

E4 – WEB MISSION - PART 4

A NIGHTMARE MACHINIST: THE GRAND FINALE

Oh no... As the train pulls into the station, our worst fears come true. The train cars are already infested with zombies! The Nightmare Horse, our ultimate nemesis, roars and kicks its way out of the train.

It wasn't our plan, but now we must help the folks escape this damn town as fast as possible, even if it's the last thing we do.

NEW OBJECTIVES

Final Reckoning! Accomplish the Objectives in this order to win the game:

- 1 – Eliminate the Nightmare Horse Abomination.
- 2 – Reach the Exit with all 4 non-Running Wild Survivors (not necessarily the Riders). Any Survivor may escape through this Zone at the end of their Turn as long as there are no Zombies in it.

NEW SPECIAL RULES

- **Setup.**
 - Rearrange the Spawn Zones on the Train Tiles as indicated on the map.
 - Place the Nightmare Horse as indicated on the map.
 - Place the Exit Zone as indicated on the map.
- **Nightmare train.** The Train does not move.

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

