

QUEST B28:

HARD / 6 SURVIVORS / 90 MINUTES

Piles 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.**

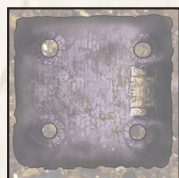
OBJECTIVES

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.

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



- **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.

