



ZOMBICIDE

OPERATION PERSEPHONE



10 MISSIONS COMBINING INVADER & DARKSIDE



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02 CALLING IN THE DARK

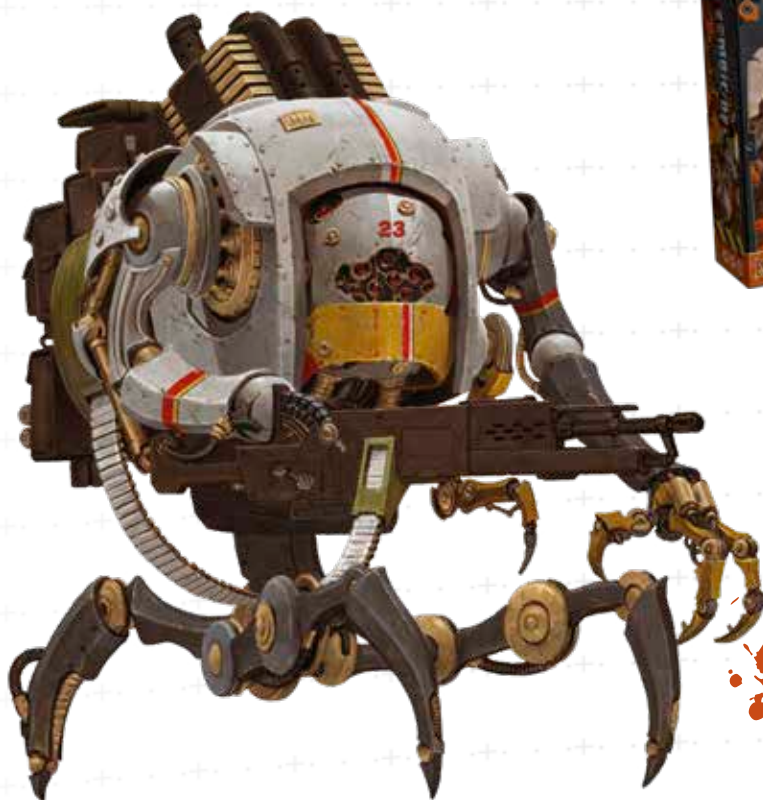
This is not an isolated case. The Xenos went mad for some unknown reason and are attacking everyone in sight. There is no war, just an onslaught. A few of us quickly reacted amidst the chaos, favoring initiative over the command chain. These brave few may be the only chance to evacuate and save the greatest amount of people. The Xenos are coming from below at alarming speed. We received a distress call. There are still people down there!

Created to thank the backers of the *Zombicide: Invader's* Kickstarter, this crossover kit requires both *Zombicide: Invader* and *Zombicide: Dark Side* to be played. Adding the crossover components is easy:

- The additional Driller Workers, Driller Tanks, Driller Hunters and the Driller Abomination reinforce the Xeno reserve you may take miniatures from.
- The Driller Blitzers are a new kind of Xeno. Add their Xeno cards to the Xeno pile to pose a new threat to your Survivors.
- Scientist Companions are featured in many crossover Missions. They may also be added to your custom Missions for flavor, granting new abilities to your team. Set their reference cards apart during Setup, for all players to see.



Thanks to all the backers
of *Zombicide: Invader*!



03 NEW XENOS: DRILLER BLITZERS

*"The thing took ninety-eight rounds before going down.
Please, tell me it was a one-off mutation!"*

- Reese

Actions: 2

Damage dealt: 2

To eliminate: Damage 2

Experience provided: 1 point

Special rules:

- Driller Blitzers use the Driller Xenos rules, explained in *Zombicide: Dark Side*.
- Driller Blitzers share the same Targeting Priority level as Tanks.
- Driller Blitzers have 2 Actions every time they are activated (in the same way as Hunters do). After all Xenos (including Driller Blitzers) have gone through the Activation step and resolved their first Action, Driller Blitzers go through the Activation step again, using their second Action to attack a Survivor in their Zone or Move if there is nobody to Attack.



04 SCIENTIST COMPANIONS



Scientists are helpless against Xenos. On the other hand, they provide precious Skills and abilities to Survivors escorting them.

Some Missions feature Scientist miniatures as objectives or support characters. They either play as described on the Mission description or follow Survivors. Players choose which Scientist is set in each of the spots indicated by the Mission. Set aside Scientist Reference cards during Setup, for all players to see.

Mission descriptions may differ from the rules below. In that case, the Mission's special rules have priority.

SCORTING A SCIENTIST

A Scientist may be linked to a given Survivor at the start of a Mission. The Survivor gets the corresponding Reference card and Skill (or special ability). The card doesn't take up an inventory slot. The Scientist's miniature is placed together with the Survivor's.

The Reference card may be traded, along with the Scientist's miniature and the Skill, in the same way as an Equipment card. The Survivor possessing the Scientist's Reference card is called their **Leader**. A Survivor may be the Leader of several Scientists.

The Mission may also feature lone Scientists, standing on their own. Any Survivor may spend an Action to rally a lone Scientist standing in the same Zone: they become their Leader and acquire their Reference card.

SCIENTISTS GENERAL TRAITS

A Scientist:

- Is a Survivor. It also means they count as one Noise.
- Is eliminated upon receiving any Damage. The game is lost if they are eliminated.
- Always stays together with their Leader. All special rules and Move-related Skills also apply to the Scientist. Scientists benefit from any Oxygen Tank their Leader may be Equipped with.
- Does not have an Inventory.
- Does not have any Actions.

EXAMPLE 1: Miles spends 1 Action to rally Olive, the Explorer Scientist standing in his Zone. He becomes Olive's Leader, gets her Reference card, and Olive's base is put in contact with his own. From now on, Miles benefits of the +1 free Search Action Skill granted by the Explorer. In return, Olive benefits of Mile's Zero-G run Skill, in order to follow him everywhere.

EXAMPLE 2: Radka joins Miles and Olive in their Zone, then spends 1 Action for a Trade. Radka is now the Explorer's Leader, gaining her Reference card and Skill. Radka's Searching abilities are now greatly enhanced!

LUKAS PAVLIS, TACTICAL EXPERT



More often than not, experts are the ones who know best, but don't practice, or at least don't practice anymore. Lukas wanted to join the army and showed superior mental abilities over inferior physical skills. He could not fight as a frontline officer, but still wanted to help, and thus became a highly specialized tactician. The simplest spirits believe he can see the near future. Other know better: Lukas is gifted with a keen perception, a fast mind and a sharp mouth.

Special ability: The Leader gets the Combat reflexes Skill.

DR. MARKUS DE VRIES, INSTRUCTOR



Already a learned individual with two decades spent in teaching, Markus was among the first to study PK-L7. He instructed officers, technicians and soldiers about the basics on the planet, what to look for, what to expect and what to be aware of. Before the Xenos went mad, he benefitted of a discreet yet wide contact network, and had access to restricted information. After the Xenos invaded the base, it quickly became clear Markus was a valuable asset to have in the survivor community. Now more than ever, his knowledge is power.

Special ability: The Leader may use the following ability once each time they activate. Spend 1 Action: Gain 3 XP.

OLIVE HAYES, EXPLORER



A retired space traveler with a lot of experience under her belt, Olive actually paid a tour operator to drop her on PK-L7. She wanted to be part of the thrill and take a last ride into the next age of space travel. Thanks to her charisma and loud mouth, the rich old lady quickly befriended all kinds of people and delved more than she wanted into black market. As the Xenos came, Olive lost access to her bank account, but did not mind. The thrill got her back to younger, brighter years. Now, she's often seen wandering in dangerous places, looking for... things. In fact, anything that could prove valuable for the community, or just cute.

Special ability: The Leader gets the +1 free Search Action Skill.



CROSSOVER SET: CARDS MANAGEMENT

Missions from this crossover set are meant to be played with dedicated Equipment and Xeno piles.

- Keep the Equipment piles from *Zombicide: Invader* and *Zombicide: Dark Side* separated.
 - Draw from the *Invader* Equipment pile when Searching on an Invader tile (Tiles 1 to 9).
 - Draw from the *Dark Side* Equipment pile when Searching on a Dark Side tile (Tiles 10 to 18).
- Mix the Xeno cards from both *Invader* and *Dark Side* to create the Xeno pile.
- Extra Activation cards apply to all Xenos of the given type (Worker, Hunter, Tank), no matter their subspecies (Standard or Driller).

EXAMPLE: The Driller Hunter Extra Activation Xeno card apply to all Hunters, including the Standard ones.

05 ADDITIONAL MISSIONS

M1 EMERGENCY CALL

MEDIUM / 6+ SURVIVORS / 60 MINUTES

This place was supposed to be clear. So, why do we receive a distress call? There is very little hope for the senders. No matter what, we must investigate and take any survivor back to our base or, at least, clues of what they were doing here... And how they managed to reach the area!

Tiles needed: 06-V, 07-V, 12-V, 14-V, 16-V & 17-R.

OBJECTIVES

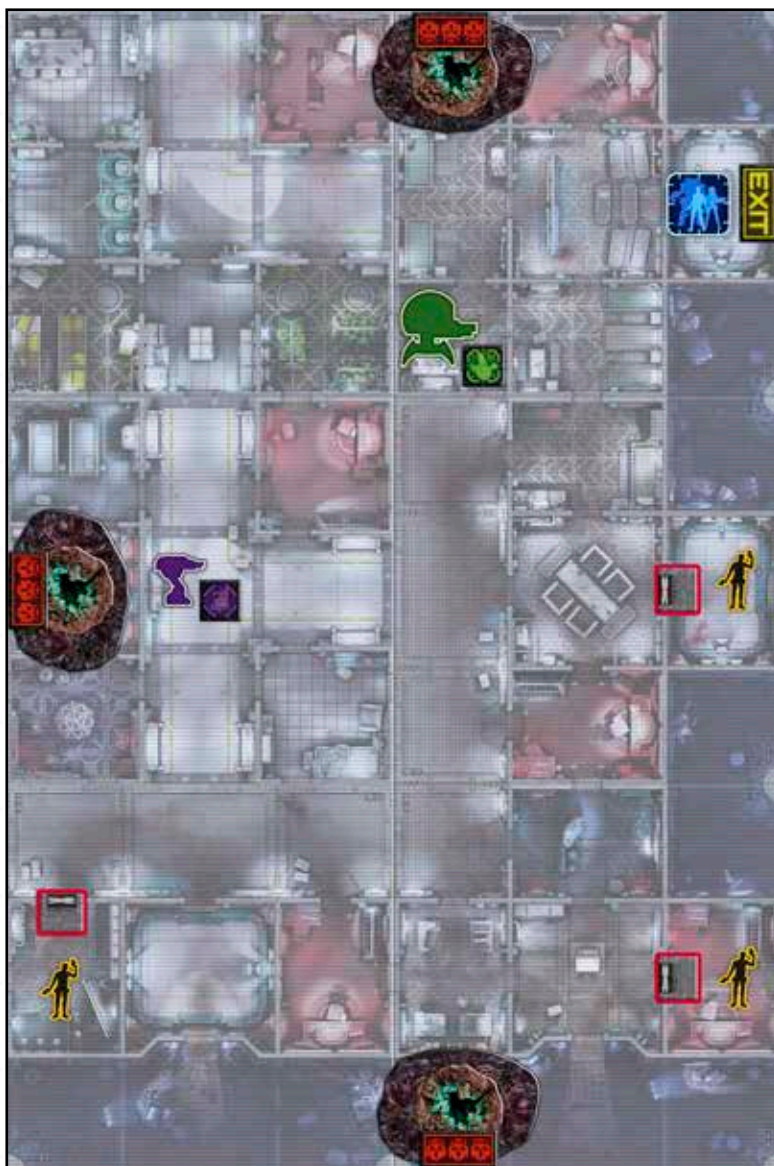
Leave no one behind. Accomplish the Objectives in this order to win the game:

1- Rally the scientists. These doors may not protect them for long.

2- Escape the area. Reach the Exit with all Survivors, including the Scientists. Any Survivor may escape through this Zone at the end of their Turn, as long as there are no Xenos in it.

SPECIAL RULES

• **Metal beasts.** Each Objective gives 5 Experience Points to the Survivor who takes it.



07-V	12-V
06-V	16V
17-R	14-V



M2 R&D - RESEARCH & DESTRUCTION

MEDIUM / 6+ SURVIVORS / 60 MINUTES

Our unattended guests aren't very talkative. They just say the guys who sent them said the place would be "safe". How stupid! There is no "safe" place when your enemy can dig faster than an industrial plasma tunneling machine. At least, they mention two other teams working in "secured places". Our first priority is to save them. The nearest of the two teams could be rescued using an industrial elevator that is still working. We just have to find the scientists before the Xenos, then move to the elevator and escape. Piece of cake!

Tiles needed: 02-V, 05-V, 08-V, 09-V, 12-V & 16-V.

05-V	08-V
09-V	02-V
12-V	16-V

OBJECTIVES

Save the scientists and their tech. Accomplish the Objectives *in any order* to win the game:

- Rally the 3 Scientists.
- Take all 4 Prototype weapons.
- Take both Objectives on tiles 12V and 16V.



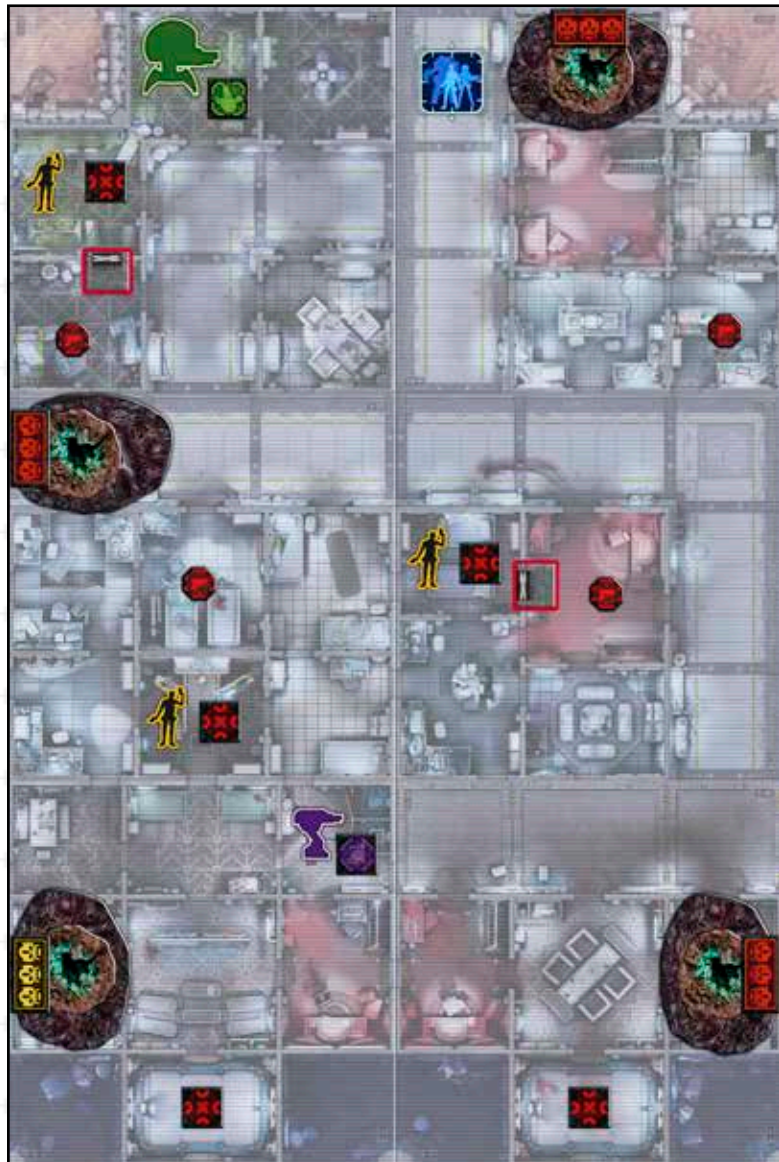
SPECIAL RULES

• **Setup.** Set the Yellow Objective at random and facedown, among the three Objectives in the Scientists' Zones.

• **On the edge.** Each Objective gives 5 Experience Points to the Survivor who takes it.

The Objectives in the Scientists' Zones cannot be taken directly. Once the corresponding Scientist is rallied, the Survivor takes the Objective as well and earns 5 Experience Points. The Yellow Objective is hidden among them: the Yellow Spawn Zone activates whenever it is taken.

• **Prototype weapons.** Each Prototype weapon token gives a random Prototype weapon to the Survivor who takes it. They can then freely reorganize their inventory.



M3 RISING TIDES

MEDIUM / 6+ SURVIVORS / 90 MINUTES

This is the second rescue mission. We save the best for last. This time, nobody has been able to pinpoint the scientists' location. "Maybe here, or here"! And to make things easier, the Xenos are coming from everywhere. I hope the two people we are looking for are good at playing hide and seek!

Tiles needed: 05-V, 08-R, 11-V, 14-R, 16-V & 17-R.

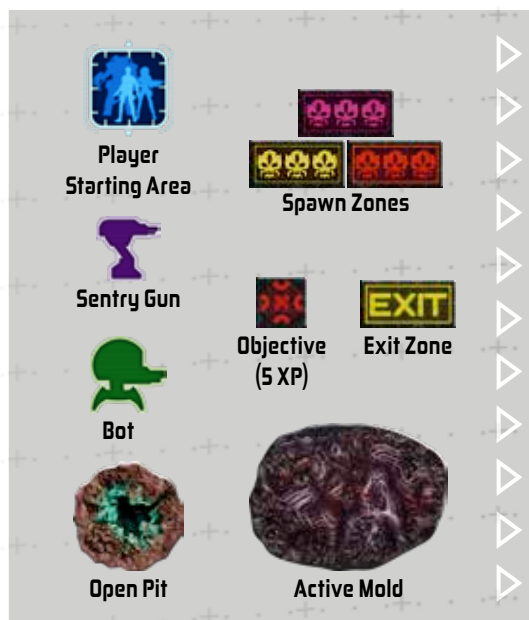
OBJECTIVES

Let's play hide and seek. Accomplish the Objectives in this order to win the game:

1- Find the scientists. Find the Pink and the Yellow Objectives.

2- Escape the area. Reach the Exit with all Survivors, including the Scientists (don't forget the Oxygen Tanks!). Any Survivor may escape through this Zone at the end of their Turn, as long as there are no Xenos in it.

11-V	14-R
16-V	17-R
05-V	08-R



SPECIAL RULES

• **Setup.** Place the Green, the Pink, the Purple and the Yellow Objectives randomly among the Red Objectives, facedown.

• **Xeno tides.** The Pink Spawn Zone is active at Blue Danger Level only (remove it upon reaching the Yellow Danger Level). From Yellow Danger Level on, the Yellow Spawn Zone gets active.

• **Unidentified echoes.** Each Objective gives 5 Experience Points to the Survivor who takes it. Each Red Objective provides a random Prototype weapon as well.

• **We came for you.** The Pink and the Yellow Objectives provide a Scientist as well (choose the type among those available). The chosen Scientist is automatically rallied to the Survivor. Rallied Scientists benefit from any Oxygen Tank equipped by their Leader to go in exterior Zones.



M4ARCLIGHT INC. - PART I

MEDIUM / 6+ SURVIVORS / 120 MINUTES

We now know who sent these poor scientists in "safe places": Arclight. One of the few corporations to survive the war by joining the anti-corporate side. It became a trusted government contractor, and managed to get some research contract about the Xenos. A guy we rescued was a high-ranking executive on a supervision mission and was able to give us some details. Arclight sent a full bunch of scientists - it's not clear if they are here as observers or guinea pigs, however. Whatever, the guys asked us to save a couple more of Arclight's valuable "assets". We have no sympathy for corporations, but not to the point of leaving people die to Xenos. And there are nice pieces of experimental equipment to recover!

Tiles needed: 06-V, 08-V, 09-R, 10-R, 11-R & 12-V.

OBJECTIVES

Rescue Arclight's assets. Accomplish the objectives in this order to win the game:

1- Reach the targets. Reach these goals in any order:

- Rally all 3 Scientists.
 - Take all 4 Prototype weapons. Attach Energy Cells to them.
- 2- On route to the extraction point.** Reach the Exit with all Survivors (don't forget the Oxygen Tanks!). Any Survivor may escape through this Zone at the end of their Turn, as long as there are no Xenos in it.

SPECIAL RULES

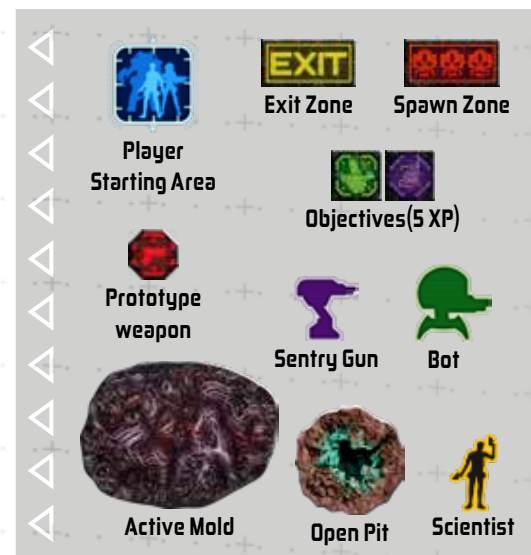
• **Designated objectives.** Each Objective gives 5 Experience Points to the Survivor who takes it.

• **Prototype weapons.** Each Prototype weapon token gives a random Prototype weapon to the Survivor who takes it. They can then freely reorganize their inventory.

• **Keep calm and breathe slowly.** Rallied Scientists benefit from any Oxygen Tank equipped by their Leader to go in exterior Zones.



12-V	10-R
06V	11-R
08-V	09-R



M5 ARCLIGHT INC. - PART II

HARD / 6+ SURVIVORS / 90 MINUTES

All these guys we rescued were working on Xenium. We know it is used as a prototype fuel, but they are trying to turn it into a high-power explosive. Well... we could use such a toy, especially if it is really as powerful as the scientists say. So we will help them in exchange for some samples.

First, we must find modified mold. They have "seeded" experimental Xenium in a remote place. I have no idea of what they mean by "seeded" and I don't want to know. This mission won't be easy: lots of Xenos, of course, are waiting for us and lots of paranoid security measures have to be deactivated in order to access the experimental Xenium.

Yeeha.

Tiles needed: 05-R, 07-R, 08-R, 09-R, 12-V & 17-R.

17-R	08-R	07-R
12-V	09-R	05-R



OBJECTIVES

Playing the sorcerer' apprentices. Accomplish the Objectives in this order to win the game:

1- Get the experimental Xenium. Take all 3 Objectives on tile 17R. Be careful, you need Scientists to get them (see below). Don't forget the Oxygen Tanks!

2- Reach the extraction point (for real). Reach the Exit with all Survivors, including the Scientists. 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.** The Survivor team starts with 3 rallied Scientists. Attribute them to the Survivors of your choice.

- **ID checking.** The three Objectives on tile 17R can only be taken by Survivors with a rallied Scientist.

- **What we fight for.** Each Objective gives 5 Experience Points to the Survivor who takes it.

- **Prototype weapons.** Each Prototype weapon token gives a random Prototype weapon to the Survivor who takes it. They can then freely reorganize their inventory.

- **You will need this to go out there.** Rallied Scientists benefit from any Oxygen Tank equipped by their Leader to go in exterior Zones.



M6 OPERATION PERSEPHONE

HARD / 6+ SURVIVORS / 60 MINUTES

No doubt, this experimental Xenium explosive is powerful. It's not a nuke, but almost. With it, we could seriously hit the Xenos, cutting their undergrounds routes to the surface for quite a while. This will give time to the civilians to evacuate, and save lots of lives. The only bad thing is... We must place the explosive and go deep in the Xenos territory. We called this mission "Operation Persephone". You know, the goddess who goes down to hell, and back. The first step is to go deep underground. We know some elevators that can be re-activated and send us quickly down below, but first we must find the guys who know how to repair them.

Tiles needed: 06-V, 07-V, 12-V & 16-V.

07-V	06-V
16-V	12-V



OBJECTIVES

Fight your way to the dark. Accomplish the objectives in this order to win the game:

1- Get help. Reach these goals in any order:

- Rally all 3 Scientists.
- Take the Pink, the Yellow, and at least another Objective (3 Objectives total, or more).

2- Reach the elevators. Reach **any** Exit with all Survivors. Any Survivor may escape through these Zones at the end of their Turn, as long as there are no Xenos in it.

SPECIAL RULES

• **Setup.** Place the Green, the Pink, the Purple and the Yellow Objectives randomly among the Red Objectives, facedown.

- **Getting to the elevators.** Each Objective gives 5 Experience Points to the Survivor who takes it. The Pink door cannot be opened until the Pink Objective has been taken. The Yellow door cannot be opened until the Yellow Objective has been taken.



M7DIRTY SECRETS

HARD / 6+ SURVIVORS / 90 MINUTES

We reached the target area with our improvised artificers. The scientists are the only one to have some experience with the new explosives. This is a 4-steps program: one, we search this Arclight facility to create a remote detonator. Two, the scientists plant the charges. Three, everybody exits, and four, BOOM!

Easy. What could go wrong?

Tiles needed: 12-V, 13-V, 15-V, 16-V, 17-R & 18-R.

OBJECTIVES

Shut the Xeno route. Accomplish the Objectives in this order to win the game:

- 1- Place the explosive charges.** Place at least 6 Red Objectives in the Yellow Objective's Zone.
- 2- Reach out for the unknown.** Reach the Exit with all Survivors, including the Scientists. 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 the Green and the Purple Objectives randomly among the Red Objectives, facedown.
- The Survivor team starts with 3 rallied Scientists. Attribute them to the Survivors of your choice.
- Each Scientist starts with an explosive charge, represented with a Red Objective. Set the tokens on their respective reference cards.

• Arclight's dirty secrets. Each Objective gives 4 Experience Points to the Survivor who takes it. Red Objective tokens represent remote detonators. They are put on the Survivor's ID Card. They do take place in the inventory, and may be traded as Equipment.

The Yellow Objective cannot be taken.

• Collapsing the sector. The Zone marked with the Yellow Objective is the weak point to destroy with the explosive charges. A Survivor may spend 1 Action to set a complete explosive charge (Red Objective) they own in the Zone.

• Prototype weapons. Each Prototype weapon token gives a random Prototype weapon to the Survivor who takes it. They can then freely reorganize their inventory.

16-V	12-V
18-R	13-V
15-V	17-R



M8 WANDERING STARS

HARD / 6+ SURVIVORS / 60 MINUTES

I have good and bad news. The good news is: the explosives have worked beyond all our expectations. The bad news is just the same. Our escape route collapsed with everything else here, except an old access to the surface of PK-L7. We must find enough survival gear to go outside and then try our luck through the surface.

Tiles needed: 05-V, 07-R, 09-R, 11-R, 15-V & 17-R.

OBJECTIVES

Escape Xeno territory. Accomplish the Objectives in this order to win the game:

- 1- **Find survival gear.** Find 4 Red Objectives.
- 2- **Exit on PK-L7's surface.** Reach the Exit with all Survivors, including the Scientists (don't forget the Oxygen Tanks!). 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 the Green and the Purple Objectives randomly among the Red Objectives, facedown.
 - The Survivor team starts with 3 rallied Scientists. Attribute them to the Survivors of your choice.

- **Survival gear.** Each Objective gives 5 Experience Points to the Survivor who takes it. They can only be taken by Survivors with a rallied Scientist.

- **Roaming Xeno horde.** Taking either the Green or the Purple Objective activates the Yellow Spawn Zone. Afterwards, finding the other one deactivates the Yellow Spawn Zone (you may then remove it from the board).

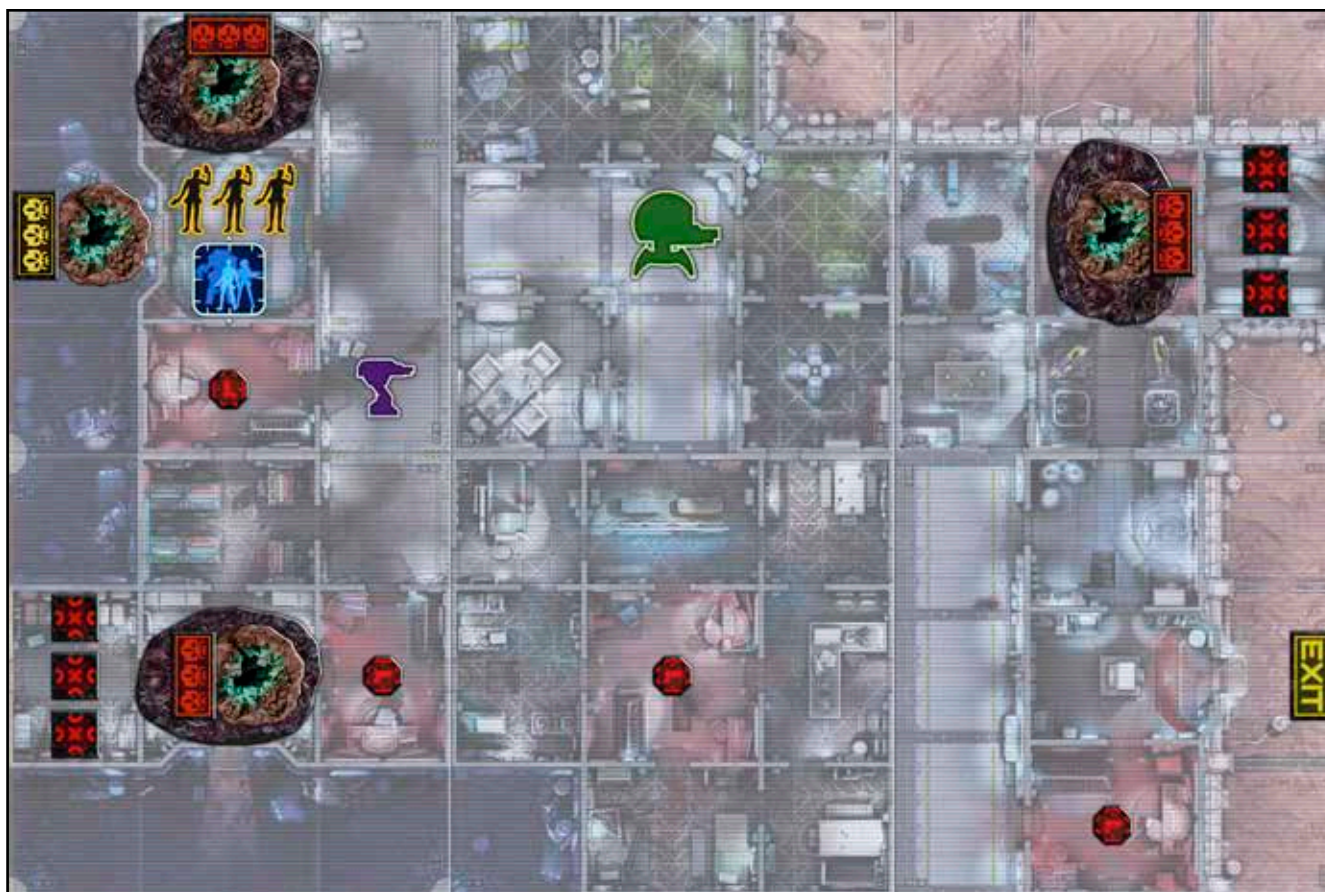
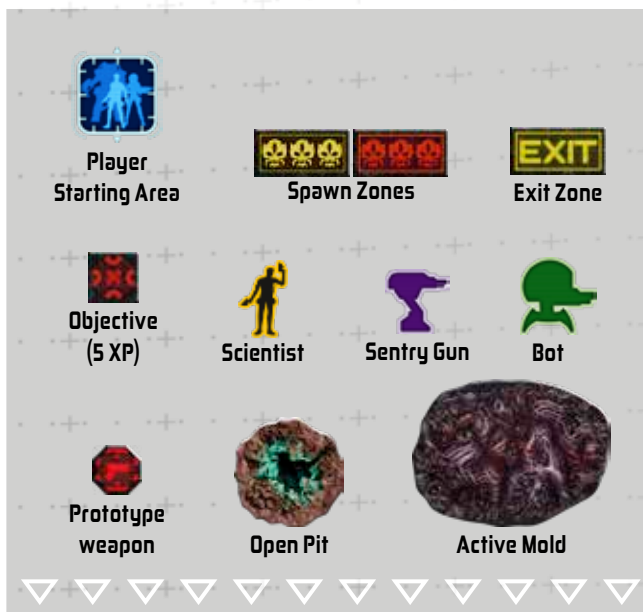
- **Prototype weapons.** Each Prototype weapon token gives a random Prototype weapon to the Survivor who takes it. They can then freely reorganize their inventory.

- **Take a deep breath.** Rallied Scientists benefit from any Oxygen Tank equipped by their Leader to go in exterior Zones.





17-R	05-V	07-R
15-V	11-R	09-R



M9 THE OASIS

HARD / 6+ SURVIVORS / 60 MINUTES

An improvised trip on the surface of a planet like PK-L7 is not a pleasure cruise. We managed to survive until now but are running low in oxygen, food and clean socks. Fortunately for us, we found a remote laboratory, in which we may find some supplies. For sure, we will find Xenos...

The plan is simple: we lock our fellow scientists in the main laboratory. While they are taking all the supplies we need, we keep the Xenos busy. If everything goes as planned, the Xenos will follow us and the scientists will be able to go out of the laboratory without being noticed.

01-R	09-R
02-R	07-R

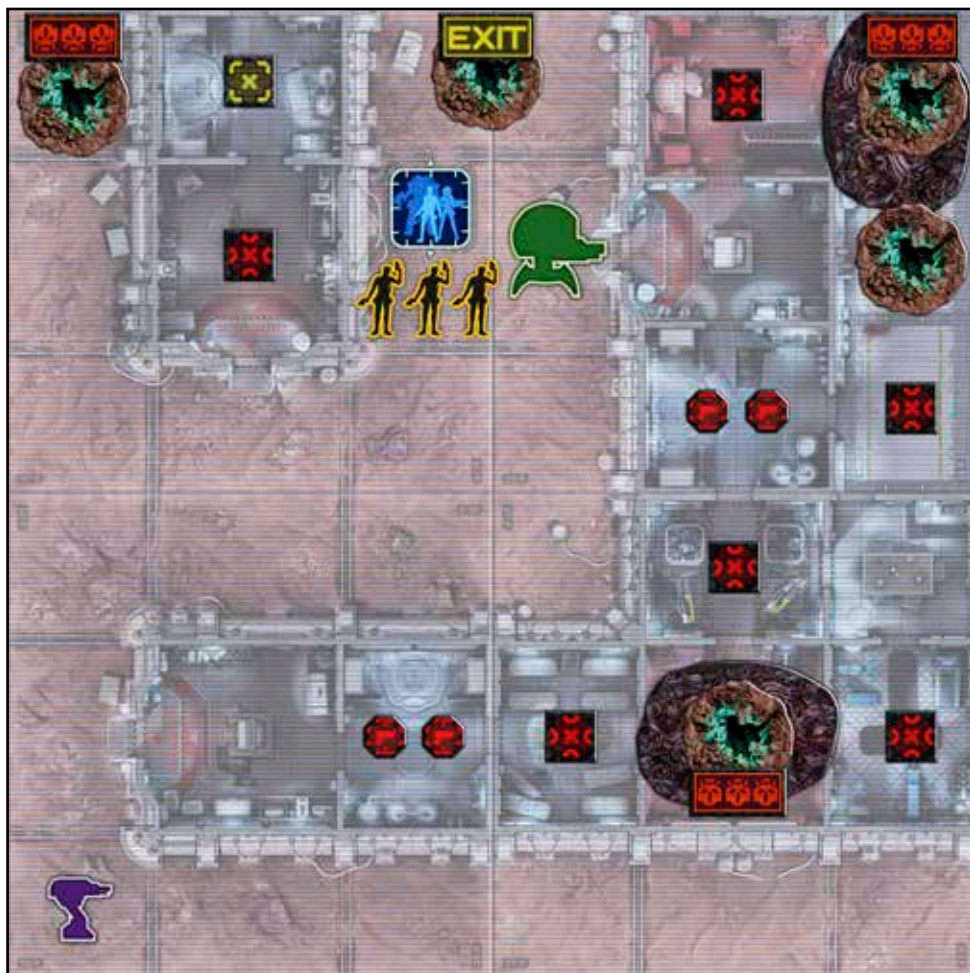
Tiles needed: 01-R, 02-R, 07-R & 09-R.

OBJECTIVES

Protect the laboratory. Accomplish the Objectives in this order to win the game:

1- Shut the laboratory's door. Place 4 Red Objectives on the Airlock of tile 1R's building.

2- One way out. Reach the Exit with all Survivors (**not** the Scientists). 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.

- Each Survivor starts with an equipped Oxygen Tank.
- Place the Green and the Purple Objectives randomly among the Red Objectives, facedown.

• **On their way to heaven.** The Scientists act on their own. They have their own Oxygen supply, and cannot be rallied. They are still considered as Survivors. The game is lost whenever one of them is eliminated.

At the end of each Players' Phase, they Move 1 Zone toward the Yellow Objective's Zone. They cannot perform other Actions. Upon reaching their destination, they stay there until the end of the game.

• **Locking the oasis.** Each Objective gives 5 Experience Points to the Survivor who takes it. Red Objective tokens are put on the Survivor's ID Card. It does not take place in the inventory, and may be traded as an Equipment. A Survivor may set a Red Objective they own on Tile 1R's Airlock by standing next to it, and spending 1 Action.

As soon as 4 Objectives are piled this way, the access is shut and cannot be crossed in any way.

• **Prototype weapons.** Each Prototype weapon token gives a random Prototype weapon to the Survivor who takes it. They can then freely reorganize their inventory.



M10 THERE CAME INVADERS

HARD / 6+ SURVIVORS / 90 MINUTES

We joined the scientists. We have enough clean socks for everyone, quite a lot of food and water. The oxygen is another story. We have 28 hours of oxygen and we need at least two days to reach our destination. We have an abandoned outpost just a few hours away from us. When I say "abandoned", I mean "crowded with Xenos". I prefer facing death and kill them, hoping for the best, rather than dying a slow death here.

Let's go!

Tiles needed: 02-R, 03-R, 05-V, 06-R, 08-R & 11-R.

03-R	06-R	05-V
02-R	08-R	11-R

OBJECTIVES

Reach the outpost. Accomplish the Objectives in this order to win the game:

- 1- Get access to oxygen tanks.** Take the Purple Objective.
- 2- Get to safety.** Reach the Exit with all Survivors (don't forget the Oxygen Tanks!). 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 the Green Objective randomly among the Red Objectives, facedown.
- The board features two Green doors (3R, 11R) and two Purple doors (8R).

- **Oxygen storage access.** Each Objective gives 5 Experience Points to the Survivor who takes it.

The Green door cannot be opened until the Green Objective has been taken.

The Purple doors cannot be opened until the Purple Objective has been taken. The Purple Spawn Zone activates whenever it is taken.

- **Prototype weapons.** Each Prototype Weapon token gives a random Prototype Weapon to the Survivor who takes it. They can then freely reorganize their inventory.



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NOT INTENDED FOR USE OF PERSONS 13 YEARS OF AGE OR YOUNGER.

GAME ROUND SUMMARY

GAME RULES OVERRIDE THIS ROUND SUMMARY.

EACH ROUND BEGINS WITH:

01 - PLAYERS' PHASE

The first player activates all of their Survivors, one after the other, in any order. When they're done, the next player's Turn begins. Play clockwise. Each Survivor has 3 Actions to spend, chosen from the following list. Unless otherwise stated, each Action may be performed several times per Activation.

- **Move:** Move 1 Zone (spend extra Actions if there are Xenos).
- **Search (1x per Turn):** In a room Zone free of Xenos only. Draw a card from the Equipment deck. Soldiers can only Search in Security Rooms.
- **Door Activation (FREE, 1x per Turn):** Place or remove a closed door token on a door opening in a Zone the Survivor occupies. Not in a Pit Zone or if there's a destroyed door.
- **Reorganize/Trade:**
 - Exchange Equipment with another Survivor** standing in the same Zone. You can trade however you want – it doesn't have to be even (may trade Remote tokens).
 - Attach/Detach Equipment cards:** Plenty of Bullets for Bullets weapons, Energy Cell for Energy weapon.
- **Combat Action:**
 - Melee Action:** Equipped Melee weapon required.
 - Ranged Action:** Equipped Ranged weapon required.
- **Take or Activate an Objective** in the Survivor's Zone.
- **Make Noise:** Put a Noise token in the Survivor's Zone.
- **Do Nothing:** Any remaining Actions are lost.
- **Machine Actions:** The corresponding Skill or Remote Control token is needed. A Sentry Gun may be controlled by any Survivor in the same Zone. The Survivor's Skills don't apply to the Machine.
 - Move** (Bot only)
 - Melee Action** (Melee weapon required)
 - Ranged Action** (Ranged weapon required)

WHEN EVERY PLAYER HAS FINISHED

02 - XENOS' PHASE

STEP 1 - ACTIVATION: ATTACK OR MOVE

All Xenos spend 1 Action doing 1 of these 2 things:

- Xenos in the same Zone as at least 1 Survivor Attack them.
- The Xenos who didn't Attack, Move instead. Each Xeno favors visible Survivors, then Noise. Choose the shortest path, ignoring closed doors. If several paths share the same length, split the Xenos in equal groups (any uneven Xenos goes with one of the groups of your choosing). If there's a closed door in the way, Xenos spend their action destroying it instead.

NOTE: Hunters get 2 Actions per Activation. Once all Xenos have taken their first Action, Hunters go through the Activation Step again to resolve their second Action.

STEP 2 - SPAWN

- Always draw Xeno cards for all Spawn Zones in the same order (play clockwise).
- Danger Level uses: Highest Danger Level among the Survivors.
- No more miniatures of a specified type (except Abominations): Place the remaining ones. Then, all Abominations get 1 extra Activation (Driller Abominations drill a Pit instead). Finally, place a Driller Abomination in 1 Spawn Zone.

03 - END PHASE

- Remove all Noise tokens from the board.
- The next player receives the First Player token (play clockwise).

TARGETING PRIORITY ORDER

When several targets share the same Targeting Priority Order, the players choose which ones are eliminated first.

TARGETING PRIORITY	NAME	ACTIONS	MIN DAMAGE TO ELIMINATE	EXPERIENCE EARNED
1	TANK/ ABOMINATION	1	2/3 (3/4)*	1/5
2	WORKER	1	1 (2)*	1
3	HUNTER	2	1 (2)*	1

* For Driller Xenos standing on an Open Pit Zone at Range 1+ (see P. 20).