

◆ QUEST 4:

THE AMBUSH

MEDIUM / 6 SURVIVORS / 90 MINUTES

We were returning to our haven as night began to fall, when the wizard spotted some esoteric writing on the walls. Before our eyes they flared to brilliance, and we heard shuffling footsteps! An ambush! Someone placed zombie lures all around, and the infected are hot on our trail! We must resist long enough to destroy the lures and secure our escape. The Necromancers know we're here, and consider us a threat. I don't know what to think about this flattering change.

Material needed: **Zombicide: Black Plague, Wulfsburg.**
Tiles needed: **3V, 5R, 8R, 9V, 10V, & 11V.**

8R	5R	3V
10V	9V	11V

OBJECTIVES

Clear the breach. You can achieve the first two objectives in any order.

- **Destroy the lures.** Take all Objectives.
- **Secure the way out.** Get the blue Spawn Zone out of the board by killing Necromancers.

Then, get at least one Survivor in each tower of tiles 10V and 11V.

SPECIAL RULES

- **Zombie lures.** Each Objective gives 5 experience points to the Survivor who takes it.

- **Clear the way!** The blue Spawn Zone represents the Necromancers' chokepoint. Lock it down for good! It's active at the start of the game, and can be removed as usual using Necromancer rules.

