QUEST B49:
PILLAGE RACE

VERY HARD / 6 SURVIVORS / 60 MINUTES

A Quest inspired by an idea from Attila Donaberger

Two rival groups of survivors must pillage neighboring villages before it's too late! The group that takes too long will be doomed to deal with the waves of zombies that are getting larger and larger! So be quick, because the other group of survivors are NOT your friends!

Material needed: **Zombicide: Black Plague and at least 1 extra Abomination miniature of player's choice.**
Tiles needed: **1R, 2R, 3V, 4V, 5R, 6V, 7V, & 8R.**

OBJECTIVES:

Find all treasures and stay alive! It's a competitive scenario! The first team that takes all Objectives on their map wins the game. Alternatively, a team immediately wins whenever all Survivors on the opposite team are eliminated.

SPECIAL RULES

· **Setup.**
- Separate the Survivors into 2 teams of 3 Survivors each. Each team has their own map, chosen randomly. These maps are separate for all purposes, having no Line Of Sight or connection to each other.
- The starting equipment for each team is made from Starting Equipment and classic Equipment cards. Each team starts with the following: 1 Short Sword, 1 Hammer, and 1 Short Bow.
- The Blue and the Green doors open normally.

· **Spawning.** The map with the team having the First Player token spawns first during each Zombies' Phase.
- Extra Activation cards only apply to the map they have been drawn for.
- On the other hand, Double Spawn cards drawn for the last Spawn Zone of a given map apply to the first Spawn Zone of the other map.

· **Abominations.** Each map can have 1 Abomination at a time. If another is drawn, the Abomination gets an extra Activation instead.

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

· **Sabotage.** Each Objective gives 5 experience points to the Survivor who takes it. The player may also draw 2 Zombie cards and keep them aside. Whenever a Zombie card is drawn, the player may play a Zombie card they have to add an extra spawn.

Player Starting Area	**Spawn Zones**
Closed Doors	**Objectives (5 XP)**

5R	3V
7V	1R

Team 01 map

8R	4V
2R	6V

Team 02 map