

QUEST B42:

THE FLYING PLAGUE (PART 3)

MEDIUM / 6+ SURVIVORS / 120 MINUTES

4. Our Ballista bolts cannot pierce the dragon's hide of iron and bone! The necromancers must have fused the Flying Plague with unnatural materials! How sinister! We need to retrofit the Ballista bolts with forged steel, magic, or relics to even stand a chance of killing it. We'll first lure it to us using a horn. Then, in a single strike, shoot it through its monstrous skull!

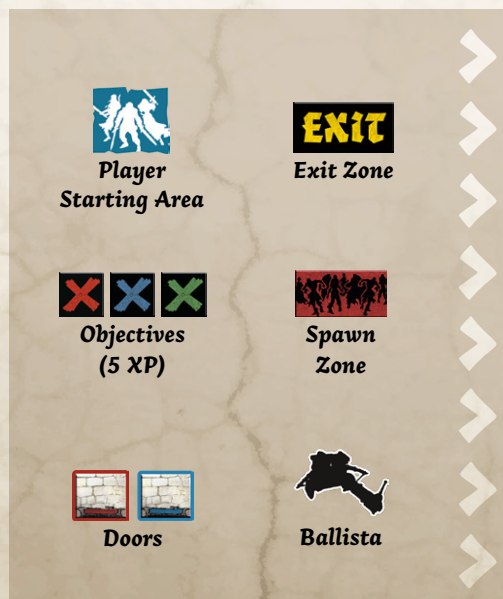
Materials needed: **Zombicide: Black Plague, Zombicide: Green Horde, & No Rest for the Wicked.**

Tiles needed: 12V, 13V, 14V, 15V, 16V, 17V, 18V, 19V, & 20V.

OBJECTIVES

Slay the beast! Kill the Necromantic Dragon.

12V	14V	13V
16V	15V	17V
19V	20V	18V



SPECIAL RULES

• Setup.

- The Ballista is not placed on the board at the start of the game. Set its miniature aside.
- Each Survivor gets a random Vault weapon during Setup (see below).- Players choose from among the Survivors from the end of The Flying Plague (Part 2), including the ones from the reinforcement pool. Those not chosen are set aside, forming a reinforcement pool.

• Dragon Horn. Taking an Objective grants 5 XP to all Survivors.

- Red Objectives are placed on the Survivor's dashboard. They do not take space in the inventory and can be traded like Equipment cards. A Survivor may discard a Red Objective to spawn the Necromantic Dragon instead of drawing the next Zombie card.

• Vault weapons cannot be used until 2 Red Objectives (or more) have been taken. From then on, the Blue Spawn Zone becomes active.

- When the Green Objective is taken, place the Ballista in the indicated Zone.

• Reinforcements. When a Survivor is eliminated, they may be replaced with another Survivor from the reinforcement pool. The latter is placed in another Survivor's Zone. The new Survivor starts at the Blue Danger Level and gets all Equipment from the Survivor who got eliminated, equipped as they please.

