

◆ QUEST 7:

BLOOD RED

MEDIUM / 6 SURVIVORS / 180 MINUTES

We've discovered a district just packed with zombies. The Necromancers use the wolfz to round them up and herd them here. We don't know why, but packing such large numbers of infected into such close quarters is a target too tempting to ignore!

Let's show them why it's called zombicide!

Material needed: **Zombicide: Black Plague, Wulfsburg.**
 Tiles needed: 2R, 3V, 6R, 9V, 10V & 11R.

2R	9V	3V
10V	6R	11R

OBJECTIVES

Paint it red. Get every Survivor to Ultrared levels (see Ultra-
 ted Mode P. 10).

SPECIAL RULES

• **Setting.** Put the blue and the green Objectives randomly
 among the red Objectives, face down.

• **One step closer to the Apocalypse.** Each Objective gives 5
 experience points to the Survivor who takes it. Taking the blue
 or the green Objective also grants a random Vault artifact.

• **Special guests.** Only the Necromancer Spawn Zone token
 can be removed when a Necromancer is killed.



		
Player starting area	Objective (5 XP)	Door
		
Spawn Zone	Yellow Vault door	Violet Vault door

