

QUEST B1:

THE DRAGONFIENDS

MEDIUM / 4+ SURVIVORS / 90 MINUTES

Locating a necromancers' lair is not an easy task, and we may remember this one for a while. The cabal living here consorts with dragons. They are somewhere in the vicinity, and they've set vile wards to protect their haven. These are dragon bile pools, triggered by black magic as soon as anyone comes too close.

You can run, but you can't hide, fiends!

Material needed: **Zombicide: Black Plague.**

Tiles needed: 1R, 2R, 5V, 7V, 8V & 9V.

OBJECTIVES

- Wipe the cabal.
- Take all the Objectives.

SPECIAL RULES

- **Setting.**
 - Put the blue Objective randomly among the red Objectives, face down.
 - Shuffle the green Objective randomly with two red Objectives, and place them face down beside the board. This is the trap pile.
 - Place the Dragon Bile tokens at random without looking at their fire/magical barrier side.
 - Set the Dragon Bile cards apart from the Equipment pile. They are not used in this Quest.
- **Necromantic assets.** Each Objective gives 5 experience points to the Survivor who takes it.
- **A mastercrafted weapon!** When the blue Objective is taken, choose a Vault weapon, and add it to the Inventory of any Survivor.

• **The dragon was obviously sick.** Whenever an Actor ends a Move Action (or Move Step) in a Zone containing a Dragon Bile pool, he moves one more Zone in the same direction. If it's impossible (T-section or having Zombies in the Zone, for example), this mandatory Move is cancelled.

• **Springing the trap.** Whenever an Actor (or group of Actors) ends a Move Action (or Move Step) in a Zone containing a Dragon Bile pool, and after completing or canceling the mandatory Move, draw an Objective from the trap pile. Look at it, and set it back in its pile, face down. The pile is then shuffled.

- Red: Nothing happens.
- Green: Flip the Dragon Bile token to the other side. A flaming side indicates a bonfire in the Zone: any Actor standing in or crossing this Zone is subject to a Dragon Fire effect. A magic barrier side means that nothing can go through or out of the Zone (lines of sight are blocked). Both effects end at the next End Phase. Reset the token to its Dragon Bile side.

5V	7V
1R	9V
2R	8V



QUEST B2:

THE DARK GOOSE GAME

HARD / 4+ SURVIVORS / 90 MINUTES

We found a large parchment that mentioned the "Goose Game House" and wanted to understand what it was all about. We found it, got in, and...got lost. We've walked through rooms, corridors, storage rooms, and workshops for two days now. It's an enchanted maze, and to hell with whoever used to live here. We're trapped in here with an army of zombies. Or...are they trapped in here with us?

Material needed: **Zombicide: Black Plague.**

Tiles needed: 2V, 4R, 5V, 7R, 8V & 9R.



OBJECTIVES

Escape! Reach the Exit Zone with all starting Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.

SPECIAL RULES

• Setting.

- Put the blue and the green Objectives randomly among the red Objectives, face down.
- Put a random Vault weapon in each Vault.

• **It is a Goose Game?** Each Objective gives 5 experience points to the Survivor who takes it. Keep the token on this Survivor's ID Card. It takes no space in the Inventory.

• **First rule: Cardio.** Taking the green or the blue Objective gives an extra Activation to the Survivor who takes it, to be used immediately after the current one.

• **Second rule: Doors.** Doors do not open using the normal rules. To open a door, a Survivor spends an Action and discard an Objective token from his ID Card. In addition, the blue and the green doors can't be opened until ALL the Objectives have been taken.

• **Third rule: Vaults.** Vault doors can't be opened as usual. Instead, when an Actor (or a group of Actors) ends a Move Action or Move Step in a Zone containing an open Vault door, immediately place the Actor(s) in the corresponding Vault. This is not a Move Action. The Vault door closes behind him, and the other Vault door of the same color opens. This rule doesn't apply when an Actor is leaving a Vault Zone.

• **Fourth rule: the portal.** Whenever an Actor ends a Move Action in the Zone containing the magic barrier token #1, he is teleported to the Zone containing the magic barrier token #2. This is not a Move Action and only works from #1 to #2.

• **Fifth rule: Dragon Fire.** An Actor suffers a Dragon Fire effect whenever he ends a Move Action in a Zone containing a Fire token.



QUEST B3:

THE KING'S CROWN

MEDIUM / 4+ SURVIVORS / 90 MINUTES

Reclaiming the land from zombies implies uniting the survivors around us. To do so, we have to perform a daring and symbolic action. The King has been defeated and probably wanders around looking for human flesh. We must recover his crown. It is a sacred duty! And a beautiful object...

Material needed: Zombicide: **Black Plague, Wulfsburg.**
 Tiles needed: **3V, 4R, 5R, 6V, 9V & 11V.**



OBJECTIVES

Recover the King's Crown! The game is won as soon as all starting Survivors stand in the crown's Zone, and there are no Zombies in it.

SPECIAL RULES

• Setting:

- Put the blue Objective randomly among the red Objectives, face down.
- Put a random Vault weapon in each Vault.
- The violet Vault door is not set on the board when the game starts. You have to find the blue Objective first (see below).

• **Looking for the key.** Each Objective gives 5 experience points to the Survivor who takes it.

• **A secret passage!** When the blue Objective is taken, place the violet Vault door in its Zone (closed side).

• **Trapped doors!** Resolve these effects in order whenever the green door or any violet Vault door is opened:

- 1- The green Spawn Zone becomes active.
- 2- Spawn a Zombie card on the green Spawn Zone (active or not). The green Spawn Zone can't be removed.

3V	11V	6V
5R	9V	4R



◆ QUEST B4:

HAUNTED MANOR

HARD / 4+ SURVIVORS / 90 MINUTES



The manor we found was haunted long before any zombies came to ruin its glory with their rotten fingers and stinking fluid losses. The ghosts were renown for their bad tempers, and the zombie plague has sent them into unending fits of rage. It's nothing to bother us, except that these stupid poltergeists have limited ways of showing their anger beyond throwing stuff around and slamming doors. So they slam doors continuously, which attracts zombies, which makes the ghosts even madder, and the game continues. Enough is enough! We must stop this perpetual noise. It attracts zombies from miles away, and it is really upsetting.

Material needed: **Zombicide: Black Plague**
Tiles needed: 1V, 2R, 3V, 4R, 5R & 6V.

OBJECTIVES

Purge the Zombies. You win the game as soon as there are no Zombies in the manor (the central building with six doors).

SPECIAL RULES

• Setting:

- Put the blue and the green Objectives randomly among five red Objectives, face down, and set them on the board as indicated.
- Put one random Vault Weapon in each Vault.

• **A gift for the spirits.** Each Objective gives 5 experience points to the Survivor who takes it. Keep the token on this Survivor's ID Card (it doesn't occupy a slot in the Inventory).

• **You aren't welcome. No one is.** The six manor doors can't be opened by regular means.

• **Angry spirits.** Each time an Objective is taken, roll a die: open the manor door located on the tile with the corresponding number, and Spawn Zombies in the whole building even if a Zombie spawn was resolved after a previous door opening. Zombies inside don't Move during Move Steps unless a Survivor has entered the manor.

• **Sooth the spirits.** At anytime during the Survivors' Phase, the whole team can discard five double-sided red Objectives OR one blue and one green Objective to open all manor doors. Spawn Zombies in the whole building even if a Zombie spawn was resolved after a previous door opening. Zombies inside don't Move during Move Steps until a Survivor has entered the manor.

• **Ghosts slamming doors, again.** Before each Zombies' Phase, close all opened manor doors. If the doors are opened again, Spawn inside the building as if no door had been opened previously.



6V	1V	2R
3V	4R	5R




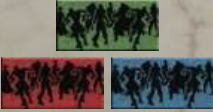


QUEST B5:
HUSH!

HARD / 4+ SURVIVORS / 90 MINUTES



5R	4V
7V	8R

 Player starting area
 Door  Objective (5 XP)
 Spawn Zones

We're out to explore what remains of the richest district in this city, but there are huge zombie herds all around the place. There are too many of them for us to kill, so we'd better get in and out as quietly as possible, preferably without being seen. It won't be easy...

Material needed: **Zombicide: Black Plague.**
Tiles needed: **4V, 5R, 7V & 8R.**

OBJECTIVES

Explore. Take all Objectives.

SPECIAL RULES

- **Exploration reward.** Each Objective gives 5 experience points to the Survivor who takes it.
- **At least there's nothing to worry on this side.** The blue and green Spawn Zones are inactive during Spawn Steps. They are still affected by the "Drawing Attention" special rule.
- **Drawing attention.** Whenever a Survivor ends his Turn with a Line of Sight to one or more Spawn Zones, immediately draw a Zombie card for these Spawn Zones, no matter the Zombie tokens' color, type, or status.



◆ QUEST B6:

"RUN, YOU FOOLS!"

HARD / 4+ SURVIVORS / 90 MINUTES

You heard the guy. We'd better do like he says.

Material needed: **Zombicide: Black Plague, Wulfsburg.**

Tiles needed: **1V, 2R, 3V, 6R, 9V & 10R.**

OBJECTIVES

Run! Reach the Exit Zone with all starting Survivors. Any Survivor may escape through this Zone at the end of his Turn, as long as there are no Zombies in it.

SPECIAL RULES

• Setting:

- Put the blue Objective randomly among five red Objectives, face down, and set them all on the board as indicated.
- Put one random Vault Weapon in each Vault.



QUEST - ZOMBICIDE

B6

• **House vaults.** Vaults are considered part of the buildings they are linked to.

• **Is this the exit key?** Each Objective gives 5 experience points to the Survivor who takes it.

• **Exit door.** Once the blue Objective has been taken, the blue door can be opened.

• **They are coming!** Every time an Objective is taken, resolve a Spawn Step for each Spawn token, using the Objective's color (red for red Objectives, blue for the blue Objective) to read each Zombie card and spawn Zombies of the corresponding Danger Level. Necromancer Spawn tokens are considered Red for this rule.



6R	10R	1V
2R	9V	3V

Spawn Zone	Player starting area	Exit Zone
Vault doors	Objective (5 XP)	Doors
✓	✓	✓
✓	✓	✓
✓	✓	✓
✓	✓	✓
✓	✓	✓
✓	✓	✓



B6

"RUN, YOU FOOLS!" - QUEST

QUEST B7:

INTO THE LION'S MOUTH

HARD / 4+ SURVIVORS / 90 MINUTES

Lionsmouth used to be a modest town on the road to the capital. Its inhabitants offered quite a valiant resistance against the zombie hordes. When the infected waves finally overwhelmed the city, the necromancers turned Lionsmouth into a necropolis, as an example for all to see.

We came to find the beacons that allow the necromancers to control the zombies in Lionsmouth, destroy them, and turn the infected army upon its masters. We'll have plenty of time to deal with smaller zombie packs tomorrow. And the day after. And the next! It's time for Zombicide!

Material needed: **Zombicide: Black Plague.**

Tiles needed: 1R, 2R, 4V & 9V.

OBJECTIVES

- 1 - **Destroy the beacons.** Take all Objectives.
- 2 - **Flee before being caught.** Reach the Exit Zone with all starting Survivors. Any Survivor may escape through this Zone at the end of their Turn, as long as there are no Zombies in it.

SPECIAL RULES

Setting:

- Put the blue and the green Objectives among the red Objectives, face down, and set them all randomly on the board as indicated.
- Put one random Vault Weapon in each Vault.

• **Finding the beacons:** Objectives are revealed whenever a Survivor reaches their Zone.

• **Destroying the beacons:** Each Objective gives 5 experience points to the Survivor who takes it. When the blue Objective is taken, the blue Spawn Zone activates. When the green Objective is taken, the green Spawn Zone activates.



1R	4R
2R	9V

Legend for the map:

- Player starting area
- Door
- Objective (5 XP)
- Spawn Zones
- Exit Zone
- Vault doors



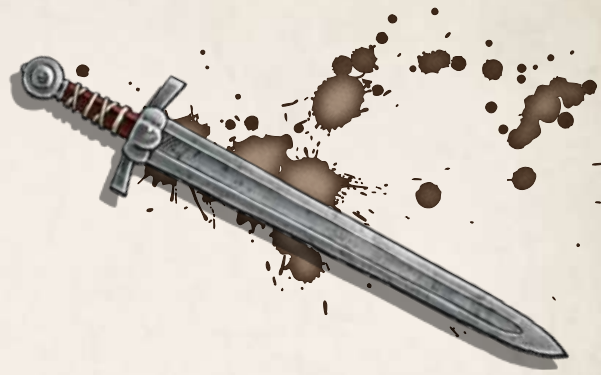
QUEST B8:

SLAVE DRIVERS

HARD / 4+ SURVIVORS / 90 MINUTES

We spotted the most unusual thing during a patrol: living people held captive by necromancers and taken away to an unknown location. From their attire, most of them are notables. They were quite far away, but we think we saw at least an apothecary and a blacksmith. We assume that the necromancers stick by their prisoners to hide their living presence among the zombies in the same way that the necromancers hide their own. Something bad is brewing. We have to rescue these people and investigate!

Ah, if one of these captive is a cook, that would be a blessing. Please.



Material needed: **Zombicide: Black Plague.**

Tiles needed: 2R, 4V, 5R, 7V, 8R & 9V.

OBJECTIVES

- 1 - Release the captives.** Take at least four Objectives (excluding the green).
- 2 - Back to safety.** Reach the Exit Zone with all starting Survivors. Any Survivor may escape through this Zone at the end of their Turn, as long as there are no Zombies in it.

5R	7V	9V
8R	4V	2R



SPECIAL RULES

· **Setting:** Put the blue Objective randomly among five red Objectives facedown (for a total of six Objective tokens). Shuffle them and set them aside in an Objective pile without revealing them.

· **Restless nests:** Red doors open as soon as a Survivor stands in their Zone (or crosses it using the Speed Enchantment, for example). Vault doors are opened normally.

· **Captives:** Whenever a Necromancer is eliminated, replace its miniature with the top Objective token without revealing it. The Objective counts as a Survivor with Health 1, no Action, and no Equipment. The token can be taken as an Objective, representing the release of a captive.

- Taking a red Objective grants 5 experience points to the Survivor who takes it.

- Taking the blue Objective grants 5 experience points and the Orcish Crossbow as well, and activates the blue Spawn Zone.



· **The sorcerer's vault:** Taking the green Objective grants 5 experience points and the Inferno Vault weapon to the Survivor who takes it.

· **(Optional) Crafters:** Survivors need to release four captives and may end up saving up as many as six. During the next Quest's Setup, players may draw one Equipment card per Survivor for each captive released beyond the fourth (draw one card per Survivor for five released captives and two cards per Survivor for six). Ignore "Aaahh!!" cards; discard them and draw another card.



QUEST B9:

HELP KANTA SLAUS

MEDIUM / 4+ SURVIVORS / 90 MINUTES

Traditionally, during the Winter Night (the longest night of winter), the Winter God Kanta Slaus gives gifts to nice people and curses those who committed evil during the past year. Of course, necromancers know that they won't get gifts from Kanta Slaus, so they try to steal them from the god.

The winter temple is in this town. From this temple, the pocket realm in which Kanta Slaus creates his gifts can be reached. Fortunately, it has been closed tight, but necromancers are lurking in the area, looking for a way to enter. We also need to enter, because it's the Winter Night. We must help the god send gifts to nice people and curses to bad people. Especially to necromancers. I hope it isn't too late...

Material needed: **Zombicide: Black Plague.**

Optional: **Any other Black Plague core box or expansion.**

Tiles needed: **1V, 2R, 3V, 4V, 5R & 7V.**

OBJECTIVES

1 – Find the key to Winter Temple. Take Objectives until you find the blue one.

2 – Help the Winter God send his gifts and curses. Reach the marked Zone with all starting Survivors and spend six Actions per Survivor while there are no Zombies in the Zone. The Quest is fulfilled as soon as the last Action needed is spent.

Defeat condition: If a Necromancer activates in the marked Zone, he steals all Kanta Slaus' gifts. The Quest fails.

2R	1V	3V
5R	4V	7V



SPECIAL RULES

· **Setting:** Put the blue Objective randomly among eight red Objectives, face down (for a total of nine Objective tokens). Shuffle them, place seven of them on the board, and set the remaining two aside in an Objective pile, without revealing them.

· **Necromancers have begun stealing Kanta Slaus' gifts!** Whenever a Necromancer is eliminated, draw one of the Objectives previously set aside.



· **Is it the temple key or a Kanta Slaus gift?** Taking an Objective grants 5 experience points and a Vault weapon to the Survivor who takes it. If there are no Vault Weapons available, the Survivor gets a random Equipment card instead. Draw from the Equipment card pile of any Black Plague core game or expansion, even one you aren't using for this game. If an "Aaahh!!" card is drawn this way, ignore it and draw another card.



· **Release the Winter God!** Once the blue Objective has been taken, the following rules apply:

- The blue door can be opened.

- Necromancers want to steal all of Kanta Slaus' gifts! The marked Vault Zone is considered to be the noisiest Zone on the board, and Necromancers now go toward it instead of the nearest Spawn Zone.

- Help Kanta Slaus! If all starting Survivors are in the Kanta Slaus' pocket Realm without any Zombies, they can help the Winter God to send gifts or curses. A Survivor can spend one Action to send a gift to any Survivor (including themselves). Draw an Equipment card from any Black Plague core box or expansion, even one you aren't using for this game, for the Survivor. If an "Aaahh!!" card is drawn this way, ignore it and draw another card. A Survivor can also spend two Actions to send a curse to a Necromancer. Move the Necromancer one Zone in the direction of your choice. Count the Actions spent by setting the corresponding number of Noise tokens in the Kanta Slaus pocket realm. Once each starting Survivor has spent six Actions this way, the Quest is fulfilled.

QUEST B10: BULLS ON PARADE

HARD / 6 SURVIVORS / 120 MINUTES

The brave people we rescued* told us that they were spared for their special skills. Their captors were taking them to the town of Dornwich to serve "the Usurper", a rich and respected figure among the necromancers.

Dornwich fell long ago and became an outpost for our enemies. Some heroes tried to reclaim it and failed. Their bodies still litter the outer walls. The town's ramparts are guarded by deadeye walkers. A great gate bars the town's entrance, and its dark enchantments only allow the infected to pass.

In many ways, Dornwich looks like the future if we let zombies win. Not on my watch! Listen, I have a plan to force that black gate...

*See Quest B8 Slave Drivers.

Material needed: **Zombicide: Black Plague, Wulfsburg, Deadeye Walkers & Abominotaur (Zombie Bosses expansion).**
 Tiles needed: 2R, 3V, 4V, 5R, 6R, 8R, 9V, 10V & 11R.

8R	3V	10V
4V	6R	9V
5R	2R	11R



OBJECTIVES

- 1 - **Collect the magic weapons.** Take all the red Objectives.
- 2 - **Enter Dornwich.** Reach the Exit Zone with all starting Survivors. Any Survivor may escape through this Zone at the end of their Turn, as long as there are no Zombies in it.

SPECIAL RULES

· Setting:

- Sort out all the Magic Equipment cards. Shuffle them and set them aside in a pile without revealing them.
- Set two Deadeye Walkers in each indicated Zone. They cannot leave their Zone in any way. You may use colored bases to separate them from other Deadeye Walkers.

· **Fallen heroes:** Taking a red Objective grants 5 experience points and a random Magic Equipment card to the Survivor who takes it.

· **The necromantic gate:** The magic circle on tile 9V represents a necromantic gate. Lines Of Sight cannot go into or through the Zone, except for dropping the red cloth (see below). Survivors cannot Move into the Zone. Zombies can Move into and through it normally.

· **Seeing red:** The blue Objective represents a big red cloth to use against Abominotours. It grants 5 experience points to the first Survivor who takes it. Set the Objective token on the Survivor's dashboard. It does not occupy an Equipment slot and can be traded like an Equipment card.

- As soon as the red cloth is taken, Abominotours consider the holder's Zone as their target Zone.

- The red cloth token can be dropped on the necromantic gate's Zone within Range 1 and Line Of Sight. Abominotours then consider the gate's Zone as their target Zone. Remove both the gate and Objective token as soon as an Abominotour reaches them. The way is open, but the monster resumes its usual behavior!



QUEST B11:

AQUA MALEDICTA

MEDIUM / 6 SURVIVORS / 90 MINUTES

Upon entering the city of Dornwich*, we immediately noticed the eerie silence, strange even for an infected town with sealed doors. Stranger still, animal bodies litter every corner, untouched by scavengers. Upon examination, we figured they got poisoned. Baldric was the first to understand when he saw a strangely armored zombie guarding a well. Dornwich's water has been tainted! Our magician has to take samples to understand what happened and find a cure.

We have been spotted, and infected now come for us. Considering the armored zombies' outfits, they used to be prize prisoners like the ones we previously rescued. I guess they didn't please their master.

Material needed: **Zombicide: Black Plague, Notorious Plagued Characters (1 or 2).**

Tiles needed: 3V, 5R, 6R, 7R 8R & 9R.

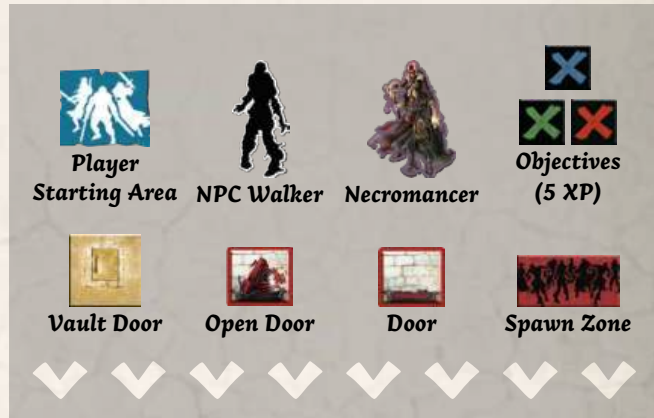
8R	9R
6R	3V
7R	5R



OBJECTIVES

Reach the objectives below in any order to win the game.

- **Get the Vault weapons.** Take the blue and green Objectives.
- **Purify the wells.** Take all red Objectives with Baldric (from the Zombicide: Black Plague box).



*See Quest B8 Slave Drivers and B9 Bulls On Parade.

SPECIAL RULES

• Setting:

- Don't insert the NPC Zombie cards into the Zombie deck. Keep them out of the game.
- Set a Necromancer and NPC Walkers in the indicated Zones.



- **Old guy's cure:** Baldric must be played in this Quest.
- **From the forge to the vault:** Taking either the blue or the green Objective grants 5 experience points and a random Vault weapon to the Survivor who takes it.
- **Tainted wells:** Only Baldric may take red Objectives. Each one earns him 5 experience points when he takes it.
- **Sealed doors:** Doors cannot be opened normally. Eliminating a Necromancer earns the Survivor team the Flag token (on the back of the Exit token). Any Survivor may discard the Flag token to open a door in their Zone. The Flag token can then be earned again in the same manner.
- **Armored NPC:** Any time Standard Walkers spawn, replace one of them with an NPC Walker. NPC Walkers cannot be collected and exchanged for Vault weapons. Unless eliminated with Dragon Fire or a Vault weapon, lay down their miniature in the Zone they stood in upon elimination (experience is earned normally). Laid down NPC Walkers are ignored for all game effects. During each End Phase, roll a die for each laid down NPC Walker: on a 4+, the NPC Walker rises again! Stand up the miniature. The NPC Walker resumes playing normally. On any other result, it goes to the reserve.

QUEST B12:

IMPROVISED PROJECTILE

MEDIUM / 6+ SURVIVORS / 60 MINUTES

Good news: we found a trebuchet. Bad news: we have nothing to fire from it. That's really frustrating, since we are facing some kind of orc fortification overcrowded with zombies. I suppose we will have to leave and—wait. Wait, wait, wait... What if we manage to use one of these big orc zombies instead of the usual boulders?

We must try! It probably won't work, but it will be fun!

18V	17V	12V
20V	13V	15V

Material needed: **Zombicide: Green Horde.**
Tiles needed: 12V, 13V, 15V, 17R, 18V & 20V.

OBJECTIVES

Reach the objectives in this order to win the game:

- 1 - Check the area, just to be sure.** Maybe there are one or two boulders somewhere. Take all the Objectives.
- 2 - Load an Orc into the trebuchet.** Have one single Orc Zombie in the trebuchet Zone and use the required Actions to fire the trebuchet.
- 3 - Destroy the zombie fortress entrance. Destroy the blue door and the blue Spawn Zone.** The Quest succeeds as soon as the blue door and the blue Spawn Zone have been destroyed with the trebuchet.



SPECIAL RULES

• **No boulders, but a good find.** Each Objective gives 5 experience points to the Survivor who takes it.

• **Shooting Orc.** The Trebuchet can only be used if there is one, and only one, Orc Zombie in its Zone. Immediately remove the Orc Zombie miniature when the Trebuchet is used (the Survivors firing the Trebuchet earns the XP for this kill).

• **Improvised projectile.** Orc Zombies used as Trebuchet projectiles have their own projectile characteristics:

- Any Orc Zombie (but not Orc Fatty or Orc Abomination): Scattershot (6 dice, Accuracy 4+, Damage 1)
- Orc Fatty: Grapeshot (3 dice, Accuracy 4+, Damage 2)
- Orc Abomination: Boulder (1 die, Accuracy 4+, Damage 3)

• **Close the paths.** If the Trebuchet is used to shoot at a Spawn Zone, any Spawn Token it holds has the same Targeting Priority Order as Walkers. It can be targeted even if no Zombies stand in the Zone. If it receives one hit, move the Zombie Spawn token to any other Spawn Zone. The blue Spawn Zone can only be hit if it's active. As soon as it receives a hit, the Quest succeeds.

• **Heavy reinforced door.** The blue door cannot be opened by normal means. It may be specifically targeted by a Trebuchet Attack. The door is opened whenever it suffers 3 Wounds in a single Attack (either with a Damage 3 or scoring enough hits to inflict 3 Wounds total or more).

• **Orc Fortress.** The blue Spawn Zone Activates as soon as the blue Door is opened.



QUEST B13:

TRIAL BY FIRE

HARD / 6+ SURVIVORS / 120 MINUTES

Several fires started simultaneously in the village, catching us off guard. The necromancers found us and are using old orc tactics to fight us in the open. We cannot afford to lose the resources still scattered across the area, so we need to repel the green horde!

Material needed: **Zombicide: Green Horde.**

Tiles needed: 12V, 13V, 14R, 15V, 16V, 17V, 18V, 19R, & 20R.

OBJECTIVES

Reach the objectives in this order to win the game:

- 1 – Put out those flames!** Use water to extinguish all fires, taking all Red Objectives (see Special Rules).
- 2 – Destroy the infected forge.** Successfully fire at the Forge's Zone with the Trebuchet, using a Boulder.

SPECIAL RULES

• Setting.

- Set tokens of your choice near the board for all players to use. They represent Water tokens. Spare trackers will work!
- Keep the Red Objective tokens you don't use near the board. They are used to mark Fire Zones.

- **Water source.** Any Survivor standing in the Water Zone can spend 1 Action to get a Water token. It takes a slot in the inventory and may be traded or discarded like an Equipment card. A Survivor may carry up to 3 Water tokens this way.

- **A town in flames!** Zones with 1 Red Objective token (or more) are Fire Zones.

- Fire Zones cannot be crossed or Spawned in. They don't block Lines Of Sight. The Jump Skill may be used to jump over a Fire Zone. The Shove Skill may be used to push Zombies into a Fire Zone: they are eliminated, and the Survivor earns the corresponding XP.

- Any Survivor standing at Range 1 and having a Line Of Sight to a Fire Zone may spend 1 Action and 1 Water token from their inventory. Roll a die: on 4 or more, remove 1 Red Objective from the Fire Zone. The Survivor earns 5 experience points. If there are no Red Objectives left in the Zone, the fire is out, and the Zone turns back to normal.

- Whenever a Survivor uses Dragon Fire, put a Red Objective token in the target Zone. It is now a Fire Zone. If no Red Objective token is available, the Quest is lost.

- **I'm a firestarter, twisted firestarter.** Necromancers don't try to escape. They try to reach the Forge Zone instead. As soon as they do, they are considered to be eliminated (classic rules for Necromancer elimination apply). Also, put an additional Red Objective token in a Fire Zone, if there are any left. If no Red Objective token is available, the Quest is lost.



QUEST - ZOMBICIDE

B13

			
Player Starting Area	Spawn Zone	Open Door	Door
			
Objective (5 XP)	Trebuchet	Water Zone	Forge Zone













19R	20R	14R
12V	16V	13V
17V	15V	18V



B13

TRIAL BY FIRE - QUEST

QUEST B14: ORC CHAMPIONS

MEDIUM / 4+ SURVIVORS / 60 MINUTES

We stumbled across an ancient and sacred place for the orcs. Rolf says they used to gather here to celebrate their strength and undergo rites of passage, and apparently they still roam the place as zombies. The area is packed with makeshift armories housing all kind of weapons. Rolf also knows some of these weapons were considered relics and used for rituals. They are nowhere to be found, as the priests certainly hid these treasures when the necromancers came. However, zombies are drawn to their power, like moths to a flame. We may trick some into revealing the weapons' location to us. We have to be wary, though: great warriors were tasked with guarding these weapons.

Material needed: **Zombicide: Green Horde, Friends and Foes.**
 Tiles needed: 13V, 16V, 18V, 20V, 21V & 25R.

13V	18V	16V
20V	25R	21V

 **Player Starting Area**
 **Door**
 **Open Door**
 **Spawn Zone**
 **Objective (5 XP)**
 **Trebuchet**



OBJECTIVES

Get the old, powerful magic orc weapons. Take all the Objectives.

SPECIAL RULES

· **Setting.** Put the blue and the green Objectives randomly among the red Objectives, facedown.

· **Zombie finder, Survivor keeper.** Each Objective can only be taken if a Zombie stands in its Zone. Each Objective gives 5 experience points and a random Vault weapon to the Survivor who takes it.

· **Orcs champion (long dead).** When the blue Objective is taken, set an Orc Abomination in the Zone. When the green Objective is taken, set a Tainted Orc Abomination in the Zone.

· **Promises of power.** Zombies treat Objectives like Survivors (they count as a permanent Noise token, are favored over Noise if Zombies have a Line Of Sight to them, and so on). Zombies activating in a Zone containing an Objective do nothing unless there are also Survivors in the Zone. In the latter case, they Attack normally.



QUEST B15:

THE BANSHEE

HARD / 6+ SURVIVORS / 120 MINUTES

The rumors were true. Grimwoorde village is haunted by ghosts. And rats. And zombies, of course. The story tells of a widow named Gail who, in the first hours of the zombie invasion, was accused of being a necromancer and sentenced to death. The zombies came, killed everyone, and now Gail wails for revenge as a banshee, raising her tormentors from the dead as spectral walkers. We have to find her body and put her to rest.

Oh, and we'll need combat spells too, in order to fight the spectral walkers.

The barbarian will love it!

Material needed: **Green Horde, No Rest For The Wicked.**

Tiles needed: **12R, 13V, 14V, 15R, 16V, 17R, 18V, 19R & 20V.**

OBJECTIVES

Reach the objectives in this order to win the game:

1 – Recover Gail's body and purify her place of execution.

Take the blue and the green Objectives.

2 – Put the poor soul to eternal rest. Create a Dragon Fire in Gail's house, in the flag Zone.

SPECIAL RULES

· Setting.

- The Necromantic Dragon is not used in this Quest.
- Set apart the Spectral Walker Zombie cards. Shuffle them into a dedicated deck to draw from.
- Put the blue and the green Objectives randomly among the red Objectives, facedown.
- Place the Necromancer in the indicated Zone.

· **Looking for eternal rest.** Each Objective gives 5 experience points to the Survivor who takes it.

· **Townfolk ghosts.** Begin each Spawn Step with the Blue Zombie Spawn token. This Spawn Zone always spawns Spectral Walkers: draw from the dedicated Spectral Walker Zombie deck.

· **Gail, the Banshee.** The Necromancer miniature represents the Banshee. It has all the characteristics of an Orc Necromancer. However, Necromancer rules are not used in this Quest. Use these instead:

- Necromancer Zombie cards spawn and activate the Banshee instead. The Horde is still filled with the indicated content.
- The Banshee uses classic Zombie rules for Movement.
- Whenever the Banshee has a Line Of Sight on a Survivor at the end of an Action (or a Move Step), move the Blue Zombie Spawn token into the Banshee's Zone. Then, remove the Banshee miniature from the board (no XP is gained).





20V	16V	19R
18V	12R	15R
14V	13V	17R


Player Starting Area


Door


Objective (5 XP)


Gail's house


Open Door


Necromancer


Spawn Zones

QUEST B16: DISGUSTING!

HARD / 4+ SURVIVORS / 120 MINUTES

We've heard that tainted orc blood could be used as dragon bile. The sticky stuff stinks like hell, but we decided that getting some and giving it a try is worth the risk. Even if it's complete rubbish, we will at least eliminate lots of tainted orc zombies. Nobody likes these spiky little things!

I've seen the ruins of an orc village, not so far away, with something like a lazaretto to isolate their infected brethren before they overran the place. It's a perfect spot to find tainted orc zombies. Disgusting.

Material needed: **Green Horde, Friend & Foes.**

Tiles needed: **21R, 22R, 23R & 25R.**

OBJECTIVES

Reach the objectives in this order to win the game:

- 1 – Get one tainted blood sample per Survivor.** See special rules.
- 2 – Return home to experiment.** Reach the Exit Zone with all Survivors. Any Survivor may escape through this Zone at the end of their Turn, as long as there are no Zombies in it.

SPECIAL RULES

· Setting.

- Put the green Objective randomly among the red Objectives, facedown.
- Set apart the other Objectives.
- Set apart the Tainted Walker Zombie cards. Shuffle them into a dedicated deck to draw from.

· **Look what I've found!** Each Objective gives 5 experience points and a random Vault weapon to the Survivor who takes it.

· **Lazaretto.** Start each Spawn Step with the Blue Zombie Spawn token. This Spawn Zone always spawns Tainted Walkers: draw from the dedicated Tainted Walker Zombie deck.

· **There were too many of them!** When the green Objective is revealed, place the Green Zombie Spawn token in its Zone. This Spawn Zone always spawns Tainted Walkers: draw from the dedicated Tainted Walker Zombie deck.

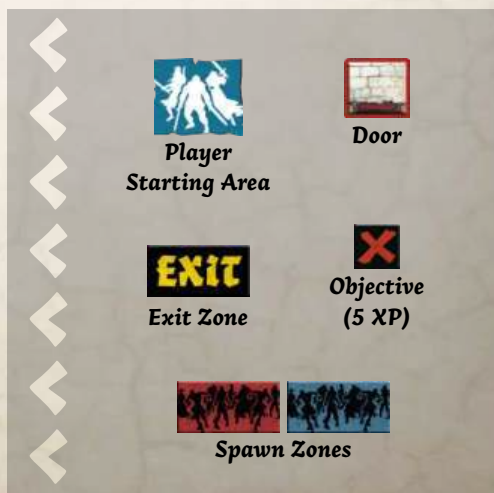
· **Blood samples.** Each time a group of Tainted Walkers is eliminated, lay down one of the miniatures in the Zone.

- Any Survivor may spend 1 Action in this Zone to take a tainted blood sample. Remove the Tainted Walker's miniature. Then, place a red Objective from those that were set apart onto the Survivor's ID Card. This Objective occupies no slot in the inventory. A Survivor may carry several tainted blood samples.
- By default, the laid down miniature is removed during the ensuing End Phase.

· **Watch the Lazaretto entries.** If both Green and Blue Spawn Zones are removed from the game, the Quest fails.



21R	23R
25R	22R



QUEST B17:

DANGEROUS PORTALS

HARD / 6+ SURVIVORS / 60 MINUTES

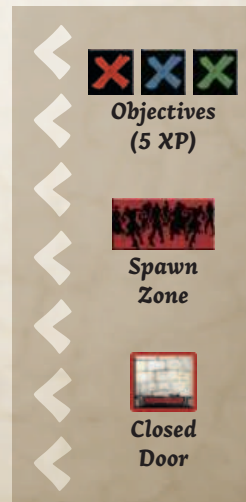
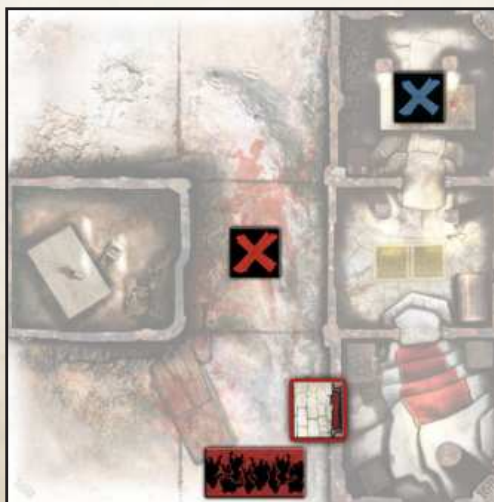
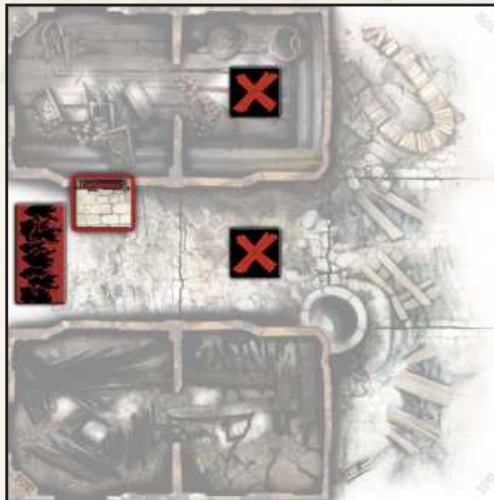
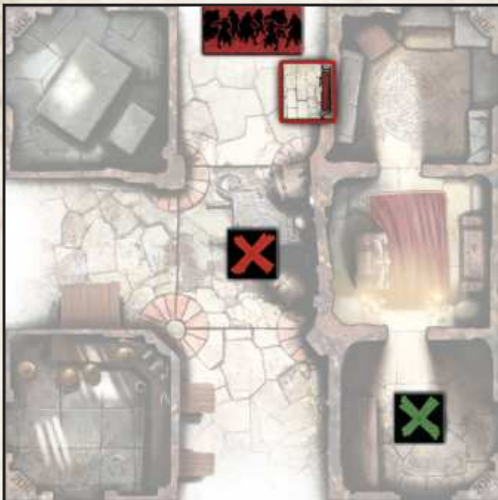
A powerful dark force is creating rifts across the city, fragmenting and tearing it apart! Only assembling a powerful relic known as the Wand of Negation can help us restore our once-beautiful town!

Material needed: **Zombicide: Green Horde.**

Tiles needed: 14R, 16R, 19R, 20R

20R 19R

14R 16R



OBJECTIVES

Assemble! Take all Objectives in the indoor spaces with all Survivors alive.

SPECIAL RULES

• **Portals.** The red Objectives at the center of the tiles represent portals. (They cannot be taken.) Each portal is considered adjacent to each other for both Survivors and Zombies, meaning that Zombies can use portals to chase down Survivors.

• **Where to begin?** Players choose 1 of the 4 portals as a Player Starting Area at the beginning of the game.

• **Hold the enemy.** Whenever a Survivor picks up a red Objective, they gain 5 experience points and removes a Spawn Zone of their choice.

• **Help from below.** Whenever a Survivor picks either a blue or green Objective, they draw a random Vault artifact and gain 5 experience points.

QUEST B18:

NAEVOK, THE NECROMANCER

MEDIUM / 6 SURVIVORS / 60 MINUTES

An Orc Necromancer is causing chaos in the little village of Zaragon. He's no easy target, so our only way to defeat him is by gathering all the herbs needed to make a potion that nullifies his protection spell.

Material needed: **Zombicide: Green Horde.**
Tiles needed: **17R, 18V, 19V, 20R**

OBJECTIVES

Gather the herbs. Collect all Objectives.
Defeat Naevok. Kill the Orc Necromancer by hitting him 3 times.

SPECIAL RULES

- **Setup.**
 - Place the Orc Necromancer in the indicated Zone.
 - Place Orc Walkers, Runners, Fatties in the indicated Zones.
 - Put the green and blue Objectives randomly among the red Objectives facedown.

- **Good smelling herbs.** Each Objective gives 5 experience points to the Survivor who takes it. Taking a double-sided red Objective also grants a Vault artifact to the Survivor. The Survivor's Inventory may then be reorganized for free.

- **Naevok, the Necromancer.** The Orc Necromancer miniature represents Naevok. Standard Necromancer rules are not used in this Quest. Instead:

- Naevok starts on the board without the Necromancer Spawn Zone.
- Necromancer Zombie cards activate Naevok instead. However, based on the card, the Horde Zombies spawn as per normal.
- Naevok teleports instead of moving. Whenever he is activated, spawn a Zombie card in the Zone where Naevok is, then, roll two dice, one at a time. The first die represents the column where he will teleport and the second represents the row. Move the Necromancer to that location. (i.e. if players rolled a 6 and then a 5, Naevok would move to the Survivor's starting location)
- Protection spell. Naevok cannot be targeted by any attacks until the 4th Objective is taken.

- **Second form!** When all Objectives are taken, Naevok gets stronger and these new rules apply:

- After teleporting, activate each Zombie in the same and adjacent Zones to his.
- Set aside 3 Objectives. They represent Naevok's health. In each round, any successful attack to Naevok removes 1 of his health tokens and grants 2 experience points to each Survivor. Only 1 health token may be removed each round. When the last health token gets removed, Naevok is defeated.

19V	17R
20R	18V

			>
Player Starting Area	Objective (5 XP)	Column/Row number	>
			>
Orc Fatty	Orc Runner	Orc Walker	>
			>
Orc Necromancer	Open Door	Spawn Zone	>



QUEST B19:

SECURE THE TREBUCHET

HARD / 6+ SURVIVORS / 60 MINUTES

We believed we were safe. Now, the Orks are breaching the wall. The non-stop onslaught means one thing: We need to hit them at the heart of their tribe! Unfortunately, we can't move the Trebuchet into position ourselves... We must muster forces from around the city to push it into range!

Material needed: **Zombicide: Green Horde.**

Tiles needed: 13V, 16V, 17V, 18V, 19V and 20V

OBJECTIVES

Onward! Have the Trebuchet at the blue Objective in the end of a round with no Zombies in its Zone with all Survivors and Trebuchet alive.

20V	16V	18V
13V	19V	17V

SPECIAL RULES

- **My Precious:** For this scenario, the Trebuchet is considered a Survivor with 10 health, mark its health with Noise tokens on its card.
- **Press the Advantage.** Whenever a red Objective is taken, the Survivor that takes it gains 5 experience points. Move the Trebuchet 1 space towards the blue Objective.
- **Hold!** If there is a Zombie adjacent to a Barrier at the beginning of the Zombies' Phase, put a Noise token on the Barrier, if it has 2 Noise tokens remove the Barrier.



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 B21:

THE ORC'S TRAP

MEDIUM / 6+ SURVIVORS / 45 MINUTES

We've fallen right into the Necromancer's trap. A giant deadly wall of spikes is advancing from behind! Can you escape before being crushed by the spikes (or killed by the Orcs)?

Material needed: **Zombicide: Green Horde**

Tiles needed: **12R, 13R, 15R, 19R.**

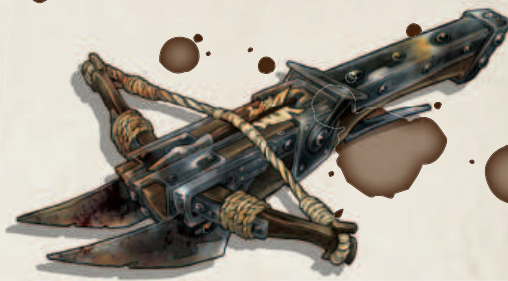
OBJECTIVES

Escape! The game is won when all Survivors reach the Exit Zone, without Zombies in it.

SPECIAL RULES

• **Deadly Spikes.** At the beginning of each Zombies' Phase, all Barriers move simultaneously 1 Zone forward, in a straight line towards the board's opposite side, ignoring walls. Any Actor, Objective, or Spawn Zone in their Zone is destroyed. (no XP gained). The Barriers cannot be crossed over in any way.

• **Delay the trap.** The Red Objective gives 5 Experience Points to **all** Survivors. Then the Barriers are moved 1 Zone backwards.



19R

15R

12R

13R



Player
starting area



Barrier



Objective
(5 XP)



Closed Door



Spawn Zone



EXIT
Exit Zone



QUEST - ZOMBICIDE

B21

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

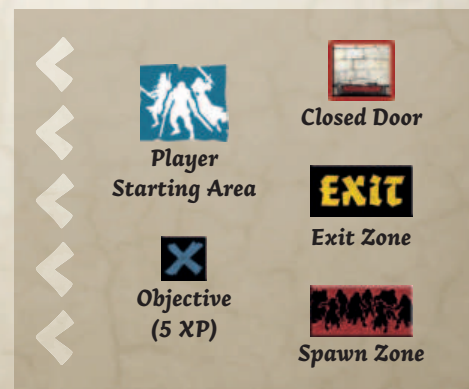
Assassinate the Necromancer: Have a Survivor carrying the blue Objective end their turn at the Exit Zone while all Survivors are alive.



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.

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



QUEST B23: KEYCHAIN

HARD / 6+ SURVIVORS / VARIABLE

Looks like the only way to escape is through the secret exit in the kitchen. In addition to the biting zombies and many locked doors, we have another major problem: We don't know which of these zombies are holding the keys! Looks like we'll have to kill all the zombies to find them.

Oh wait. This isn't a problem at all!

Material needed: **Zombicide: Black Plague.**
Tiles needed: 1R, 2V, 3V, 4V, 5R, & 6R.

OBJECTIVES

Reach the objectives in this order to win the game :

- 1- **Open the locked doors:** Kill Zombies to get keys and open the three locked doors (see Special Rules).
- 2- **Escape through the butcher's secret door:** Escape through the Exit Zone with all Survivors. Any Survivor may escape through this Zone during their turn, as long as there are no Zombies in it.

NOTE: This Quest's duration depends on luck, and thus is variable.

SPECIAL RULES

- **It's locked!** The Blue and the Green doors cannot be opened until a Survivor possesses the Objective token of the corresponding color. The Red door of the building leading to the Exit (straddling tiles 2V and 5R) can only be opened by a Survivor holding 2 Red Objectives.
- **The key holders...Green:** Roll a die every time a Survivor performs a Combat Action killing a Walker (or more). On a 5 or 6, the Survivor gets an additional 5 XP, and the Green Objective. The Green door can then be opened.
- **The key holders...Blue:** After the green door has been opened, roll a die every time a Survivor performs a Combat Action killing a Walker (or more). On a 5 or 6, the Survivor gets an additional 5 XP, and the Blue Objective. The Blue door can then be opened.

- **The key holders...Red:** After the blue door has been opened, roll a die every time a Survivor performs a Combat Action killing a Walker (or more). On a 4, 5 or 6, the Survivor gets an additional 5 XP, and a single Red Objective. Once two Red Objectives have been collected this way, the final door leading to the Exit can be opened.



QUEST B24:

TREBUCHET REPAIRS

HARD / 6 SURVIVORS / 60 MINUTES

We found a trebuchet! It would be such a great weapon for our defenses! Unfortunately, one of its wheels is missing right now. We have to find a way to bring the machine back to our camp.

Material needed: **Zombicide: Green Horde.**

Tiles needed: **12R, 13V, 14R, 16R, 19R, & 20R.**

OBJECTIVES

Reach the Objectives in this order to win the game:

- 1- **Find the missing wheel.** Find the Blue Objective.
- 2- **Escort the Trebuchet.** Move it to the Exit Zone.

SPECIAL RULES

• Setup:

- Put the Blue and the Green Objectives randomly among the Red Objectives, facedown.
- Put Zombies in the indicated Zones.

• **Broken.** The Trebuchet cannot be moved until the Blue Objective has been taken.

• **Not the wheel, but still something.** Each Objective gives 5 Experience Points to the Survivor who takes it. Taking the Green Objective also grants a Vault artifact weapon to the Survivor. The Survivor may reorganize their inventory, for free. Taking the Blue Objective allows the Trebuchet to be moved.

• **On the hunt.** The Green Spawn Zone activates when the Green Objective is taken.



13V	12R
20R	14R
16R	19R



QUEST B25:

A PARTY DIVIDED

MEDIUM / 6 SURVIVORS / 45 MINUTES

We were exploring the area for potential survivors, and walked into a trap. Someone tried to design a magical teleportation device, and failed. We are now divided across the area, and orc zombies are closing in. United, we stand, but divided... we have to reunite, fast!

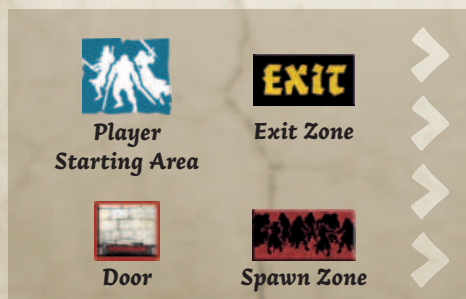
Material needed: **Zombicide: Green Horde.**

Tiles needed: **13R, 14R, 16R, 17R, 19R, & 20R.**

20R 13R

14R 16R

19R 17R



OBJECTIVES

Reunite. The game is won as soon as all Survivors stand in the Exit Zone, without any Zombies in it.

SPECIAL RULES

• **Setup.** Survivors are randomly distributed among the three Player Starting Areas, as evenly as possible (2 Survivors per Area, if you play with 6 Survivors).

• **Close quarters.** Survivors start the game in rooms. Don't spawn in the starting rooms upon opening their door. On the other hand, spawn normally in the rest of the building, as if the door leading to it had just been opened.



◆ QUEST B26:

GEAR UP

MEDIUM / 6 SURVIVORS / 45 MINUTES

As the zombie menace grew stronger, many nobles ordered blacksmiths to create the best weapons for them and their families to survive the rising onslaught. Of course, these weapons had to be shipped to their new owners, and many were lost to zombie activity. We just found out such a convoy. It was obviously heading to the royal house, and certainly held the best available weapons. Time to gear up, buddies!

Material needed: **Zombicide: Green Horde.**

Tiles needed: 13V, 14V, 16V, 17V, 19V, & 20V.

13V	16V	17V
20V	14V	19V

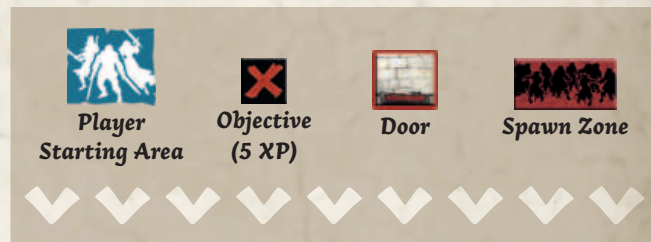
OBJECTIVES

Armed and ready. The game is won as soon as all 6 Survivors stand in the same Zone, having taken all Objectives.



SPECIAL RULES

- **Gearing up.** Each Objective gives 15 Experience Points to the Survivor who takes it, along with a random Vault Weapon (if any is available). The Survivor may reorganize their inventory, for free.
- **This is mine.** A Survivor may only carry a single Vault Weapon at a time.



QUEST B27:

THE EPIC CURSE

VERY HARD / 6+ SURVIVORS / 180 MINUTES

A local enchanter revealed himself as a necromancer after the plague began and cast a curse upon the land when defeated. Weapons crumbled in their owners' hands, leaving the region undefended. Anything we find might crumble to dust. We must lift the curse and purge the city to retake what's ours!

Materials needed: **Zombicide: Black Plague, Wulfsburg.**
 Tiles: 1V, 2V, 3R, 4V, 7V, 8R, 9V, 10V, & 11V.

OBJECTIVES

Complete these Objectives in order to win the game:


- 1- **The Key.** Take the Blue Objective.
 - 2- **Lift the Curse.** Take the Green Objective.
 - 3- **Zombicide!** Reach the Red Danger Level with all Survivors.
 - 4- **Make it home.** Reach the Exit with at least 1 Survivor.
- Any Survivor may escape through this Zone at the end of their Turn, as long as there are no Zombies in it.

SPECIAL RULES


- **The curse.** A Survivor cannot Search each building more than once until the Green Objective has been taken.
- **Raiding.** Each Objective gives 5 XP to the Survivor who takes it. The player may also look at the top 3 cards of the Equipment deck and pick one for the Survivor. The others are discarded. The Survivor may then reorganize their inventory, for free. This is not a Search Action.
- **Cursed room.** The Blue door cannot be opened until the Blue Objective has been taken.

11V	8R	2V
4V	7V	1V
3R	9V	10V









Player
Starting Area




Spawn Zone

Objective
(5 XP)



Doors



Exit Zone

QUEST B28: THE OUTER PLAGUE

HARD / 6 SURVIVORS / 90 MINUTES

*P*iles and piles of dead have been left to rot and fester, and the air is full of death and Plague. We cannot linger here any longer, lest the Plague take us, and we rise again as monsters.

Material needed: **Zombicide: Black Plague.**
Tiles: **2V, 3R, 4R, 5V, 7R, & 8R.**

OBJECTIVES

Survival of the fittest. Reach the Exit Zone with at least 1 Survivor. Any Survivor may escape through this Zone at the end of their Turn, as long as there are no Zombies in it.

SPECIAL RULES

• **Setup.** Put 2 random Vault artifacts in the Violet Vault.

• **Loose doors.** Any Survivor may spend 1 Action to open a door. No Door-breaching Equipment is needed. Some building Zones are isolated by doors. They are considered as separate buildings for Zombie spawning purpose only.

• **Pillaged buildings.** Each room can be Searched only once.

• **Secret passage.** The Yellow Vault door is a secret passage that leads to the other Yellow Vault door. Any player may spend 1 Action to move between the rooms. Zombies can also move between both zones using this passage, but there is no Line Of Sight between the Zones connected by the doors.

• **Infested.** Whenever you would spawn Zombies, Spawn them at the next Danger Level instead (max: Red Level).

• **Necromancer Exit.** The red Spawn Zone is inactive.

5V	4R
8R	3R
7R	2V



		➤
Player Starting Area	Door	➤
		➤
Spawn Zone	Exit Zone	➤
		➤
Violet Vault door	Yellow Vault door (linked to each other)	➤

QUEST B29:

A MAZE OF KEYS

HARD / 6+ SURVIVORS / 180 MINUTES

'No one's ever come out alive', they said. 'You're going to regret it!', they said. Despite their warnings, you find yourself wandering and eventually trapped in the fabled Maze of Keys. Perhaps exploring an ancient maze during a zombie apocalypse wasn't the brightest idea. But with some luck, you hope to grab the treasure and use it to help you get out alive!



Material needed: **Zombicide: Black Plague.**

Tiles: 1V, 2R, 3V, 4V, 5R, 7R, 8R, & 9V.

OBJECTIVES

Escape the Maze of Keys. Reach the Exit Zone with all Survivors. Any Survivor may escape through this Zone at the end of their Turn, as long as there are no Zombies in it.

SPECIAL RULES

- **Setup.** Put 2 Vault artifacts in the Vault.
- **Keys.** Each objective gives 5 Experience Points to the Survivors who takes it.
 - Red doors cannot be opened until the Red Objective has been taken.
 - The Green door cannot be opened until the Green Objective has been taken.
 - The Blue door cannot be opened until the Blue Objective has been taken.
- **They are coming!** The Green Spawn Zone is inactive until the Green Objective is taken. The Blue Spawn Zone is inactive until the Blue Objective is taken.
- **Closed rooms.** Rooms are separated with internal doors. They are considered as separate buildings for Zombie spawning purpose only.



3V	4V	8R	1V
2R	5R	7R	9V



QUEST B30:

TREBUCHET TOUCHÉ

EASY / 6+ SURVIVORS / 60 MINUTES

They say necromancers can't be killed. Never believed it myself, but now that we've come face to face with one it's time to put those tales to the test! Nothing survives a trebuchet to the face!



Material needed: **Zombicide: Green Horde.**

Tiles needed: **12R, 14R, 15R, 17R, 18R & 20R.**

OBJECTIVES

Kill what cannot be killed. Accomplish the Objectives in this order to win the game:

1- Build the Trebuchet. Collect all Objectives and play them in the designated Zone to build the Trebuchet.

2- Bash it down. Destroy a Necromancer Spawn Zone (see below).

SPECIAL RULES

• **Setup.** Set aside the Trebuchet.

• **Collecting the materials.** Each Objective gives 5 Experience Points to the Survivor who takes it. It is then placed on the Survivor's dashboard. It does not take a slot in the inventory, and may be traded like an Equipment card. The game is lost whenever such an Objective is discarded or lost.

• **The assembly.** Survivors may spend an Action in the designated Zone on 14R to set an Objective token from their dashboard onto the Zone. Once all 3 Objectives have been played there, the Trebuchet is assembled and ready for activation. Set its miniature in the Zone!

• **Back to the Shadows!** Necromancers cannot be killed. On the other hand, the Trebuchet can be used to target, fire at, and remove a Necromancer Spawn Zone Token. It is considered last in the Targeting Priority Order and is removed upon receiving 1 Wound.

12R 18R 14R

15R 17R 20R



Player Starting Area



Objective (5 XP)



Door



Spawn Zone



QUEST - ZOMBICIDE

B30

◆ QUEST B31:

BURN BABY BURN!

MEDIUM / 6 SURVIVORS / 120 MINUTES

We've found a necromancer outpost full of... well... necromancers.

It appears each building contains valuable research materials and chemicals. We could spend weeks learning everything we need to know about the plans of our enemies, or we could just have fun burning it all to the ground. Grab your marshmallows!

Material needed: **Zombicide: Green Horde, Friends and Foes.**
Tiles needed: 12V, 13V, 15V, 16V, 19V, & 21V.

OBJECTIVES

The roof, the roof, the roof is on fire. Take all Objectives.

13V	21V	16V
12V	19V	15V

SPECIAL RULES

• Setup.

- Put 1 Blue and 1 Green Objective randomly among the 4 red Objectives, facedown.
- Set aside 6 Noise tokens. They are used as permanent Noise tokens (see below).

• **Precious flammable artifacts.** Each Objective gives 5 experience points to the Survivor who takes it. Taking the Blue or the Green Objective also provides the Survivor with a random Vault weapon. They can then reorganize their inventory for free. **When the Survivor leaves the building,** put the Objective token back in its position with a permanent Noise token over it. The Objective cannot be taken a second time and the Noise token is not removed during the End Phase. The token pile represents a bonfire. Except for Spectral Walkers, any Actor standing in the Zone or crossing it is immediately eliminated (no XP is earned).

• **Necromancers everywhere so don't you stop to think.** Add at least 3 more Necromancer Spawn cards to the Spawn deck beyond the normal 6. The number and variety is up to the players. The rule declaring the game being lost if a Necromancer escapes after there are 6 or more Zombie Spawn tokens on the board does not apply.

• **Exit, stage left?** To make this Quest more difficult, players add an Exit token to the board at their discretion. The game does not end when Objectives are taken, but when all Survivors leave through the Exit Zone. Any Survivor may escape through the Exit Zone at the end of their Turn as long as there are no Zombies in it.



Legend for quest components:

-  Player Starting Area
-  Objective (5 XP)
-  Door
-  Spawn Zone
-  Trebuchet
-  EXIT Exit Zone

