

# M25 PRISON INFESTATION

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HARD / 6 SURVIVORS / 90 MINUTES

*Even with all the safety devices installed in our mines, we weren't able to predict the intelligence of these damn infected Drillers! We are trapped in our own facilities and there is only one way to the surface. We'll need teamwork to deactivate switch after switch until we can get back together and get out of here alive!*

Material needed: **Zombicide: Dark Side.**

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

## OBJECTIVES

**Let's get out of here!** 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.

- Set aside all Searchlight cards from the Equipment deck.
- Divide the Survivors into 2 groups of the player's choosing. 2 Survivors start on tile 15-R and 4 Survivors start on tile 18-V as shown in the map.
- Place the Driller Xenos in the indicated Zones.

• **Security doors.** Colored doors (Green, Pink, Purple, and Yellow) are locked and cannot be opened.

• **Looking for the switches!** Each Objective token (any color) gives 5 XP to the Survivor who takes it.- Taking a **Red** Objective also grants a Searchlight. The Survivor can then reorganize their inventory for free.

- Taking the **Green, Pink, Purple, or Yellow** Objective removes the door of the corresponding color from the board and the Spawn Zone of the corresponding color (if any) activates. Draw 1 Xeno card for it and spawn it immediately.



12-R	17-V
15-R	18-V
16-R	14-R

