

# M23 FRIED EGGS WITH XENO BEEF

HARD / 6 SURVIVORS / 90 MINUTES

An old military base where the Xenos built a nest was just discovered. Our contact says there's no danger and it has been abandoned for weeks. Perhaps we could improve our research about the infected Xenos by taking DNA samples from leftover eggs. In any case, we should keep our eyes open. Xenos nests never stay empty when invaders approach.

Material needed: **Zombicide: Invader, Zombicide: Black Ops.**  
 Tiles needed: **04-R, 06-R, 08-R, 19-V, 20-R, & 21-R.**

## OBJECTIVES

**Collect and destroy:** Accomplish the Objectives in this order to win the game:

- 1- Destroy all Red Spawn Zones (see Special Rules).
- 2- Reach the Exit with all Survivors, with at least 1 of them holding a pod sample. Any Survivor may escape through this Zone at the end of their Turn as long as there are no Xenos in it.

04-R	19-V	06-R
20-R	08-R	21-R

## SPECIAL RULES

- **Setup**
  - Each Survivor starts with an equipped Oxygen Tank.
  - The Blue Spawn Zone is active from the start.
- **Wow, that's good!** Each time a Survivor finds an Energy Cell, they also earn a random Prototype weapon as well. They may then reorganize their inventory for free.
- **Let's play!** The Purple and Green Objective tokens give 5 Experience Points to the Survivor who takes it.
- **Looking for eggs!** Any Survivor standing in a Pod Zone may spend 1 Action to pick up a pod sample. Set an Objective token on the Survivor's dashboard. It doesn't take up a slot in their inventory and may be traded like an Equipment card. The Pod Zone is now exhausted. Set an Inactive Mold token on top of it. **Remember: A Pod Zone turned into an Inactive Mold Zone reverts back to a Pod Zone whenever a Spoiler Abomination stands on it.**
- **Eggs for sale!** Any Survivor standing on a Red Spawn Zone may drop a Pod Sample from their inventory for free. From now on, this Zone may be targeted and explode in the same way as a Pod Zone. Whenever it happens, discard the Red Spawn token and each Survivor earns 5 Experience Points. The Blue Spawn Zone is not affected by this rule.
- **A very sad ending.** Roll a die whenever a Survivor holding a pod sample is attacked. On a 1 or 2, the pod explodes, killing all Actors in the Zone and ending the game in a loss.

