

Infected Bounties

Infected Bounties are a feature of the Bounty Office where players can receive rewards for killing the required amount of zombies in three districts of the map.

When it is activated, the Bounty Offices chooses three random districts within 10 levels of the leader, and identifies two or three different types of zombies to be targeted.

Possible targets are:

- Infected Walkers
- Infected Runners
- Infected Scientists
- Bruisers
- Infected Dogs
- Police Infected
- Military Infected
- HERC Infected
- Riot Infected
- HERC Riot Infected

If the player manages to kill all the required zombie types in all three districts, they are awarded with a Bounty Box that contains four random items.

A new bounty will automatically appear 47 hours after the previous one started, but players can pay fuel to initiate a new infected bounty instantly.