

QUEST B38:

A THOUSAND MAZES TO DIE

BY BEATRICE MUSU

HARD / 6+ SURVIVORS / 90 MINUTES

The city is teeming with zombies. No one can be saved, and our only option is to escape. Luckily, I found a map! But it's a heck of a labyrinth out there with all these zombies wandering the streets and crawling through the buildings...

Material needed: **Zombicide: Black Plague, Zombie Bosses Abomination Pack.**

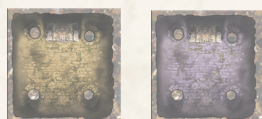
Tiles: **3R, 4V, 5R, 6R, 7R, & 9R.**

No, Clovis, I don't hear hooves. No, Clovis, can't you see I'm busy writing...

WHY DIDN'T YOU TELL ME AN ABOMINOTAUR IS CHARGING AT US?!



5R	6R
4V	3R
7R	9R



OBJECTIVES

Run like the wind! 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.

SPECIAL RULES

• Setup.

- This Quest is played with the Abominotaur. Shuffle its Zombie cards in the Zombie deck. Place its miniature in the indicated Zone.

- Put the Blue and the Green Objectives randomly among the Red Objectives, facedown.

• **Inner doors.** Some buildings have closed doors between rooms. They are considered as separate buildings for spawning Zombies.

• **Is that a shortcut?** Each Objective gives 5 experience points to the Survivor who takes it. The Blue door cannot be opened until the Blue Objective is taken. The Green door cannot be opened until the Green Objective is taken.

• **Bull on the loose.** The Abominotaur Zombie cards spawn an Abominotaur at Blue Level or gives it an extra Activation if it is already on the board.



QUEST - ZOMBICIDE

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