QUEST B76:

WELCOME TO THE BLACK PARADE

HARD / 6 SURVIVORS / 90 MINUTES
Design and Development: Marco Portugal

The Harvest Festival is almost upon us, but there will be little cause for celebration if our prized Harvest Turkeys don't make it home!
They are stranded on the far side of the village, where a Defiler Necromancer leads his undead army in a sinister Black Parade through the streets. A towering wall stands between us and our feathered friends, so we'll need to find some rope ladders, climb across, slip through the marching dead, and bring the turkeys safely back to the Exit. The feast is waiting, the Parade is marching, and no wall or army of the dead is going to ruin our Harvest Festival. We'll carry on!

Material needed: **Zombicide: White Death**.
Tiles needed: **26V, 27R, 28R, 29R, 30R, 33V, 34V**.

Objectives

- **Rescue the Turkeys.** Accomplish these Objectives in this order to win the game.
  - **Grab the Birds.** Take the Blue and Green Objective tokens.
  - **Escape.** Exit with all Survivors. Any Survivor may exit through this Zone at the endof their Turn, as long as there are no Zombies in it.

Setup

- Place the Blue and Green Objectives in the indicated Zones.
- Remove all Necromancer cards from the Zombie Spawn deck and set them aside.

Special Rules

- **Harvest Weapons.** Each Red Objective gives 5 AP and a Vault Weapon to the Survivor whotakes it. They can then reorganize their inventory for free.
- **Harvest Turkeys.** The Blue and the Green Objectives represent the Harvest Turkeys. When a Survivor takes one of them, ALL Survivors gain 5AP.
- **The Parade Leader.** Ignore the regular Defiler Necromancer rules. The Defiler Necromancer cannot be attacked or removed from the board and do not attack Survivors. He doesn't attack and only moves by the **Black Parade** effect. **The game is still lost whenever Corruption reaches the Beacon**.
- **Black Parade.** Follow these steps at the end of the Zombies Phase:
  1. Move the Necromancer 1 Zone towards the Beacon.
  2. Move each other Zombie in a Corruption Token 1 Zone towards the Beacon.
  3. Spawn 1 Walker on each Corruption Zone with no Zombies.
  4. Place a Corruption token in the Necromancer's Zone.
- **The Parade Trance.** Zombies in Corruption Zones can only move or be moved by the **Black Parade** effect and are immune to **Freeze**. Freeze tokens cannot be placed in the Corruption Zones. If there are Survivors to attack, they simply do not move.
- **The Show Must Go On.** In case players run out of miniatures, in addition to the usual effects, also resolve the Black Parade effect.





START
Survivor Starting Zone

EXIT
Exit Zone

1 2 3
Spawn Zones

2x
Rope Ladders

Beacon

Corruption

5x
Objectives

3x
Walkers

Necromancer

26V 34V
28R 29R 33V
30R 27R

B76 QUEST - ZOMBICIDE