

QUEST B40: **THE FLYING PLAGUE** **(PART 1)**

MEDIUM / 1 SURVIVOR / 60 MINUTES

*N*ecromancers amassed dragon corpses from across the lands, constructing a single, giant, flying, undead abomination. This monstrosity now soars above cities, raining death and terror on the living. Our camp was annihilated and our friends either fled or perished. Now, the few who remain are scattered and in despair. Well, not quite. We still have the Zombicide spirit.

Materials needed: **Zombicide: Green Horde & No Rest for the Wicked.**

Tiles needed: **13V, 15R, 16R, & 17R.**

OBJECTIVES

Accomplish the Objectives in this order to win the game:

1- To Arms! Take all objectives.

2- Assemble! 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.

All Survivors who escape the board are kept for the ensuing Quests.

17R	15R
13V	16R



SPECIAL RULES

• Setup.

- Choose any available 5 Survivors and set them aside along with their dashboards.
- Place an Orc Walker in the indicated Zone.
- The building with open passages does not spawn Zombies.

• Join the cause! Taking an Objective earns 5 XP to the Survivor who takes it.

When a Red Objective is taken this way, choose 1 of the set-aside Survivors and put them into play, in the Zone where the Objective was taken. The rescued Survivor gets a Starting Equipment of the player's choosing and may immediately perform a free Reorganize/Trade Action.

• That's a thick door. The Blue door cannot be opened until the Blue Objective is taken.

• We've been spotted! If they are below the Red Danger Level, the Survivor taking the Green Objective immediately earns enough XP to reach the Red Danger Level. They may look for any Equipment card from the Equipment deck (or its discard pile) and give it to the Survivor, who may reorganize their inventory for free. If the card is taken from the Equipment deck, shuffle it afterwards.

