

## QUEST B17:

# DANGEROUS PORTALS

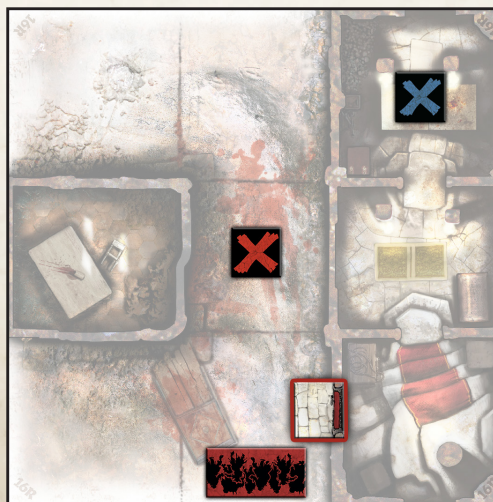
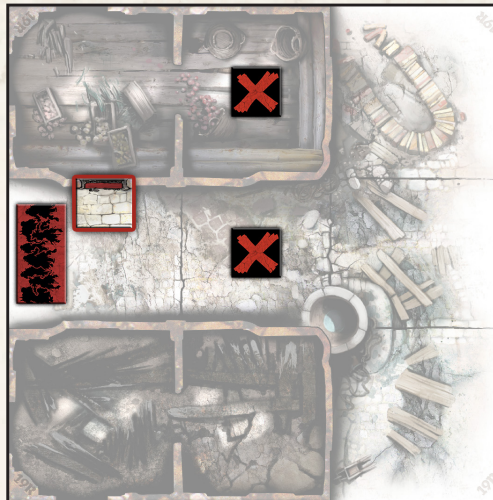
HARD / 6+ SURVIVORS / 60 MINUTES

A powerful dark force is creating rifts across the city, fragmenting and tearing it apart! Only assembling a powerful relic known as the Wand of Negation can help us restore our once-beautiful town!

Material needed: **Zombicide: Green Horde.**

Tiles needed: 14R, 16R, 19R, 20R

20R	19R
14R	16R



## OBJECTIVES

**Assemble!** Take all Objectives in the indoor spaces with all Survivors alive.

## SPECIAL RULES

• **Portals.** The red Objectives at the center of the tiles represent portals. (They cannot be taken.) Each portal is considered adjacent to each other for both Survivors and Zombies, meaning that Zombies can use portals to chase down Survivors.

• **Where to begin?** Players choose 1 of the 4 portals as a Player Starting Area at the beginning of the game.

• **Hold the enemy.** Whenever a Survivor picks up a red Objective, they gain 5 experience points and removes a Spawn Zone of their choice.

• **Help from below.** Whenever a Survivor picks either a blue or green Objective, they draw a random Vault artifact and gain 5 experience points.

