

M17 HACKED!

MEDIUM / 6 SURVIVORS / 60 MINUTES

Rescuing a bunch of engineers from an infested building is always a dangerous task. When they try to mess with the defense machines and turn them hostile to human by mistake, it turns into a suicide mission.

But the only guy who can fix our ship is among them. So, it must be done. Don't think twice! Let's go!

Materials needed: **Zombicide: Invader.**

Tiles needed: **1V, 5V, 6V, & 9R.**

OBJECTIVES

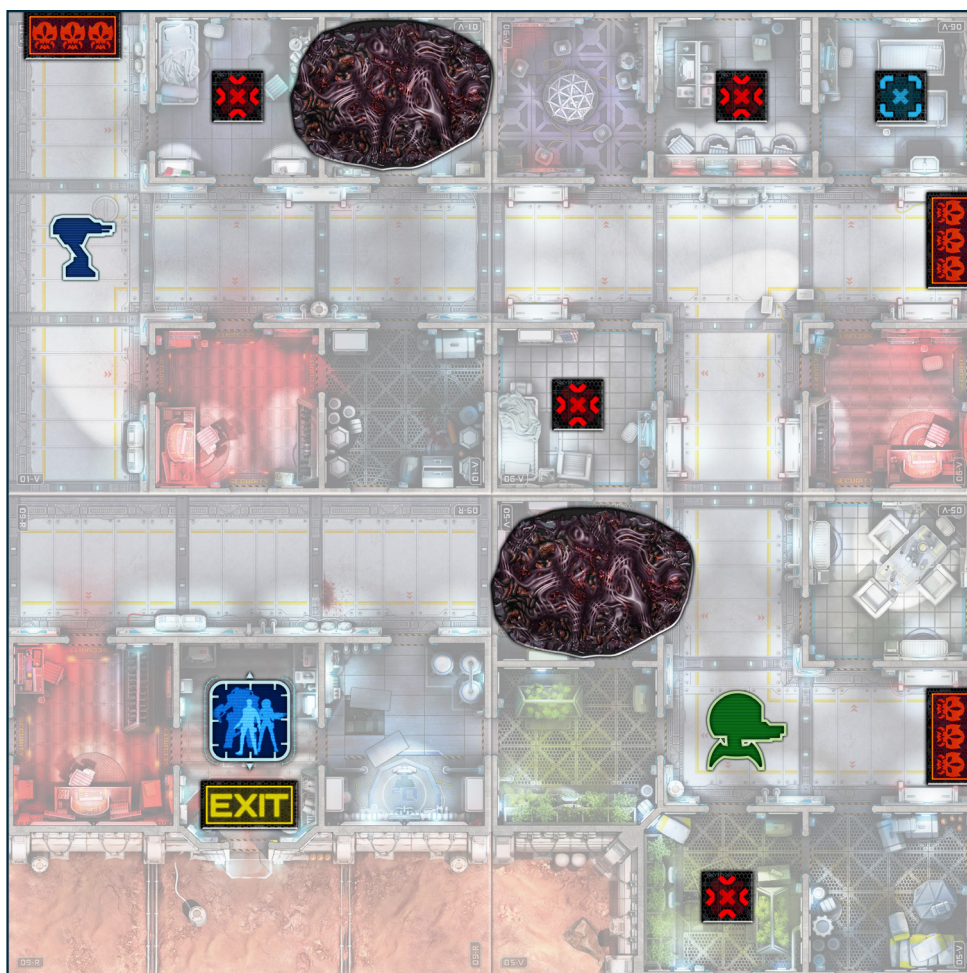
Fast rescue. Reach the Exit with all Survivors and engineers. Any Survivor or engineer may escape through this Zone at the end of their Turn as long as there are no Xenos in it. The game is lost if any engineers die.

SPECIAL RULES

- **Hacked machines.** Both Machines are Hacked at the start of the game. Survivors cannot perform Machine Actions while both of the machines are Hacked. At the end of the Xenos' Phase, after the Spawn Step, the Bot will make 1 Attack Action against any Survivor in reach. Xenos are not affected. The Bot and Sentry will always perform a Melee Attack if possible, else will make a Range Attack if there is no target in reach. These Actions do **not** place Machine Activation Tokens.

- **Unhack them!** Taking the Blue Objective fixes the Machines, making them follow the classic rules. It also gives 10 Experience Points to the Survivor who takes it.

- **The engineers.** Each Red Objective gives 5 XP and a random Prototype weapon to the Survivor who takes it. Replace the Objective token with any Survivor miniature (or token) available to represent an engineer. Each Engineer has only 1 Armor, counts as 1 Noise, and are considered a Survivor. During each Game Round, before the first player performs their Survivor(s)' Turn, each Engineer can perform up to 3 Move Actions. They cannot perform other kind of Actions and have no inventory.



01-V	06-V
09-R	05-V

