

M11 HUNGER OF THE WOLVES

COMPETITIVE MODE

This district used to be one of the most dangerous in town. For whatever reason, most of the zombies have moved away. They are starving, just like us, and are looking for better hunting grounds...just like us. Now is the time to plunder the area before they come back.

Bad news: we're not alone, and the other survivor team isn't in a sharing mood.

Good news: neither are we!

Tiles needed: 1R, 2R, 3R, 4R, 5R, 6R, 7R, 8R & 9R.

OBJECTIVES

Rival teams. The game ends when the last Objective is taken. Add together the experience points earned by all Survivors on each team, including the dead. The team with the most experience wins.

SPECIAL RULES

- **Competitive mode.**

This Mission uses the Competitive mode. The difficulty, number of Survivors, and game time rely on your skill.

- **Two teams.**

Each team begins on its own player starting area. Choose randomly.

- **I'd kill for this.**

Each Objective gives 5 experience points to the Survivor who takes it.

- **We have the keys.**

The blue and pink doors are considered neutral doors. You can replace them with neutral doors from other *Zombicide* boxes if you own them.

9R	6R	5R
2R	4R	1R
7R	8R	3R

Player starting area
Spawn locators
Spawn Zone
Doors
Objectives (5 XP)

