

## ◆ QUEST 3:

# THE EVIL TWINS

MEDIUM / 6 SURVIVORS / 120 MINUTES

**W**e found a soldier's journal among the bloodstained houses. It seems a foreign prince had come to Wulfsburg shortly after the invasion began with his private army. Even its fallen state, the city retains its wealth. Zombies aren't interested in treasure, so he thought it'd be an easy conquest.

The blood-spattered journal ends with an entry about a pair of abominations stalking the final few survivors from the prince's retinue. The 'Evil Twins' they were called, and they seem to haunt the Usurer's Ward, a block away.

They've surely caught our scent now as well, and could attack at any time. So, we'll attack first.

The best defense is sometimes all-out offense, right?

Material needed: **Zombicide: Black Plague, Wulfsburg.**

Tiles needed: **2R, 3V, 4V, 5V, 6R, 7R, 9V, 10V & 11V.**

### OBJECTIVES

Reach the objectives in this order to win the game:

**1- Monster hunting.** Take all Objectives. The Evil Twins are hiding out there and must be stopped!

**2- Reach the Exit.** Reach the Exit Zone with all Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it, and no Abomination in play.

### SPECIAL RULES

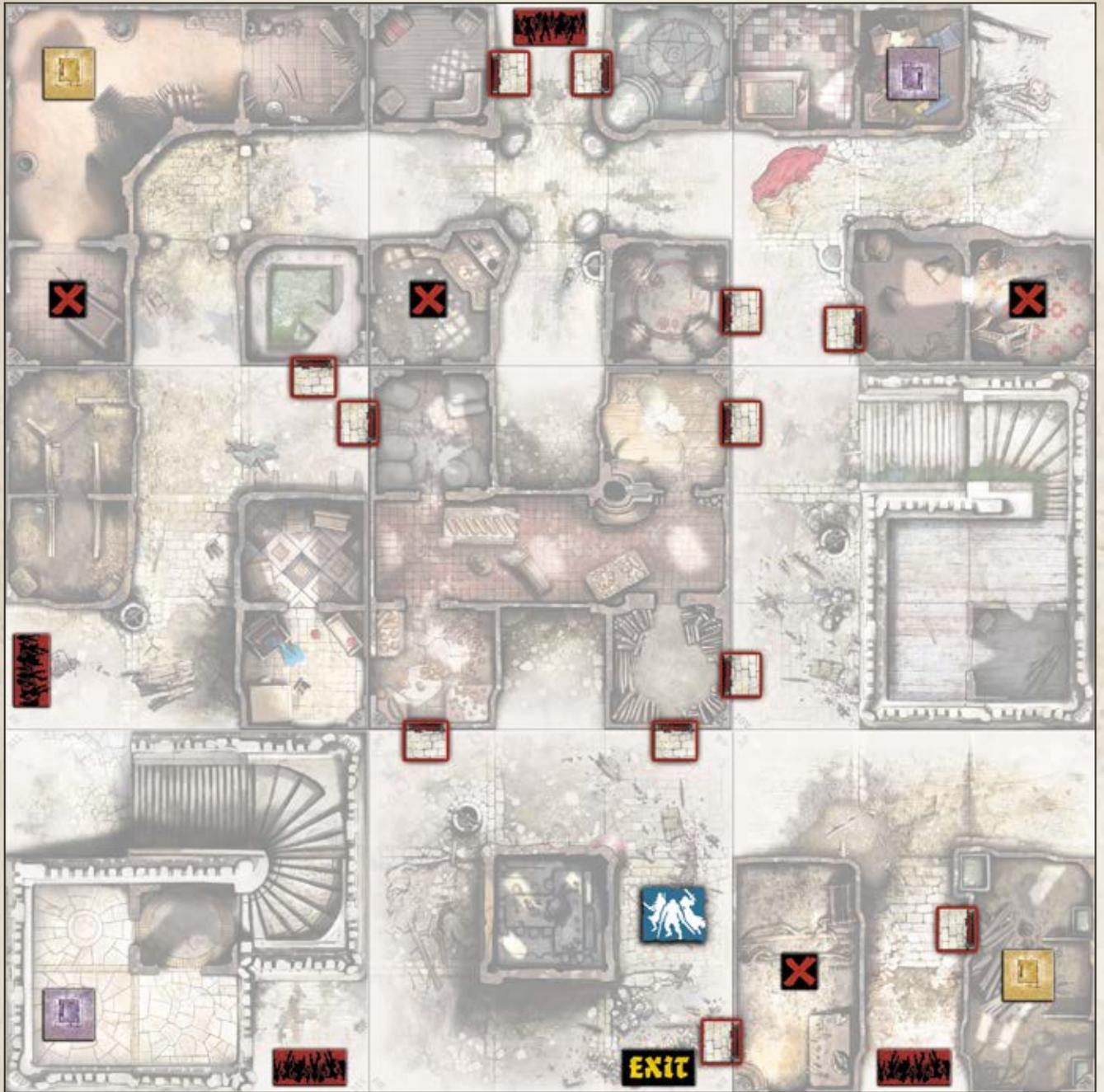
#### • Setup.

- Put the blue and the green Objectives randomly among the red Objectives, face down.

- Put a Vault artifact randomly in each Vault.

• **Hide and Stink.** Each Objective gives 5 experience points to the Survivor who takes it. Taking either the blue or green Objective also spawns an Abomination in the Zone. If an Abomination is already in play, taking the colored Objective spawns a Zombie card read at Red Level's worth of Zombies in the Zone instead.





7R	4V	2R
3V	5V	10V
11V	6R	9V

Legend for map symbols:

- Player starting area
- Door
- Exit Zone
- Objective (5 XP)
- Spawn Zone
- Yellow Vault door
- Violet Vault door