

## QUEST B41:

# THE FLYING PLAGUE (PART 2)

MEDIUM / 6 SURVIVORS / 120 MINUTES

*We survived the Dragon's initial assault. With our newly-found friends, we can avenge our fallen comrades and get rid of the Flying Plague. Of course, we'll need an appropriate weapon for this task: the Ballista!*

15V	20R
13V	17R
14R	12R



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

Tiles needed: **12R, 13V, 14R, 15V, 17R, & 20R.**

### OBJECTIVES

Accomplish the Objectives in this order to win the game.

- 1- Gear up!** Each Survivor must have a Vault weapon. It does not need to be equipped.
- 2- Get the Ballista!** Take the Green Objective (see Special Rules).
- 3- Head out!** Reach the Exit with 6 Survivors (or more) and the Ballista. Any Survivor may escape through this zone at the end of their Turn, along with the Ballista, as long as there are no Zombies in it.

### SPECIAL RULES

#### • Setup.

- Players choose from among the Survivors saved in The Flying Plague (Part 1). Those not chosen are set aside, forming a reinforcement pool.
- Set aside an additional 2 available Survivors. If none are available, no problem!
- Remove 6 Abomination cards from the Zombie deck (players choose). They are shuffled and set aside, facedown, forming an Abomination deck.

• **Legendary weapons.** Each Red Objective gives 5 XP to all Survivors. The Survivor who took the Objective also earns a random Vault weapon. They may reorganize their inventory for free. **Then**, immediately spawn the top card from the Abomination deck on the closest Spawn Zone.

• **We'll need something bigger.** When the Green Objective is taken, replace it with the Ballista.

• **Reinforcements.** When a Survivor is eliminated, they may be replaced with another Survivor from the reinforcement pool. The latter is placed in another Survivor's Zone. The new Survivor starts without Equipment and as much XP as needed to reach the lowest amount of the current Danger Level. When the Blue Objective is taken, add the additional set-aside Survivors to the reinforcement pool. They can be immediately used to replace eliminated Survivors. The game is lost when a Survivor is eliminated and cannot be replaced at all, including the additional Survivors that are gained with the Blue Objective.

