

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.

