

QUEST B62: **THE HEADLESS HORSEMAN'S FINAL RIDE**

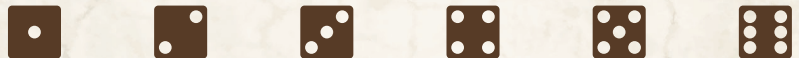
MEDIUM / 6 SURVIVORS / 60 MINUTES
 By Keli L. CRUZ

An this Halloween night, the legends of the Headless Horseman have become reality! He has emerged from the forest on his infernal steed, sword in hand, with empty eye sockets blazing with fury as he searches for his missing head. We've discovered that his head lies buried somewhere in the village, which is our

only chance to defeat him. Now we must battle invading zombies, search for clues to the head's location, and survive this terrifying adversary. The Horseman seems invincible, but if we recover his head, we might send him back to the beyond... permanently!



34V	26R
31V	32R



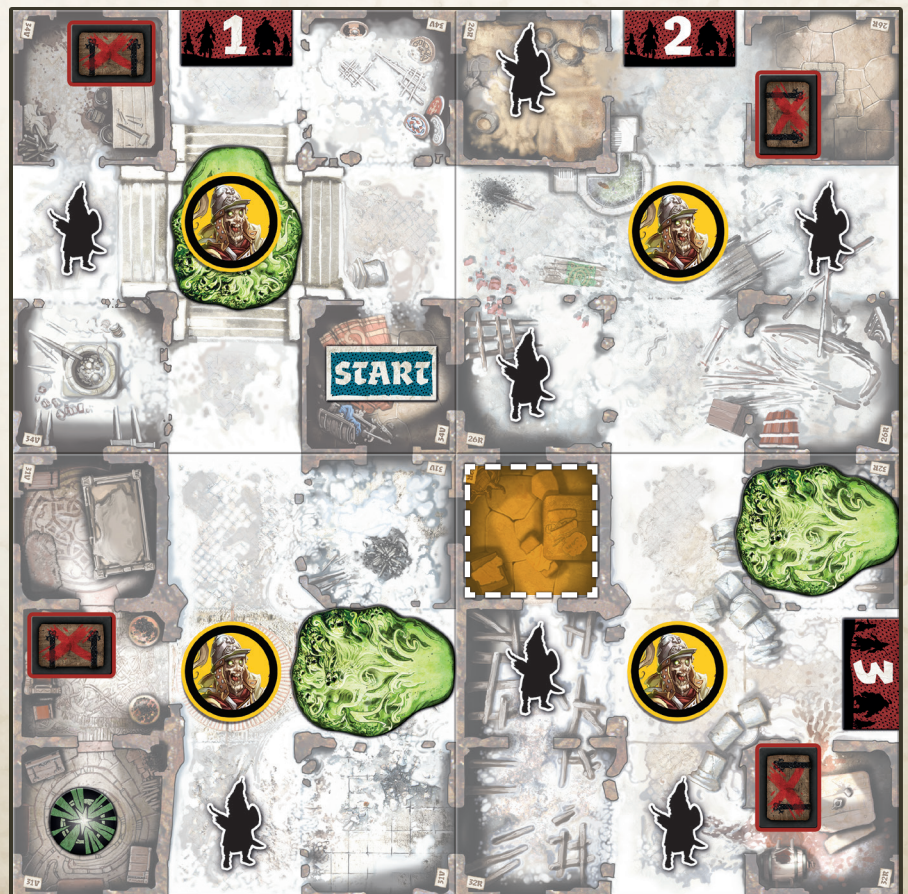
START
Survivor Starting Zone

Beacon 3x Corruption

7x Guards 4x Walkers

5x Objectives

1 2 3
Spawn Zones



Material needed: Zombicide: White Death.
Tiles needed: 26R, 31V, 32R & 34V.

OBJECTIVES

- ♦ **Someone lost their head.** Accomplish the Objectives in this order to win the game:
 - **1. Find the Head.** (see Special Rules).
 - **2. The Headless Horseman's Final Ride.** Eliminate the Headless Horseman.

SETUP

- Place the Blue Objective randomly among the Red Objectives, facedown.
- Set the Green Objective aside for later.
- The Abomination miniature represents the Headless Horseman.
- Place Guards and Walkers in the indicated Zones.

SPECIAL RULES

Clues. The Blue and Red Objectives represent the Clues. Each Red Objective gives 5 AP. The Survivor who takes it also recovers 1 Wound. The Blue Objective gives 5 AP to all Survivors and a random Vault Weapon to the Survivor who takes it. That Survivor may reorganize their inventory for free. When the last Objective is collected, roll two dice, one at a time. The first die determines the column, and the second die determines the row where the Head is buried. Place the Green Objective token accordingly (eg. if players rolled a 3 and then a 3, put the Green Objective token in the Survivor's Starting Zone).

The Head. The Green Objective represents the Head. A Survivor in the Zone with the Head can spend one Action to dig it up, giving 5 AP to ALL Survivors. Keep this Objective next to the Survivor's dashboard. It doesn't take up a slot in their inventory and may be traded like an Equipment card. The Survivor with the Head becomes immune to Headless Horseman attacks and receives the Skill **+2 Dice: Combat**.

♦ The Headless Horseman.

- At the start of the Zombies Phase, each Survivor and Guard in street Zones suffers a **Horseman Special Attack**: Roll a die. On a roll of 1-4, the Survivor or Guard suffers 1 Wound (cannot be prevented by Armor rolls). On a 5 or 6, they take no damage.
- When an Abomination Activation is required (Zombie card, Attack, extra Activation), players choose one Survivor in a street Zone to receive the **Horseman's Special Attack**.
- When the Head is collected, place the Headless Horseman in the highlighted area. He now behaves as follows:
- He has 4 Actions per Activation and never attacks the same target twice during a single Activation. After completing an Attack, if he still has Actions remaining, he moves toward the next closest Survivor or Guard.
- Whenever he needs to attack, he performs a **Horseman Special Attack**.
- Only the Survivor carrying the Head can attack the Headless Horseman. The Headless Horseman is defeated only when hit by a Damage 2 attack that successfully rolls at least 3 hits (cannot be killed by Dragon Fire).

