

◆ QUEST 9:

THE ZOMBIE ARMY

HARD / 6 SURVIVORS / 120 MINUTES

We found another Necromancer's lair! The good news is: it's filled with treasure! The bad news is: the Necromancers have spotted us. Even now, their hordes encircle us. But by now, we're all experienced survivors. We've faced worse than just this petty army, right? Zombicide!

Material needed: **Zombicide: Black Plague, Wulfsburg.**
 Tiles needed: **1V, 6R, 9V & 10R.**

OBJECTIVES

Facing a zombie army. The Zombie deck is not reshuffled once the sixth Spawn Zone token is put on the board (see the Special Rules). The game is won when the Zombie deck is empty and no Zombie remains on the board.

SPECIAL RULES

- **Setup.** Put the blue and the green Objectives randomly among the red Objectives, face down.
- **Necromancer treasure.** Each Objective gives 5 experience points to the Survivor who takes it.
 - Taking the blue or the green Objective also grants a Vault artifact of your choice.
 - Taking a double-sided red Objective also grants the Survivor an Equipment card of your choice, taken either from the Equipment deck or the Equipment discard deck. The Survivor can then reorganize his Inventory for free. Shuffle the deck afterwards.



• **The zombie army.** Spawn Zone tokens can't be removed. That includes Necromancer Spawn Zones. Once the sixth Spawn Zone is set on the board, Necromancers don't come with Necromancer Spawn Zones anymore. However, the game is lost if a Necromancer leaves the board afterward!

6R	1V
9V	10R

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◀	Player starting area	Objective (5 XP)
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◀	Spawn Zone	Open Door