



QUEST 4: FAMINE

MEDIUM / 6 SURVIVORS / VARIABLE

A few days have passed. These zombies are, for the most part, stupid as hell. But they never tire, or need food, or even sleep. Alas, we're all too human. We need food and a secure shelter.

There are many vaults beneath this town. Clever survivors could hole up and rest for a while. But, we still need to gather supplies to last a couple of days while we plan our next move. This war may last far longer than anyone - even the Necromancers - expected.

Tiles needed: 1R, 2R, 3R, 5R, 6R & 8R.

OBJECTIVES

Reach the objectives in this order to win the game:

1- Find enough food. Gather the following 6 food cards in your team's inventories:

- Apples x2
- Salted Meat x2
- Water x2

2- Lock yourself in the Vault. You win the game when all starting Survivors are in the yellow Vault during an End Phase, without any Zombies with them.

This Quest is played with 6 Survivors. Considering the objectives, the duration can vary.

SPECIAL RULES

• Setup:

- Put the blue Objective randomly among the red Objectives, face down.
- Put a random Vault artifact in the Vault.

• **Candles, clothes, iron tools...** Each Objective gives 5 experience points to the Survivor who takes it.

• **...keys!** Both yellow Vault doors cannot be opened until the blue Objective has been taken.



8R	3R
6R	2R
5R	1R

Player
starting area

Vault door
(opens with the blue key)

Door

Spawn Zone

Objective
(5 XP)