Our ship was badly damaged during Operation Black Dawn (see Black Ops Missions), and spare parts are hard to come by. The few captains still orbiting PK-L7 can’t help, due to the quarantine. However, we saw a falling star, in the form of a ship going down in an uncontrolled descent, and made a wish. In fact, the ship belonged to TacLaw, one of many companies providing military equipment to the Black Ops.

Our wish was granted, as we received the survivors’ distress call. We will rescue them… if TacLaw can provide us a ship and equipment past the blockade, with a little extra for our newfound friends on PK-L7.

Sometimes a good commander knows when to skirt the law for the sake of the mission.

Material needed: Zombicide Invader Box, Black Ops.

OBJECTIVES

Rescue the TacLaw operatives. Accomplish the objectives in this order to win the game:
1– Pick up the operatives. Take all 5 Noise tokens on tile 20-R (see Special Rules).
2– Bring them to safety. 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.** Place 5 Noise tokens in the designated Zone on tile 20-R. They represent the TacLaw operatives.

- **TacLaw operatives.** The Noise tokens on tile 20-R are permanent. They are not removed during the End Phase. The operatives can be picked up like Objectives, giving 5 Experience Points to the Survivor taking one. The token is then placed on the Survivor’s base (or next to it): it can be traded like Equipment. A Survivor may escort several operatives at once. TacLaw operatives still count as Noise tokens, and move along the Survivor possessing them.

  The game is lost whenever a Xeno reaches a TacLaw operative who has not been taken.

- **Scattered toys.** Each Objective gives 5 Experience Points to the Survivor who takes it. Each Red Objective provides a random Prototype weapon as well (if any are available).