

QUEST B56:

MEGABOMINATION

MEDIUM / 2 SURVIVORS / 60 MINUTES

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"Did you hear that, Seli? I bet that Mega Abomination is lurking nearby! Let's split up. You go that way and I'll go to the other way. Whoever finds that monstrosity first, the other is paying for tonight's ale! But leave the killing blow to me. My axe is thirsty for revenge!"

— Berin

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

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

OBJECTIVES

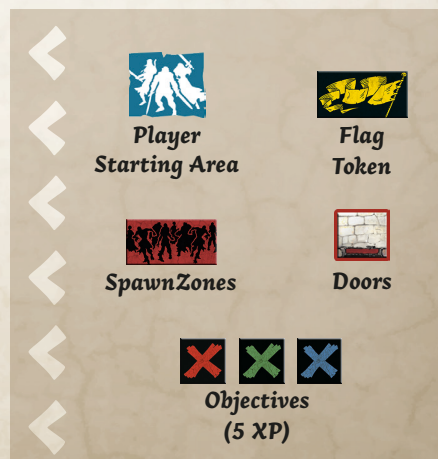
This is a 2-player Quest, played with Berin and Seli.

Accomplish the Objectives in this order:

- 1- Reach the Red Danger Level with Berin.
- 2- Eliminate the MegAbomination with Berin using the Bone Kukri and another Melee weapon with Damage 2.



13V	16V
14R	15R





SPECIAL RULES

• Setup.

- Players place Berin in a Player Starting Area of their choosing. He gets Chainmail Armor, a Crossbow, and the Dwarven Axe instead of his regular Starting Equipment.
- Place Seli in the other Player Starting Area. She gets a Curved Dagger, a Norse Sword, and the Steel Bow instead of her regular Starting Equipment.
- Set aside a Dashboard with another Survivor's ID Card and the corresponding miniature. They start with the Bone Sword as their only Starting Equipment.
- Place the Blue and the Green Objectives randomly among the Red Objectives, facedown.

• **Weapon proficiency.** All Vault Weapons in this Quest can be used, even at the Blue Danger Level.

• **Loot!** Red Objectives give 5 Experience Points to ALL Survivors when taken.

• **Hidden friend.** The green Objective gives 5 Experience Points to the Survivor who takes it. Then, place the Survivor that was set aside (with the Bone Sword) in this Zone. Set their Danger Bar to the beginning of the Quest's current Danger Level. This player now controls both Survivors.

• **Special weapons.** The blue Objective gives 5 Experience Points and the Bone Kukri Vault Weapon card to the Survivor who takes it.

• **Here comes the big guy!** Ignore ALL Horde rules in this Quest. This Quest has no regular Abominations. Every time an Abomination would be spawned, spawn 2 Orc Brutes instead. Every time an "Enter the Horde" Spawn card is drawn, set it aside and draw a new Zombie card to replace it. When the 7th "Enter the Horde" card is drawn **OR** the game reaches the Red Danger Level (whichever comes first), place an Abomination (called MegAbomination) in the Zone with the Flag token. This Abomination can only be eliminated with a Damage 4 Combat Action (it cannot be eliminated by Dragon Fire).

• **More damage!** Berin can only take +1 Damage: Melee Skill at Red Level.

• **Orcs are odd.** Whenever Orcs would split into new groups when moving, do not add new Orcs to the uneven group. Players decide which direction the uneven groups go.

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