

M24 BARAKA'S ODYSSEY

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SPECIAL / 1 SURVIVOR (BARAKA) / 45 MINUTES

Something strange is happening in this place. These mold patches are full of infected Xenos! I need to save the lost civilians and survive until rescue arrives... or I can take care of all these Xenos on my own.

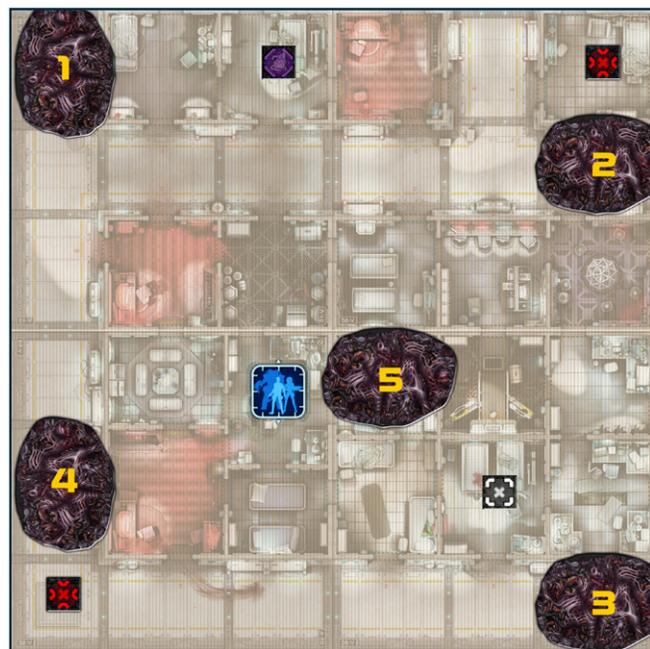
Material needed: **Zombicide: Invader.**
Tiles needed: **01-V, 02-V, 06-V, & 09-V.**

OBJECTIVES

This Mission offers 2 game modes: Easy or Hard. Reach the corresponding objectives to win the game.

Easy mode: Hold the lines! Survive until 30 Xeno cards are drawn.

Hard mode: Clean the building! Survive until 54 Xeno cards are drawn OR neutralize all Mold tokens. Good luck! You will need it!



SPECIAL RULES

• Setup.

- It's a solo mission. Place only Baraka in the Survivor Starting Zone.
- Baraka starts with an SMG and Cattle Prod Starting Equipment.
- Prepare a Dashboard with a Civilian Survivor of the player's choice. Set it aside, along with its miniature and ID Card. This Survivor is equipped with an SMG and Cattle Prod Starting Equipment.

• I found it! Each Objective token (any color) gives 5 XP to the Survivor who takes it.

- The **Red** Objective is considered to be a Canister card and is used as such. The Survivor can then reorganize their inventory for free.
- Taking the **White** Objective allows the player to take a Flamethrower Card in the Equipment deck. The Survivor can then reorganize their inventory for free. Shuffle the Equipment deck afterward.
- Place the Civilian Survivor in the Zone the **Purple** Objective is taken from. From now on, the player controls both Survivors.

• No humidity! Abominations don't create Mold tokens in this Mission.

• Spawning Molds. Roll 2 dice at the end of each Spawn step. Apply the game effects related to each die's result:

- **1 to 5:** Draw a Xeno card and spawn the Xenos in the Active Mold Zone of the corresponding number (see the map). If the corresponding Mold Zone is inactive, spawn a single Worker instead and discard a Xeno Card (without spawning any Xenos).
- **6:** Discard a Xeno card (without spawning any Xenos).

• Burning Mold. When an Active Mold token is flipped to its Inactive side, discard 2 cards from the Xeno deck (without spawning any Xenos).

01-V	06-V
02-V	09-V

