

QUEST B20: THE FINAL DEFENSE

MEDIUM / 4+ SURVIVORS / 45 MINUTES

The dead have trespassed each and every Barrier we've created. They are coming from everywhere... Hold it tight, this is our last stand!

Materials needed: **Zombicide: Black Plague**

Tiles needed: 2R, 4V, 5R, 6R, 9V.

OBJECTIVES

Raise more Barricades!

- The game is won as soon as the 4 Spawn Zones are removed (see Special Rules).

SPECIAL RULES

- **Setup.** All doors are treated as regular doors.
- **Placing barriers.** Each Objective gives 5 Experience Points to the Survivor who takes it, The Objective token is placed on the Survivor's Dashboard. It doesn't take a slot in the inventory, and can be traded like a piece of Equipment.

A Survivor standing in a Spawn Zone may discard an Objective token they have, for free. They gain an additional 10 Experience Points, and the Zombie Spawn token is removed.

- **Desperate times:** A Survivor reaching the Red Danger Level immediately gets all 3 Red Level Skills they possess- they don't need to choose!



QUEST - ZOMBICIDE

B20