

QUEST B44:

UNDERWATER CITY

HARD / 90 MINUTES

Riverside Town was once famous for their spiced, cured meats. Abandoned during the apocalypse, we expect to find large stashes of its exotic meat ready for the taking. It may just be a little tricky, considering the town is now waist deep in floodwater. What's worse, it seems that the smell of meat has also attracted the Wolfz!

Material needed: Zombicide: **Green Horde** and Zombicide: **Wulfsburg**.

Tiles needed: 12R, 15R, 20R, 21R, 22R, & 23R.

OBJECTIVES

Get all the Meat and get out! Accomplish the Objectives in this order to win the game:

- 1- Take all Objectives.
- 2- Reach the Exit with all Survivors. Any Survivor may escape through this Zone at the end of their Turn if there are no Zombies in it.

SPECIAL RULES

• Setup.

Shuffle all Wolfz Zombie Cards into the Zombie deck.

- **Lighter than a feather.** Survivors with the Blitz, Bloodlust (any kind), Charge, or Jump Skill walk through Waterhole Zones normally. All other Survivors must spend 2 Actions to walk through a Waterhole Zone.

15R	23R
21R	20R
12R	22R



Player Starting Area



Spawn Zone



Objective (5 XP)



Doors

- **Closing the floodgates.** The Blue and Green Objectives can only be taken if there is at least 1 Survivor in both Zones at the same time. After the Objectives are taken, all Survivors ignore Waterhole rules (these Zones are considered to have no water in them).

- **They emerge!** Once the Blue and Green Objectives are taken, the Blue Spawn Zone becomes active.

- **Mmmm, meat!** A Survivor may take a Red Objective if they have at least 1 free slot in their inventory. Each Red Objective occupies 1 slot in their inventory and may be traded like an Equipment card. Each Red Objective gives 5 XP to the Survivor who takes it. When attacking, Wolfz prioritize Survivors with Red Objectives. If several Survivors are eligible, players choose. The Quest is lost whenever a Survivor holding a Red Objective is eliminated.

- **Wolfbomination is here.** As soon as all Red Objectives are taken, spawn the Wolfbomination on the Exit Zone.



QUEST - ZOMBICIDE

B44