

QUEST

BRIDGING THE GAP

MEDIUM / 6+ SURVIVORS / 90 MINUTES

This Mission requires the rules and components found in

- Zombicide Green Horde
- Zombicide Horde Box (Siege Breaker abomination, Feral Dragon)
- Zombicide Friends & Foes (tiles)
- Wulfsburg (Wolfz)

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Word has it that a siege engine is available for the taking at the outskirts of Wulfsburg. We'll have to put our backs into, pushing the trebuchet across neighboring farmland while besieged by zombie wolfz and rotting orcs. Worse still, the orc shaman has stitched together an abomination specifically designed to thwart our plans. At least it's a clear day: not a raincloud in the ... wait, what's that flying up there?

Tiles needed: 14V, 16V, 20V, 23V, 24V, 25R



OBJECTIVES

Reach these objectives in any order to win the game:

- **Amass building supplies.** Take all 5 objectives.
- **Build a bridge.** After taking all objectives, have 1 survivor spend 3 actions to build a bridge from the gathered wood. The survivor must be on a water space. After spending the actions, use 3 barricades to represent the bridge and place the survivor on top of it.
- **Push!** Push the trebuchet off the board on the opposite side of the river.

SPECIAL RULES

Setup:

- Put the green Objective randomly among the red Objectives face down.
- Use Green Horde zombies, Siege Breaker abomination, Feral Dragon, Wolfz, Wolfbomination

Rules:

- **More zombies!** When the green objective is found, all Survivors receive 5 experience. The green spawn point becomes active. It cannot be removed before becoming active.
- **Looking for building supplies.** Each Objective gives 5 experience points to the Survivor who takes it.
- **Building a bridge.** The bridge must be located on a water space and touch two empty land spaces. Once built, it cannot be moved. The space it covers is no longer considered a water space. The bridge does not have a ledge and can be entered from any side without movement penalty.

24V	16V	14V
25R	23V	20V

