

## QUEST B6:

# "RUN, YOU FOOLS!"

HARD / 4+ SURVIVORS / 90 MINUTES

You heard the guy. We'd better do like he says.

Material needed: **Zombicide: Black Plague, Wulfsburg**.  
Tiles needed: **1V, 2R, 3V, 6R, 9V & 10R**.

## OBJECTIVES

**Run!** Reach the Exit Zone with all starting Survivors. Any Survivor may escape through this Zone at the end of his Turn, as long as there are no Zombies in it.

## SPECIAL RULES

### Setting:

- Put the blue Objective randomly among five red Objectives, face down, and set them all on the board as indicated.
- Put one random Vault Weapon in each Vault.



QUEST - ZOMBIKIDE

B6

• **House vaults.** Vaults are considered part of the buildings they are linked to.

• **Is this the exit key?** Each Objective gives 5 experience points to the Survivor who takes it.

• **Exit door.** Once the blue Objective has been taken, the blue door can be opened.

• **They are coming!** Every time an Objective is taken, resolve a Spawn Step for each Spawn token, using the Objective's color (red for red Objectives, blue for the blue Objective) to read each Zombie card and spawn Zombies of the corresponding Danger Level. Necromancer Spawn tokens are considered Red for this rule.

<b>6R</b>	<b>10R</b>	<b>1V</b>
<b>2R</b>	<b>9V</b>	<b>3V</b>

