QUEST B61:
THE LOST GUARDIANS OF NEVA

HARD / 6 SURVIVORS / MEDIUM
By Rodrigo Sonnesso, Toi Von Glehn, and Keli Cruz

The grip of the siege on Wintergrad is tightening, and our resistance is growing weaker by the day. All we can do is try to find help. For centuries, the Neva Palace has had the best trained guards in the region, but we haven't heard from them in a long time. We need to organize a caravan to try to find the Neva guardians. Once they are reunited, they will summon their ancient power! Perhaps after that, we can strengthen our defenses against the relentless zombie horde.

Material needed: **Zombicide: White Death**.
Tiles needed: **26R, 27V, 29V, 30V, 33R, & 34V**.

30V	27V	34V
26R	29V	33R

Objectives

- **Assemble the guardians.** First, accomplish these objectives in order.
  - Find the 6 Guards. They may only perform Move actions.
  - Reunite all (6) Guards in the Beacon Zone. They can play normally afterwards.
- **Then** exit with all Survivors. A Survivor may exit through this Zone at the end of their Turn as long as there are no Zombies in it.

Special Rules

- **Setup.**
  - Shuffle the Blue and Green Objectives randomly among the Red Objectives, facedown.
  - Place 5 Walkers as indicated on the map.
- **Hiding guards.** Each Red Objective gives 5 AP to the Survivor who takes it. Then, place 1 Guard in the Survivor's Zone.
- **Elite guards.** The Blue Objective gives 5 AP to all Survivors when taken. Then place 2 Guards in the Survivor's Zone. The Survivor who takes it also gains 1 random Vault Weapon and can then reorganize their inventory for free.
- **Back to our land.** The Green Objective gives 5 AP to all Survivors when taken. The Survivor who takes it gains 1 random Vault Weapon and can then reorganize their inventory for free. Then place the Exit token in that Survivor's Zone.
- **Cursed village.** Roll a die at the end of each Zombie Phase. Place 1 Walker in each Ruin Zone on the numbered Tile rolled (see the map). If a 6 is rolled, nothing happens.