

QUEST B36: BERIN JENKINS!

HARD / 5+ SURVIVORS / 90 MINUTES

Berin is cursed! He is blinded by rage, attacking aimlessly, and can't be contained. We must assemble a Teleport Stone to bring him to safety and get him out of his trance.

Material needed: **Zombicide: Green Horde.**

Tiles: **12R, 13R, 14R, 15R, 16R, & 19R.**

OBJECTIVES

Save Berin. Complete these objectives in order to win the game:

1- Assemble a Teleport Stone. Take all Objectives.

2- Let's get out of here. The game is won as soon as Berin and at least 1 more Survivor are standing in the Exit Zone.

NOTE: Berin cannot be played for this Quest until all objectives are taken. He is controlled using the special rules below.

SPECIAL RULES

• Setup.

- Place Berin in the Player Starting Area.
- Place 2 Walkers, 1 Fatty, and 1 Necromancer in the designated Zones.
- Some rooms are isolated by doors. They are considered as separate buildings for Zombie spawning purpose only.

• **Cursed Berin.** Berin is considered a Survivor with his own Dashboard, yet plays by his own rules. He starts the game with a Great Axe and Plate Armor. Trade Actions cannot be performed with him, and he cannot use Skills. Players perform dice rolls for him.



Berin activates at the start of each Players' Phase, before the first player's Turn. First, he performs as many Move Actions as possible to reach the nearest Zone with Zombies (if several Zones are eligible, players choose). Then, upon reaching them, he performs as many Melee Actions as possible to eliminate as many Zombies as possible. Berin earns XP as normal.

• **Shards of stone.** Taking an Objective grants 5 XP to ALL Survivors (including Berin). When the last Objective is taken, take Berin's miniature and place it in the nearest Zone with another Survivor, regardless of Zombies and obstacles. Berin got teleported!

From then on, Berin is cured and is played like a normal Survivor. Players choose who plays Berin.

12R	14R
19R	16R
15R	13R

