

M31 HACK AND RUN!

VERY HARD / 6 SURVIVORS / 120 MINUTES

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As if being overrun by Xenos wasn't bad enough, they've somehow managed to short circuit the entire base. The electronics are out of control, especially our BOT that's holding a ton of valuable data about these creatures that we need to deliver to the lab. We need a plan to retrieve it and evacuate it from the base before it falls apart. Mitsuki, jack in!

Material needed: **Zombicide: Invader.**

Tiles needed: **01-R, 02-R, 03-R, 04-R, 06-R, 07-R, 08-R, & 09-R.**

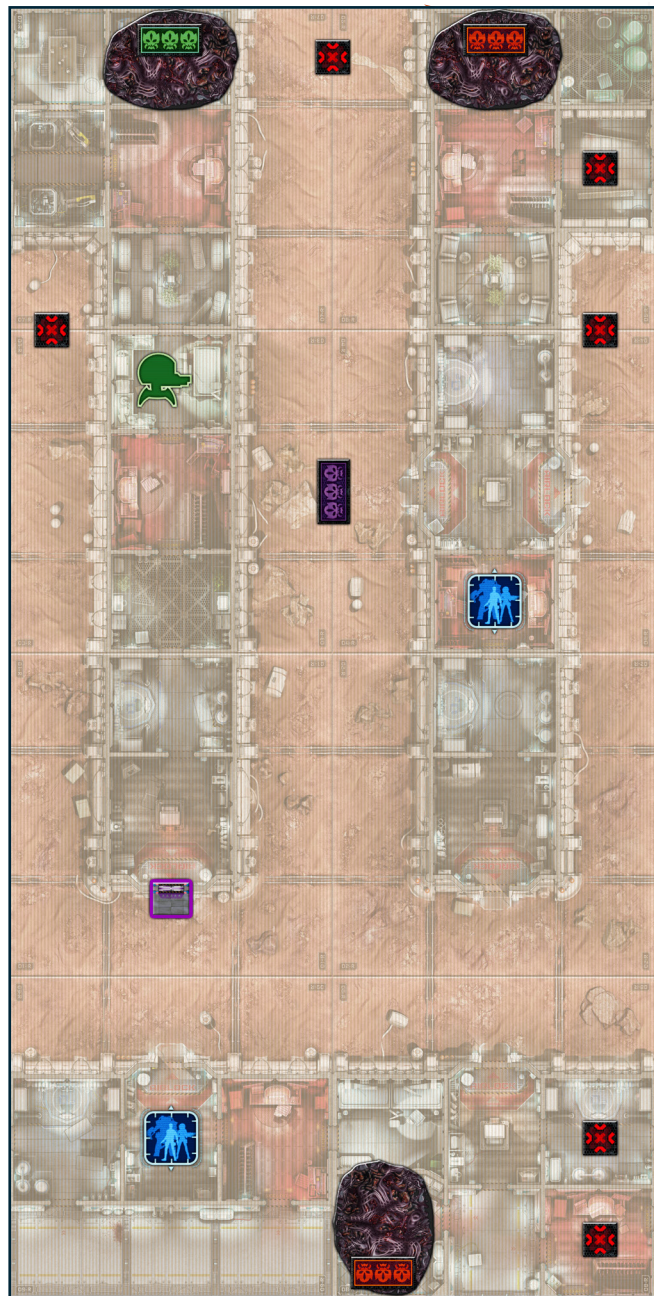
OBJECTIVES

Good hackers, even better survivors. Accomplish the Objectives in any order to win the game:

- Find the control panel and hack it (Purple Objective) to free the Bot.
- Find the Exit (Green Objective).

Then, reach the Exit with all Survivors and the Bot. Any Survivor may escape through the Exit Zone for free at the end of their turn if there are no Xenos in it.

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|------|------|
| 07-R | 06-R |
| 03-R | 04-R |
| 01-R | 02-R |
| 09-R | 08-R |



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|---|---|---|
|  |  |  |
| Player Starting Area | Exit Zone | Objective (5XP) |
|  |  |  |
| Spawn Zones | Door | Mold Active |
| |  | |
| | Bot | |

SPECIAL RULES

- **Setup.**

- Mitsuki is played in this Mission.
- Shuffle the Green and Purple Objectives among the Red Objectives, facedown.
- Divide the Survivors into 2 groups of 3. Each group is set in a separate Player Starting Area as players see fit.

- **Take it easy.** The Green Spawn Zone is active from the beginning of the game and ALWAYS spawns at the Blue Danger Level.

- **Modern devices.** Each Red Objective gives 5 Experience Points and a random Prototype weapon to the Survivor who takes it. They may then sort their inventory for free. Set aside this Objective token near their board instead of discarding it.

- **Security door.** The Purple Door is locked and cannot be opened in any way (either by Survivors or Xenos) until a Survivor successfully hacks it.

When the Purple Objective token is taken, leave it faceup in the Zone to represent the control panel. While Mitsuki is in the control panel's Zone, any Survivor may spend 1 Action in the Purple Door's Zone to attempt to hack it. Roll 2 dice plus 1 die for each Red Objective taken so far. The hack is successful whenever 2 or more of these dice roll the same number!

The Survivor who successfully hacks the door earns 5 Experience Points. The Purple Spawn Zone is now active, and a Xenos card is immediately drawn for it.

- **Secret exit.** The Green Objective gives 5 Experience Points to the Survivor who takes it. Place the Exit token in this Zone.

- **Automatic bot.** At the beginning of each Game Round, the Player with the First Player token can perform 3 free Actions with the Bot. The Bot always has the Machine Activation token on it and always generates 3 Noises. The Bot can still be controlled by the Remote Control Skill or the Green Objective token. If the Bot eliminates a Xeno using a free Action, no Experience Points are gained. If the Bot is eliminated, the Mission is lost.

