

M27 COLE'S ODYSSEY

HARD / 1 SURVIVOR (COLE) / 30 MINUTES

**DESIGN AND DEVELOPMENT:
RODRIGO SONNESSO AND TOI VON GLEHN**

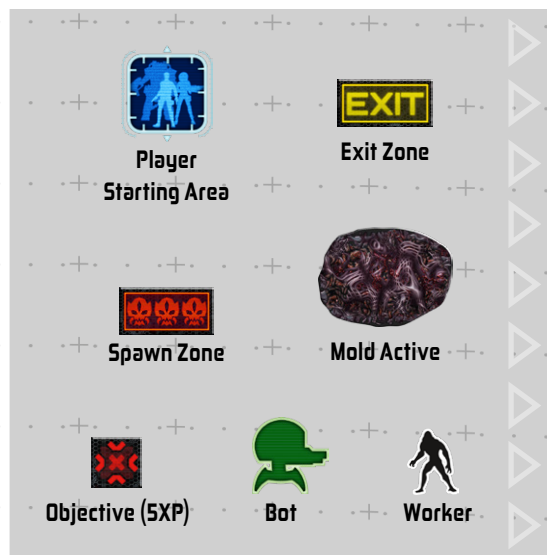
Cole always had a hero's soul. This time, he decided to answer a call for help from an old friend: to enter his old, abandoned robot factory and retrieve three of his most important original robots. However, it will not be a simple task. The atmosphere is saturated with toxic gasses from a damaged reactor, and the site is infested with contaminated Xenos. Cole will use a brand-new, experimental ventilation system using special oxygen tanks.

Material needed: **Zombicide: Invader.**
Tiles needed: **05-R, 07-V, 08-R, & 09-R.**

OBJECTIVES

Save all the robots! Accomplish the Objectives in this order to win the game:

- 1- Find the 2 small robots (Red Objectives).
- 2- Reach the Exit with Cole and the Bot. Cole and the Bot may escape through the Exit Zone at the end of Cole's Turn if there are no Zombies in it. The Mission fails if the Bot is destroyed.



SPECIAL RULES

- **Setup.**
 - This is a solo mission. Place only Cole in the Starting Zone.
 - Cole starts with an SMG, a Cattle Prod, an Ablative Armor, and an Energy Cell.
 - Set aside all Oxygen Tank cards and place 3 of them face up in front of Cole's dashboard. These 3 cards represent Cole's Special Oxygen tanks.
 - Shuffle the Green, White, and Blue Objectives among the Red Objectives, facedown.
 - Place the Workers as shown on the map.
- **Quick, man!** Each Objective token gives 5 XP to the Survivor who takes it. Taking the Blue or the White Objective grants Cole an additional Special Oxygen Tank. Place an additional Oxygen Tank in front of Cole's dashboard, face up.
- **The fresh air is running out!** Flip a Special Oxygen Tank card at the end of each Players Phase. If none are available to flip, Cole takes 1 Wound. This Wound cannot be negated with Ablative Armor. Spending 1 Action in an Oxygen Supply room allows Cole to fill all his depleted Special Oxygen Tanks. Flip them back to their original position. The same happens if Cole starts his Turn in an Oxygen Supply Room.
- **Crafting weapons!** Cole can spend 1 Action in a Security Room to discard 2 weapons from his inventory and draw a random Prototype Weapon, if any are available. Cole can then reorganize his inventory for free.

