

## E4 – WEB MISSION - PART 3



# THE LEGEND OF THE SUNRISE RIDERS

6 SURVIVORS / HARD / 120 MINUTES

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We've arrived in the big town, and it's a nightmare! Luckily, we now have the horses to help us, but we still don't have enough transport for everyone to escape from here. We doubt the train will halt amidst the chaos. We need to find a way to stop the train and save all the new folks. I have an idea! I think we have a chance... Follow me!

Material needed: **Zombicide: Undead or Alive** and **Zombicide: Running Wild**.

Tiles needed: 1V, 2V, 3V, 4V, 5V, 6V, 7V, 8R, 9R, 10V, 11V, & 12V.

### OBJECTIVES

- **Stop that train!** Accomplish the Objectives in this order to win the game:
  - 1– Get the Wagon wheels (take the Green and the Blue Objectives).
  - 2– Move the Wagon onto the railroad before the Train reaches tile 12V (highlighted Zone).

### SPECIAL RULES

- **Setup.**
  - The Nightmare Horse Abomination cannot be used in this Mission.
  - Place the Blue Objective randomly among the Red Objectives, facedown.
  - Place the Green Objective as indicated on the map.
  - Players choose the same 6 Survivors used in The Legend of the Sunrise Riders (Part 1). In this Mission, both Survivors from the Running Wild box start in Rider Mode.
  - 2 Survivors of the player's choice start the Mission with a random Bounty Weapon.
  - Place an Abomination Spawn token in the indicated Zone.

- **Adrenaline is building up!** Each Red Objective gives 5 AP to the Survivor who takes it. The Blue and Green Objective give 5 AP to all Survivors when taken.
- **Broken wagon.** The Wagon cannot be moved until the Blue and the Green Objectives have been taken.
- **Stopping the train.** After the Blue and the Green Objectives have been taken, the train will enter the board (P. 40), beginning with Tile 10V, at the end of the ensuing Game Round. From then on, Survivors must move the Wagon to the highlighted Zone.

When the Train moves to Tile 12V, remove the Wagon from the game and scan or click on the QR Code. If the Wagon is not in the Highlighted Zone when the train reaches tile 12V, the game is lost.

9R	10V	5V	6V
7V	11V	2V	1V
8R	12V	3V	4V



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