

QUEST B50: **THE CURSED VILLAGE** **- PART 2A**

HARD / 4 SURVIVORS / 30 MINUTES

(If the players finished the first part in 14 Game Rounds or less)

With a lot of effort, we reached the underground tunnels. We managed to escape before the evil plan was completed. Now, it's time to cross the lands infested by these monsters and find the secret passage to get out of here safely!

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

Tiles needed: **4V, 6R, & 7V.**

OBJECTIVES

Just run! Accomplish the Objectives in this order:

- 1- Find the Exit (see below).
- 2- Reach the Exit Zone with all Survivors. Any Survivor may escape through the Exit 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 among the Red Objectives, facedown.
- Place the Brutes and the Walkers in the indicated Zones.

• It's somewhere over here! Red Objectives grant 5 experience points to the Survivor who takes it. When the second Red Objective is taken, place the Exit token in that Zone.

• Let's find another way! When the Green or Blue Objective is taken, ALL Survivors gain 5 experience points. From then on, the Green Spawn Zone becomes active.

• Fragile doors. Die rolls to open doors automatically succeed.

