

QUEST B22:

THREATENING HORDE

MEDIUM / 6+ SURVIVORS / 45 MINUTES

The Hordes are rallying up. A Necromancer is mustering the troops as he sees fit. We need the help of an assassin, a cold-blooded murderer, who can infiltrate their defenses and kill this Necromancer. Find the assassin and bring him to the Necromancer's Lair.

Material needed: **Zombicide Green Horde.**

Tiles needed: 12V, 13V, 16V, 17V, 19V, 20V.

OBJECTIVES

Assassinate the Necromancer: Have a Survivor carrying the blue Objective end their turn at the Exit Zone while all Survivors are alive.



SPECIAL RULES

- **Organized Horde:** Remove all the Enter the Horde cards from the Zombie deck and place them in a separate pile. Whenever the Horde has 5 Zombies, the next time you would spawn a Zombie for the Horde, draw an Enter the Horde card instead.
- **Overwhelmed:** If 4 Enter the Horde cards have been drawn you lose the game.
- **Deadly Dagger:** When a Survivor picks up the blue Objective, they gain 5 experience points.

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| 16V | 12V |
| 20V | 13V |
| 19V | 17V |

