

QUEST B3:

THE KING'S CROWN

MEDIUM / 4+ SURVIVORS / 90 MINUTES

Reclaiming the land from zombies implies uniting the survivors around us. To do so, we have to perform a daring and symbolic action. The King has been defeated and probably wanders around looking for human flesh. We must recover his crown. It is a sacred duty! And a beautiful object...

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

Tiles needed: 3V, 4R, 5R, 6V, 9V & 11V.



OBJECTIVES

Recover the King's Crown! The game is won as soon as all starting Survivors stand in the crown's Zone, and there are no Zombies in it.

SPECIAL RULES

• Setting:

- Put the blue Objective randomly among the red Objectives, face down.
- Put a random Vault weapon in each Vault.
- The violet Vault door is not set on the board when the game starts. You have to find the blue Objective first (see below).

• **Looking for the key.** Each Objective gives 5 experience points to the Survivor who takes it.

• **A secret passage!** When the blue Objective is taken, place the violet Vault door in its Zone (closed side).

• **Trapped doors!** Resolve these effects in order whenever the green door or any violet Vault door is opened:

- 1- The green Spawn Zone becomes active.
- 2- Spawn a Zombie card on the green Spawn Zone (active or not). The green Spawn Zone can't be removed.

3V	11V	6V
5R	9V	4R

