

## 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.

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|-----|-----|
| 21R | 23R |
| 25R | 22R |

