

## ◆ QUEST 1:

# BURN THAT TROLL!

**HARD / 4 SURVIVORS / 120 MINUTES**

**T**he *Dragon Bile* proved to be a valuable resource in a war against zombies. Unfortunately it becomes more and more difficult to find some. This dwarven town in a heart of the Troll mountains has been known as one of the places where they have been able to extract it. But that was before the Black Plague. Hopefully there could be still some left in the underground tank. After all, the dwarves have secured the tank entrance well.

Lately there has been some hectic zombie activity near the town so we agreed on a stealthy mission. With a help of Glynda, our dwarven companion, we have been able to find an underground passage leading directly to a control room from where we

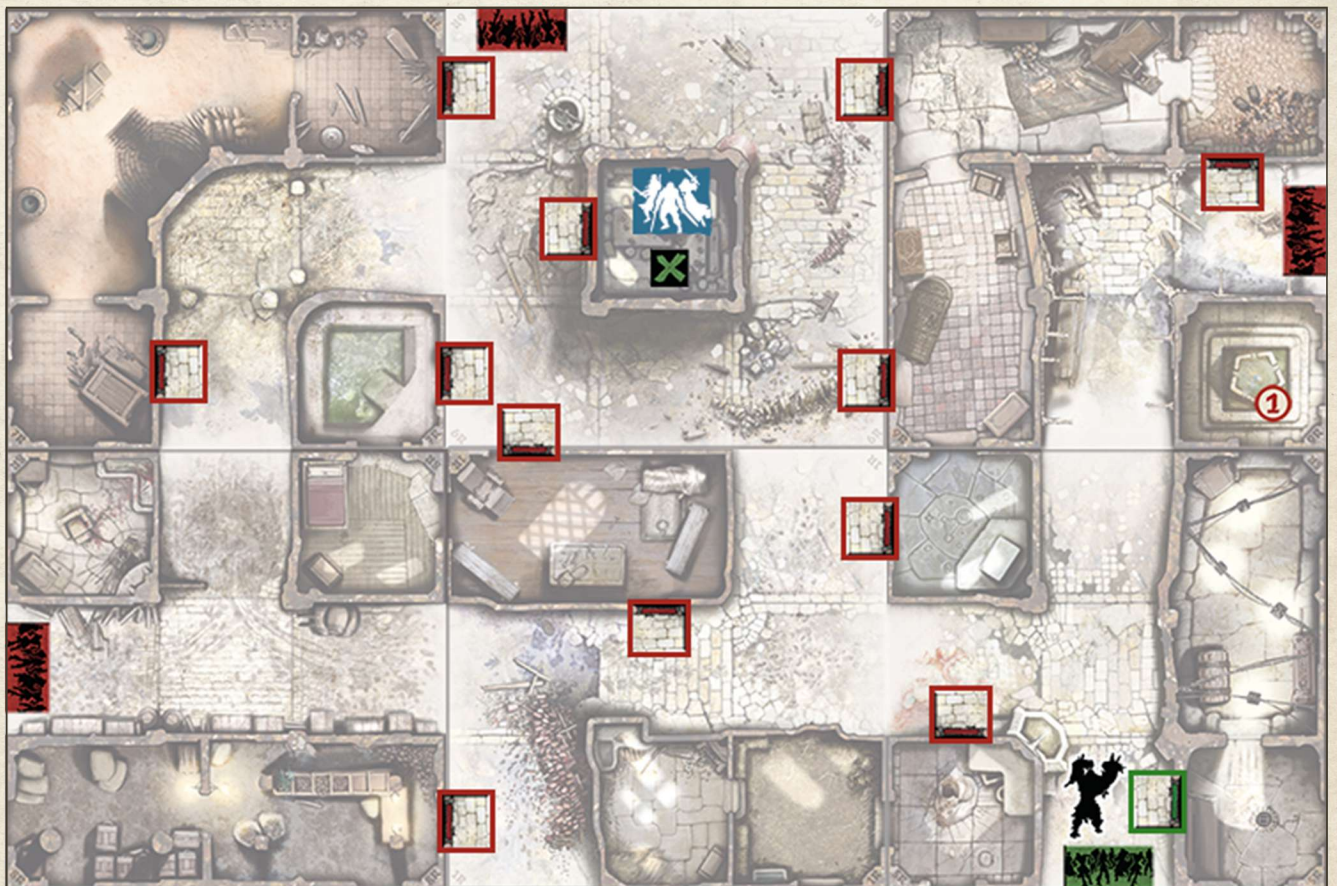
can disable the tank seals. The mechanism is already old and rusty and it makes a huge amount of noise. Seems that our attempts have already attracted some visitors.

Oh no! It looks like these Troll mountains offer some really nasty material for the zombie army...

Material needed: **Zombicide: Black Plague**

Tiles needed: 7R, 6R, 9R, 8R, 1R, 5R

7R	6R	9R
8R	1R	5R





## OBJECTIVES

### Burn that damned Troll!

Get past the green door, take the Dragon Bile from the tank and set the Abominatroll to flame.

## SPECIAL RULES

### Setup

- Put aside all **4 Dragon Bile** cards and store them in the tank (room marked with number one).

- Put aside **1 Torch** card and give it to the Survivors together with the starting equipment (**2 Short Swords, 1 Hammer and 1 Short Bow**)

- Put the **Abominotroll** on the place with a Green Spawn Zone. He is on the board from the very beginning. (You can use the normall Abomination with the Abominatroll rulles, if you don't have the Zombie Bosses pack.)

*If you like to enjoy the adventure the way it was intended, we suggest to use the recommended Survivors. But it should be playable with any other setup as well.*

Recommended Survivors: **Nelly, Ariane, Glynda, Julian**  
(You will need Zombicide: Black Plague, Wulfsburg and Hero Box.)

Recommended Items and Spawn cards:

Use only the basic Item deck from the Zombicide: Black Plague and the basic Spawn deck. Play with only one standard necromancer.

### Abominatroll

Use the standard Abominatroll rules (He can be killed only with Dragon Fire and he has three activations whan activated within a line of sight of a Survivor.). Don't put any special Abominatroll spawn cards into the Zombie deck. Instead all the normall Abomination spawns counts as Abominatroll activation.

### They don't hear us yet... (Green Spawn Zone)

Spawn on this Zone only on turns when there is at least one tile with **3 or more Noise** (including Survivors).

### Sealed Door (Green Door)

The green door cannot be opened until the green Objective has been taken.

### Controll Room (Green Objective)

The green Objective gives 5 experience points to the Survival who takes it. Taking it allows you to open the green door. But once it is taken, the green Spawn Zone becomes a normal Spawn Zone (You spawn there every turn regardless the noise.).

### The Tank (Room marked with number one)

For a Search action you can take one of the Dragon Bile cards stored here.

## DESIGNER'S COMMENTS

By creating this Quest, we wanted to force the Survivors to split and operate in smaller groups and at the same time to strengthen the need of a clever "Noise management" and positioning.

One way to accomplish this is by using the green "Noise" Spawn Zone. Because when the survivors stay in one group, they generate a lot of Noise and they activate the green Spawn Zone often.

The other factor is the Abominatroll itself. The Survivors have to split to lure him away so the other group can reach the green door safely past his back.

Some Survivors have to stay near the starting room to take the green Objective at the right time. Timing is crucial here. When you take the green Objective too early, the way to the green door will be crowded with zombies spawning from the green Zone. Taking it later could be tricky too because at that time there could be a horde of zombies blocking the entrance to the starting room.

We belive that you enjoy the advanture and come with many interesting strategies.

Tomáš & Jakub Uhlíř

