

### ◆ QUEST 3:

## THE SHEPHERDS

MEDIUM / 6+ SURVIVORS / 90 MINUTES

**N**ecromancers are everywhere. They're spreading chaos and seizing power in the whole kingdom! Against a menace this big, there is almost nothing we could do. Almost. We know we're good at survival as long as we stand together. Our plan is to reach out and find other survivors to create an army of our own. Four days we've spent, traveling to the next village, which is currently under attack, but not completely overrun. Let's get in the fray and help these people!

Tiles needed: 1R, 2R, 3V, 4V, 5R & 9V.

3V	1R
4V	2R
5R	9V

### OBJECTIVES

**Rescue the townfolks.** Keep an eye on them, some may be infected. You win the game when all Objectives are taken.

### SPECIAL RULES

#### • Setup:

- Put the blue and the green Objectives randomly among the red Objectives, face down.
- Put a Vault artifact randomly in each Vault.

- **Hidden folks.** Each Objective gives 5 experience points to the Survivor who takes it.

- **These are infected!** The blue and the green Objectives mark infected people turning zombies! Earn the experience, then resolve immediately a Zombie spawn in the Objective's Zone.

