

QUEST B39:

NEVERENDING NIGHT

BY PEDRO PRATES

HARD / 6+ SURVIVORS / 90+ MINUTES

It was a cold, moonless night when we arrived at a village. It seemed like the plague had passed through here a long time ago. Everything was quiet; strangely quiet. We heard a small murmur in the air that grew by the moment. A dense, indescribable fog fell upon the village and through it, they came. We were once again caught in a trap. No time to run. Raise your shields!

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

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

OBJECTIVES

Complete the objectives in any order to win the game:

- **Secure the perimeter.** Take all Objectives.
- **The night is long and full of zombies!** Survive 15 turns with all Survivors.

SPECIAL RULES

- **Setup.**
 - Mix the Blue Objective amongst the Red Objectives, facedown.
 - Put 1 Vault weapon at random in the Blue Zone. It can be taken like an Objective.

- **Start a fire!** Survivors' Lines of Sight are limited to Range 0-1 until the Blue Objective is taken. Zombies' Line of Sight work as usual.

The Survivor who takes the Blue Objective places it on their dashboard. It takes no place in the inventory and can be traded like an Equipment card. From then on, the Blue door can be opened.

A Survivor in the highlighted blue Zone may discard the Blue Objective from their inventory for free. Place a Dragon Fire token in the Zone as a giant pyre is lit! From then on, Line of Sight is restored until the end of the game.

- **They just keep coming!** During every Zombie Spawn phase, take the first spawn card used and put it aside to keep track of the rounds. When this separate card stack has 15 cards in it, the game ends at the end of the Game Turn.

• **Unending horde.** The game does not end if there are 6 Spawn Zones or more. However, if you must place an additional Zombie Spawn token and don't have any left, resolve an additional Spawn on the first Spawn Zone.

- **Hold the line!** Each Red Objective gives 5 experience points to the Survivor who takes it. Place the Objective token on their dashboard. It takes no place in the inventory and can be traded like an Equipment card. A Survivor without any Zombie in their Zone may spend 2 Actions discard an Objective token from their inventory to place a Barrier token in their Zone.

A Barrier is destroyed whenever 10 Zombies or more stand in its Zone during an Activation Step of the Zombies' Phase. Destroy the Barrier first, then resolve the Activation Step.

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

