

M29 IN AND OUT

MEDIUM / 6 SURVIVORS / 120 MINUTES

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Recent research indicates that Xenos are mutating, and the larger species, which we call Abominations, are getting faster and faster. However, its evolution seems to be hampering its ability to spread the mold, which at least is something to celebrate. It seems that one of our cargo ships carrying some samples of Pods containing this new species was shot down. Unfortunately, no one survived the crash, but we need those invaluable samples. Our mission is to enter the wreckage of the ship, gain access to the cargo, and retrieve the samples. A simple task? Let's just say we have to be optimistic about this...

Material needed: **Zombicide: Invader, Zombicide: Black Ops.**
Tiles needed: **01-R, 02-R, 03-V, 04-R, 06-R, 07-R, 19-R, 20-R, & 21-V.**

OBJECTIVES

Recover the pod samples. Accomplish the Objectives in this order to win the game:

- 1- Each Survivor must take 1 Pod sample.
- 2- Reach the Exit with all Survivors and the Bot. Any Survivor may escape through the Exit Zone if there are no Zombies in it.

SPECIAL RULES

• Setup.

Shuffle the Green and Purple Objectives among the Red Objectives, facedown.

- 1 Survivor starts with an Energy Cell card (players' choice).
- 1 Survivor starts with a Search Drone card (players' choice).
- The only Abomination used in this mission is the Spoiler Abomination.

- **Special stuff.** Each Objective gives 5 Experience Points to the Survivor who takes it. The Red Objective also grants a random Prototype Weapon. The Survivor may then reorganize their inventory for free.

- **Just a wall.** The Blue door cannot be opened.

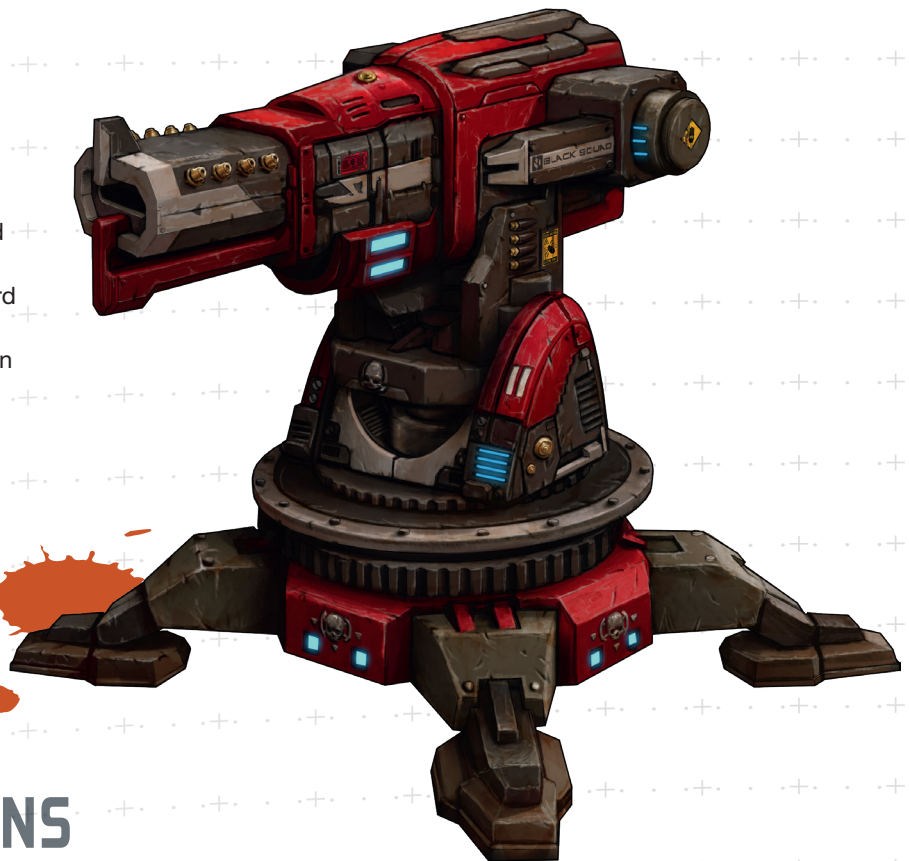
- **Locked green door.** The Green door is locked and cannot be opened. When the Green Objective is taken, remove the Green door from the board. Then, immediately draw a spawn card for the Green Spawn Zone. From then on, the Green Spawn Zone is active.

- **Locked purple door.** The Purple door is locked and cannot be opened. When the Purple Objective is taken, remove the Purple door from the board. Then, immediately draw a Spawn card for the Purple Spawn Zone. From then on, the Purple Spawn Zone is active.

- **Taking the samples.** Any Survivor standing in a Pod Zone may spend 1 Action to pick up a Pod sample. Set the Objective token on the Survivor's dashboard. It doesn't take up a slot in their inventory and cannot be traded. The Pod Zone is now exhausted. Set an Inactive Mold token on top of it.

- **A new danger:** Spoiler Abominations do not spread Mold, but have 2 Actions per activation.

- **Small pods:** In this mission, Pod Zones are not considered as Mold Zones and do not explode as regular Pod Zones.



Player Starting Area
Spawn Zones
Mold Active
Sentry Gun
Exit Zone
Closed Doors
Objective (5XP)
Bot

19-R	21-R	20-R
02-R	04-V	01-R
07-R	03-V	06-R

