to spawn in there.

• **A secret tunnel.** Place the Exit token in the Zone where the White Objective is taken. Mold cannot destroy the Exit token.

• **The elevator.** The Yellow Zones marked on the map are considered to be elevator Zones between the Ground Floor and 1st Floor. An Actor may spend 1 Action (or 1 Activation for Xenos) to go up and/or down to an elevator Zone on another floor. An elevator Zone doesn't have Line Of Sight to another elevator Zone. Mold tokens do not disable the elevator Zones.

• **The vent tube system.** Leave the Blue Objective token in the Zone it was taken. It can no longer be taken and this Zone is connected to the blue-marked Zone on the 2nd Floor. An Actor may spend 1 Action (or 1 Activation for Xenos) to take the vent tube and go up/down between the 1st and the 2nd Floors. A vent tube Zone doesn't have Line of Sight to another vent tube Zone. Mold Tokens do not disable the vent tube Zones.

• **Lab self-destruction.** Leave the Green Objective token in the Zone it was taken. The Survivors found the central control room. A Survivor with the Bot in the same room may spend 1 Action to start the lab's self-destruct sequence. From then on, the Survivors have only a few minutes to escape and must make a choice:

- Let the Bot sabotage the central system and be destroyed in this room: the Survivors have 6 Game Rounds (starting from the next) to reach the Exit Zone. The Bot can no longer be used.

- Take the Bot to escape with them: the Survivors have 4 Game Rounds (starting from the next) to reach the Exit Zone. Set apart 1 Xeno card during each ensuing End Phase to track the countdown to the explosion.