

◆ **QUEST B70:**
**WHERE THE SUN
RISES AGAIN**

HARD / 6 SURVIVORS / 90 MINUTES
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The snow falls in silent veils over a land that feels... wrong. The rivers run black beneath the ice, ancient trees twist as if in pain, and a sickly pall clings to the sky. The villagers whisper of a wandering white guardian, a spirit of sun, whose power once made the fields bloom and the demons scatter. Now the Corruption has taken root, raising the dead from the frozen soil and driving them toward the last untainted shrines. If we can cleanse the defiled grounds, rekindle the sacred altars, and stand fast against the shambling hordes, hope may yet return with the dawn. Steel and spell will hold the line, but it is purity of purpose that will drive back the darkness and restore life to this cursed land.

Material needed: **Zombicide: White Death.**
Tiles needed: **26V, 27R, 30R, 31V, 32V & 34R.**

OBJECTIVES

- ◆ **Protect the Villagers.** The Quest succeeds as soon as all Corruption tokens are removed (see Special Rules).
Note: The Quest fails if any Guard is eliminated.

SETUP

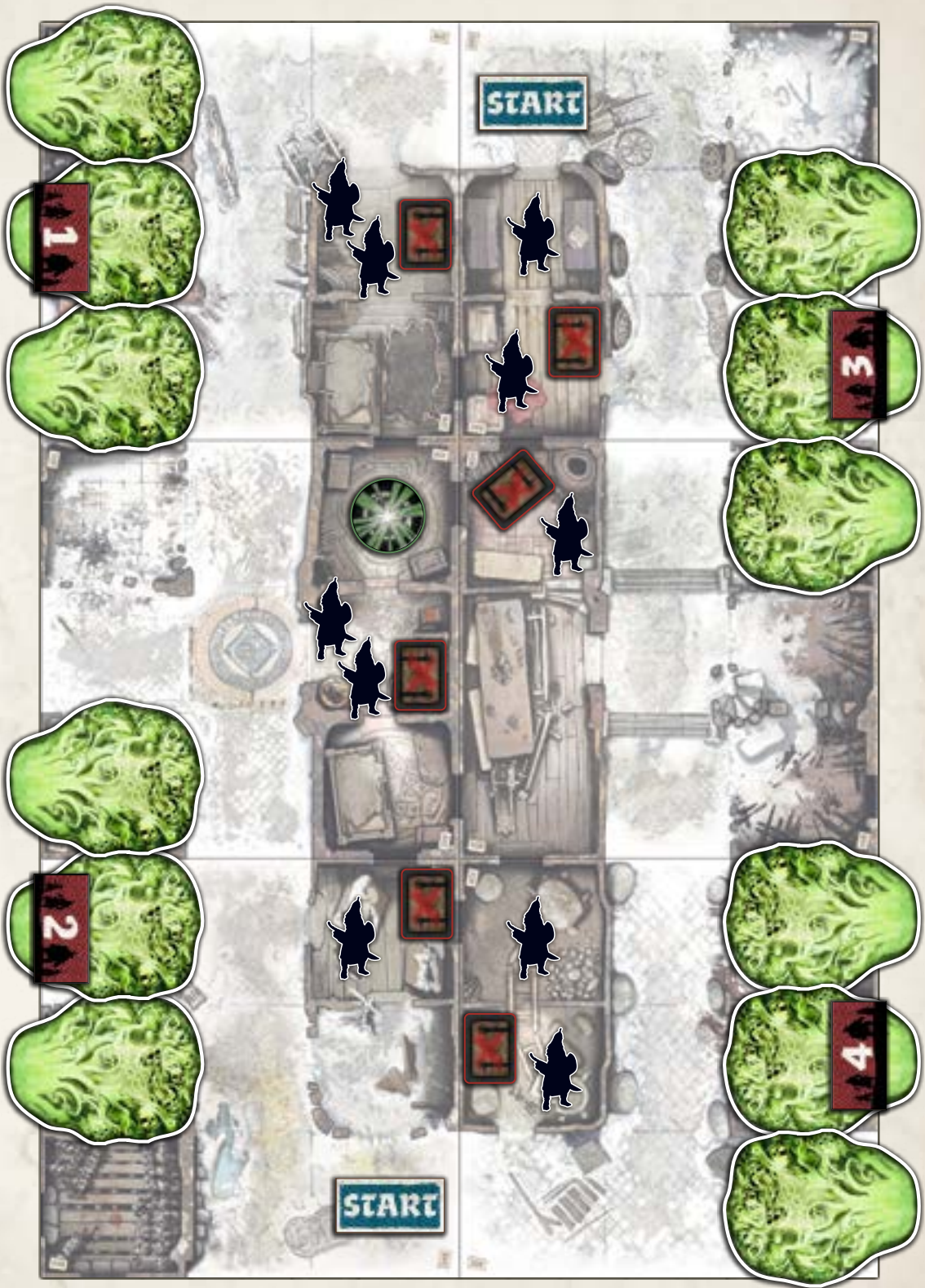
- Shuffle the Blue and Green Objectives randomly among the Red Objectives, facedown.
- Split the Survivor team as evenly as possible between both Survivor Starting Zones.

SPECIAL RULES

- ◆ **Divine Instruments.** Each Objective gives 5 AP to the Survivor who takes it.
 - Objective tokens represent **Divine Instruments**, place the Objective token on the Survivor's Dashboard. It doesn't take an inventory slot and can be traded like an Equipment card.
 - The Blue and Green Objectives also give a random Vault

Weapon to the Survivor who takes them. They can then reorganize their inventory for free. If no Vault Weapons are available, the Survivor earns an additional 5 AP.

- ◆ **Purify the Land.** A Survivor with a **Divine Instrument** may perform Attacks targeting **Corruption Zones**. Each successful hit may be allocated to a **Corruption token** to remove it (Corruption tokens have the same Target Priority as Necromancers).
If no Corruption tokens remain on the board, the game is won. If a Corruption token must be placed and none are available, the Quest is lost.



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Survivor
Starting Zones

Beacon

Corruption

10x
Guards

4x
Objectives

1

2

3

4

Spawn Zones

26V	30R	32V
27R	31V	34R