

# QUEST B10: BULLS ON PARADE

HARD / 6 SURVIVORS / 120 MINUTES

The brave people we rescued\* told us that they were spared for their special skills. Their captors were taking them to the town of Dornwich to serve "the Usurper", a rich and respected figure among the necromancers.

Dornwich fell long ago and became an outpost for our enemies. Some heroes tried to reclaim it and failed. Their bodies still litter the outer walls. The town's ramparts are guarded by deadeye walkers. A great gate bars the town's entrance, and its dark enchantments only allow the infected to pass.

In many ways, Dornwich looks like the future if we let zombies win. Not on my watch! Listen, I have a plan to force that black gate...

\*See Quest B8 Slave Drivers.

Material needed: **Zombicide: Black Plague, Wulfsburg, Deadeye Walkers & Abominotaur (Zombie Bosses expansion).**  
 Tiles needed: 2R, 3V, 4V, 5R, 6R, 8R, 9V, 10V & 11R.

8R	3V	10V
4V	6R	9V
5R	2R	11R



-  Player Starting Area
-  Door
-  Deadeye Walker x2
-  Spawn Zone
-  Necromantic Gate
-  Objectives (5 XP)
-  Exit

## OBJECTIVES

- 1 - **Collect the magic weapons.** Take all the red Objectives.
- 2 - **Enter Dornwich.** Reach the Exit Zone with all starting Survivors. Any Survivor may escape through this Zone at the end of their Turn, as long as there are no Zombies in it.

## SPECIAL RULES

### · Setting:

- Sort out all the Magic Equipment cards. Shuffle them and set them aside in a pile without revealing them.
- Set two Deadeye Walkers in each indicated Zone. They cannot leave their Zone in any way. You may use colored bases to separate them from other Deadeye Walkers.

· **Fallen heroes:** Taking a red Objective grants 5 experience points and a random Magic Equipment card to the Survivor who takes it.

· **The necromantic gate:** The magic circle on tile 9V represents a necromantic gate. Lines Of Sight cannot go into or through the Zone, except for dropping the red cloth (see below). Survivors cannot Move into the Zone. Zombies can Move into and through it normally.

· **Seeing red:** The blue Objective represents a big red cloth to use against Abominotours. It grants 5 experience points to the first Survivor who takes it. Set the Objective token on the Survivor's dashboard. It does not occupy an Equipment slot and can be traded like an Equipment card.

- As soon as the red cloth is taken, Abominotours consider the holder's Zone as their target Zone.

- The red cloth token can be dropped on the necromantic gate's Zone within Range 1 and Line Of Sight. Abominotours then consider the gate's Zone as their target Zone. Remove both the gate and Objective token as soon as an Abominotour reaches them. The way is open, but the monster resumes its usual behavior!

