

## QUEST B33:

# THE DECAYING RUINS

MEDIUM / 6 SURVIVORS / 30-60 MINUTES

The place is loaded with resources, but the building has sustained heavy damage and may collapse anytime. The longer we stay, the greater the risk. How far will we go?



Material needed: **Zombicide: Black Plague**.

Tiles needed: 1R, 2R, 3V, & 6R.

## OBJECTIVES

**Go Big or Go Home.** Take as many Objectives as possible. The game ends when all buildings are destroyed.

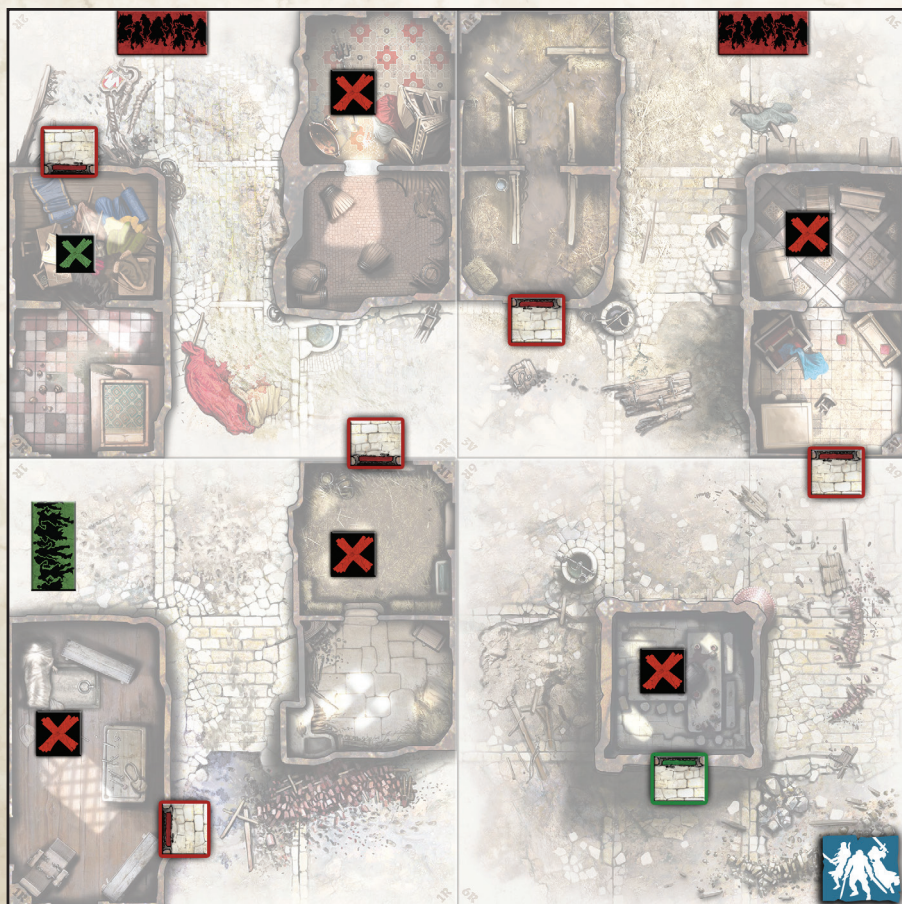
## SPECIAL RULES

• **Objectives.** Each Objective gives 5 XP to **each** Survivor. When the Green Objective is taken, the Green door opens immediately (resolve a Zombie Spawn in the building) and the Green Spawn Zone becomes active.

• **Crumbling buildings.** When a Player opens a door, add a noise token to all zones in the building, then give 5 XP to each survivor. At the **end** of each Zombies' Phase, all buildings marked with a Noise token collapse. All Actors inside are eliminated and all tokens inside are removed.

• **Scoring.** Only score objectives on Survivors that are alive at the end of the mission.

- All 6 Objective Tokens – Legendary!
- 4-5 Objective Tokens – Well, we can buy some beer!
- 1-3 Objective Tokens – It wasn't worth going down there.



2R	3V
1R	6R



QUEST - ZOMBICIDE

B33