



# ADDITIONAL QUESTS

These Quests were conceived and tested mixing *Wulfsburg's* contents with *Zombicide: Black Plague*. Feel free to add or alter anything you want, at your own risk!

## ◆ QUEST 1:

# WELCOME TO WULFSBURG

EASY / 6 SURVIVORS / 60 MINUTES

**T**he prosperous city of Wulfsburg earned its name due to the many wolf packs roaming the surrounding forests and mountains. Nobles and merchants built tall towers here, the better to view the scenic valley (and display their wealth and status). With the plague's coming, the wolf packs attacked wandering zombies, and fell victim to the infection themselves. Now hungry for living flesh, the wolfz' made the city their new hunting ground.

Wulfsburg has become a Necromancer outpost, populated with hidden, terrified survivors. We're on our way to liberate the city. Breaching the inner city will take time, however, and we'll need supplies. Fresh food is scarce, but still to be had.

Material needed: **Zombicide: Black Plague, Wulfsburg.**  
Tiles needed: 1V, 3V, 5R, 6V, 8V & 10V.

5R	8V
1V	10V
6V	3V

	>
Player starting area	>
	>
Door	>
	>
Spawn Zone	>
	>
Objective (5 XP)	>
	>
Exit Zone	>



## OBJECTIVES

Reach the objectives in this order to win the game:

- 1- Gather all you need for your punitive trip.** Take all Objectives. Some of them hide nice surprises!
- 2- Reach the inner city.** 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.

## SPECIAL RULES

- **Setup.** Put the blue and the green Objectives randomly among the red Objectives, face down.
- **Dirty lethal secrets.** Each Objective gives 5 experience points to the Survivor who takes it. Taking either the blue or green Objective also grants a random Vault artifact.

