

QUEST B46:

ANN'S REVENGE

HARD / 1 SURVIVOR (ANN) / 30 MINUTES

Ann is leaving us for a few days. She learned from a wandering survivor we rescued earlier today that her childhood village has been devastated by the church's priest who has turned into a necromancer. She trusted him as a kid and wants to take revenge. She won't be long, she says. She will be back in time for our next quest. We know Ann's wrath well enough to respect her wishes and let her go alone. Still, we are friends and we won't let her down. Samson will follow her from a distance and make sure she has the right tools to kill her former mentor.

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

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



OBJECTIVES:

This is a solo Quest, played with Ann. Accomplish the first 2 Objectives in any order.

- Find the Necromancer's weakness. Take the Green Objective.
- Find Samson. Take the Blue Objective.

Then, accomplish these Objectives in this order to win the game:

- Take the weapon! Enter the Yellow Vault with Samson and spend 1 action to get the Orcish Crossbow.
- Face evil. Ann has to eliminate the Necromancer with the Orcish Crossbow.

SPECIAL RULES

• Setup.

- Place Ann in the Survivor Starting Zone. She starts with a Hammer and Mana Blast as Starting Equipment.
- Set aside a Dashboard with Samson's ID Card. He has a Short Bow and a Short Sword as Starting Equipment.
- Place the Green Objective randomly among the Red Objectives, facedown.

• **Fragile doors.** Die rolls to open doors automatically succeed.

• **The evil priest.** The Necromancer can only be killed with the Orcish Crossbow. The Necromancer moves along a fixed path, taking the shortest route from a Spawn Zone to the next in clockwise order. It does not exit the board. The Necromancer Spawn Zones (Orange, Purple) become active as soon as the Necromancer enters their Zone.

• **Clues to the priest's weakness.** Each Objective gives 5 XP to the Survivor who takes it. When the Green Objective is taken, place the Orcish Crossbow (vault card) on the Yellow Vault tile.

• **Hello, old friend.** When the Blue Objective is taken, place Samson in the Zone. Then, set her Danger Bar to the beginning of the Quest's current Danger Level. The player controls both Survivors. Samson plays after Ann.

- The Orcish Crossbow can only be taken by Samson.
- The Blue door can only be opened by Samson.

