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.**
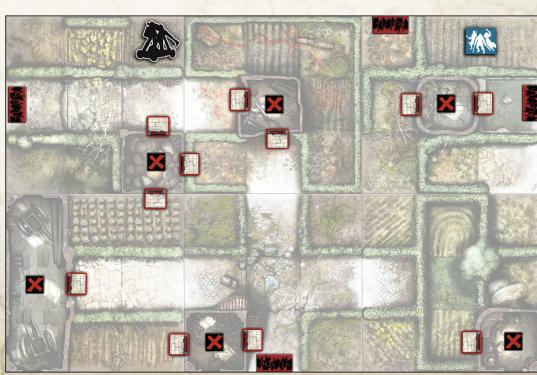
OBJECTIVES

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.

Player Starting Area

Objective(5 XP)

Door

Spawn Zone

Trebuchet

EXIT
Exit Zone