

QUEST B51: BURN'EM ALL!

HARD / 6 SURVIVORS / 90 MINUTES

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Two of our magical pets got lost in the northern caves ruled by the Orcs. The worst part is that this region is exactly where many tainted monsters reside. There's no other alternative but to face the immeasurable dangers of the dark forests to rescue our beloved companions. On the flipside, perhaps some investigating will reveal the path to destroying the lair of these terrible creatures once and for all! Burn 'em all!

Material needed: **Zombicide: Green Horde** and **Zombicide: Friends and Foes**.

Tiles needed: **13V, 17V, 18V, 19V, 22V, & 23V.**



OBJECTIVES

To the rescue. Accomplish these objectives in any order to win the game:

- Rescue both Familiars (Blue and Green Objectives).
- Use Dragon Fire to destroy all Zombie Spawn tokens (See Special Rules).

SPECIAL RULES

• Setup.

- Place Tainted Walkers as indicated on the map.
- Shuffle all Tainted Walkers Zombie cards into the Zombie deck.
- Remove all Necromancer cards from the Zombie deck.
- Set aside all Familiar Equipment cards and shuffle them facedown to form a Familiar deck.

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

• **Survivor's best friend.** The Blue and Green Objectives give 5 experience points and a random Familiar card (from the Familiar deck) to the Survivor who takes it.

• **Burn' em all!** Each Red Objective gives 5 experience points to the Survivor who takes it. Red Objectives occupy an Inventory Slot and can be traded as Equipment (Familiars cannot take Objectives).

- A Survivor holding a Red Objective within range 0-1 of a Spawn Zone may discard it for free. Then, move the Zombie Spawn token Zone to the highlighted Zone. When all Zombie Spawn tokens are gathered this way, a Survivor may use Dragon Fire on the highlighted Zone to win the game.

- The Quest is lost if a Survivor carrying any Red Objectives is eliminated.

• **Lonely invader.** Whenever Orcs would split into new groups when moving, do not add new Orcs on the map. In this case, players always choose which group the solitary Orc joins.



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| 22V | 23V |
| 17V | 19V |
| 13V | 18V |