

QUEST B57:

THE NECROMANTIC ARMY

MEDIUM / 6 SURVIVORS / 90 MINUTES

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A cabal of necromancers have been performing deranged experiments in the surrounding area. This time, they have gone too far! Zombies enlarge, only to shrink a few moments later. Sometimes, they start sprinting at full force! We have to put a stop to this dark and twisted ritual before the zombies turn into anything worse. Find the boss and cut their head off!

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

Tiles needed: 1V, 4V, 6R, 7R, 8R, & 9R.

OBJECTIVES

Ending the Dark Magic! Kill the Necromancer Boss.



SPECIAL RULES

• Setup.

- Put the Blue Objective among the Red Objectives, facedown.
- Remove all Extra Activation cards from the Zombie deck.

• **Golden chests.** Red Objectives give 5 XP to the Survivor who takes it. The Blue Objective gives 5 experience points to ALL Survivors when taken.

• **Just walls.** The Blue and the Green doors cannot be opened.

• **Dark magic.** Draw a Zombie card at the end of each Zombie Phase. For the next Game Round, all Zombies on the board (except Abominations and Necromancers) are considered to be the same type as the one shown on this special Zombie card for all purposes (including Extra Activations). Miniatures don't change, only their characteristics.

If this special Zombie card is an Abomination, Necromancer, or Double Spawn, this rule has no effect for the next Game Round.

• **Who's the boss?** Roll a die whenever all Survivors have reached the Orange Danger Level. Spawn the Necromancer, along with a Necromancer Spawn Zone token, in the corresponding Zone. Then, open all closed doors in that building.

If the Necromancer is already on the board, move it, along with the Necromancer Spawn Zone, to the corresponding Zone. The game is won as soon as this Necromancer is eliminated.

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

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



1V	6R
9R	4V
8R	7R



QUEST - ZOMBICIDE

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