

QUEST B7:

INTO THE LION'S MOUTH

HARD / 4+ SURVIVORS / 90 MINUTES

Lionsmouth used to be a modest town on the road to the capital. Its inhabitants offered quite a valiant resistance against the zombie hordes. When the infected waves finally overwhelmed the city, the necromancers turned Lionsmouth into a necropolis, as an example for all to see.

We came to find the beacons that allow the necromancers to control the zombies in Lionsmouth, destroy them, and turn the infected army upon its masters. We'll have plenty of time to deal with smaller zombie packs tomorrow. And the day after. And the next! It's time for Zombicide!

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

Tiles needed: 1R, 2R, 4V & 9V.

OBJECTIVES

- 1 - **Destroy the beacons.** Take all Objectives.
- 2 - **Flee before being caught.** Reach the Exit Zone with all starting Survivors. Any Survivor may escape through this Zone at the end of their Turn, as long as there are no Zombies in it.

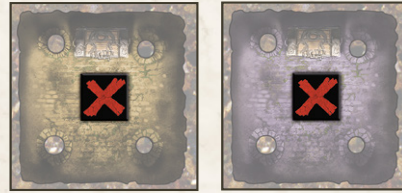
SPECIAL RULES

• Setting:

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

• **Finding the beacons:** Objectives are revealed whenever a Survivor reaches their Zone.

• **Destroying the beacons:** Each Objective gives 5 experience points to the Survivor who takes it. When the blue Objective is taken, the blue Spawn Zone activates. When the green Objective is taken, the green Spawn Zone activates.



1R	4R
2R	9V

Player starting area

Door

Objective (5 XP)

Spawn Zones

Exit Zone

Vault doors

