

M30 KEEP DRILLIN'

HARD / 6 SURVIVORS / 90 MINUTES

By Rodrigo Sonnesso, Toi Von Glehn and Henrique Garrigós.

We raided an old power plant to get some supplies and a new Bot to replace our old one. It was meant to be a low-risk mission. Just get in and get out. Simple. Sure, we knew that there might be some Drillers lurking about, but this many?! They just keep pouring out of that hole! These narrow hallways are about to get real busy!

Material Needed: **Zombicide: Dark Side**

Tiles needed: **12V, 13V, 14V, 15R, 16R, & 18R.**

16-R	13-V
18-R	15-R
12-V	14-V



OBJECTIVES

Take those supplies... and run! Accomplish the Objectives in this order to win the game:

- Take both Prototype weapons.
- Reach the Exit with all Survivors and the Vindicator Bot. Any Survivor may escape through the Exit Zone if there are no Driller Xenos in it.

SPECIAL RULES

• Setup

- Shuffle the Green, Purple, Yellow, and Pink Objectives among the Red Objectives, facedown.
- A Survivor starts with an Energy Cell Equipment card (Players decide amongst themselves).
- Place the Driller Xenos in the indicated Zones.

• **Security doors.** The Pink and Yellow doors are locked and cannot be opened.

• **Level up.** Each Objective gives 5 Experience Points to the Survivor who takes it.

• **The switches.** Taking the Pink or Yellow Objectives removes the door of the corresponding color from the board. The Spawn Zone of the corresponding color is also now active. Draw 1 Xeno card for it and spawn it immediately.

• **Getting the armory.** Each Prototype weapon token gives a random Prototype weapon to the Survivor who takes it. They can then reorganize their inventory for free.

• **Armory sentinels.** Driller Workers in Zones with Prototype weapon tokens do not take any Actions until their respective doors are opened (Yellow or Pink Doors).

