

# M21 ENOUGH IS ENOUGH

BY JAROSLAV SUCHARDA

HARD / 6 SURVIVORS / 45 MINUTES

*System Analysis: Pressure Control at Airlock B. Faulty.*

*Technician Update: We couldn't repair it without parts so we gave up and modified it into a Xeno cannon.*

*User update: But we need air to br... wait what!? That sounds amazing! Sending someone to test immediately!*

Materials needed: **Zombicide: Invader.**

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



06-R 04-R 03-V

## OBJECTIVES

**Fire the Xeno Cannon!** Dispose of all Xenos through the airlock. The Mission ends when all Xenos are out of the game.

## SPECIAL RULES

- **Modified airlock.** Getting through the Airlock is not allowed. Survivors cannot go to exterior Zones.
- **Kick them out.** Any Survivor in the Security Room can spend 1 Action to activate the modified Airlock. All Actors in the Airlock Zone are immediately sucked out and removed from the game. Xenos killed by any other way than through the Airlock are put beside the board to be spawned again.
- **Getting desperate.** Don't spawn/activate Abominations when you run out of miniatures while spawning Xenos. Instead, all Xenos of the same type as the one lacking immediately perform an extra Activation.
- **Hope is not lost.** Each Objective gives 5 Experience Points and a random Prototype weapon to the Survivor who takes it. They can then freely reorganize their inventory.

