

# M19 GET THEM OUT ALIVE

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HARD / 6+ SURVIVORS / 120 MINUTES

*During a sector grid power malfunction, 2 of our friends got locked in a room whilst out on recon. The Xenos are quiet for now, but they may swarm the place in an instant. We need to be fast and a little lucky if we want to get them home. Might as well complete the recon and retrieve any power cell we can find. They'll come in handy during a blackout.*

Materials needed: **Zombicide: Dark Side.**

Tiles needed: **10-R, 11-V, 12-R, 13-R, 14-R, 15-V, 16-R, 17-V, & 18-V.**

## OBJECTIVES

Accomplish these objectives to win the game.

**Free the prisoners. First,** (in any order):

- Break out both Survivors from prison.
- Take all Objectives

**Then,** 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 2 Survivors of your choosing in the prison on tile 17V, as indicated.
- Mix the Purple Objective randomly amongst the Red Objectives, facedown.
- All Survivors start with the Remote Control: Bot Skill.

• **We need more firepower.** Each Red Objective gives 5 Experience Points and a Prototype weapon of their choosing to the Survivor who takes it.

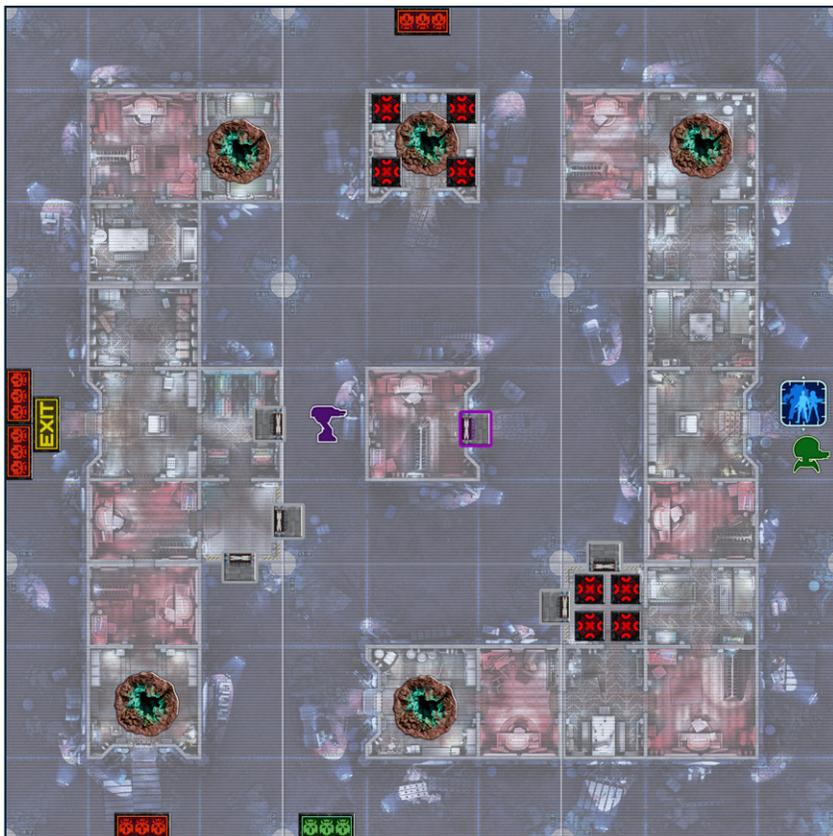
• **Lockdown!** Neutral doors cannot be opened or destroyed.

### • It was the sentry gun.

- The Sentry Gun can be controlled when the Purple Objective is taken.
- The Purple Door cannot be opened until the Purple Objective has been taken. It cannot be destroyed.

### • Proceed with caution.

- The Green Spawn Zone is the only active Spawn Zone at the start of the Mission.
- The Red Spawn Zones gets active as soon as the Purple Objective is taken OR when any Survivor reaches the Orange Danger Level.



16-R	14-R	12-R
15-V	17-V	11-V
18-V	13-R	10-R

