

· THE FIRE GOD ·

It all began when Father Tucker came out with a bright idea, or so it seemed. "What's the best way to destroy a bunch of zombies? he said. Fire! Fire can destroy even the most nightmarish Abomination. Do you remember the temple of fire we purged on our quests for forlorn places*? Well, it's not my regular parish, but if we could pass an alliance with the Fire God to destroy our mutual zombie foes, our crusade for Wulfsburg would be a little easier."

As usual, the plan didn't survive the first encounter with the enemy. It was not the zombies' fault, you know what to expect from them. No, it was the fire. Fire isn't a reliable ally, only a reliable enemy for anyone and anything it can consume. Handle with care.



The Fire God **is a five-Quest campaign created for** *Zombicide: Black Plague***'s 2015 Kickstarter. It is especially designed to use the** *Wulfsburg* **expansion. Having extra Zombie miniatures (including extra Abominations and Necromancers) gets the difficulty higher.**

*See the Places Of Interest campaign.

WHAT IF...

· A Survivor dies? Survivors are hard to kill. The Survivor begins the next Quest with a Wound.
· A Survivor is wounded by the end of a Quest? It's just a flesh wound! The Survivor is fully healed.

CAMPAIGN RULES

RED REWARD

Any Survivor reaching the Red Level at the end of a successful Quest may begin the next with a Vault weapon of the player's choice. If there are not enough Vault weapons to equip all eligible Survivors, the players' team chooses the way the Vault weapons are distributed among Survivors.

A FIERY PATH

The Fire God is an expert-level campaign starting with *Meet The Fire God*. Each Quest may end in two ways:
· Your party contains the Fire God's wrath and moves to the next Quest, as indicated in the Objectives.
· The Fire God is unleashed. You can either accomplish *Beat Back The Fire* to contain Him **or** let your divine "friend" take care of the situation. Oh sure, the Zombies are now gone, but everything you held dear is now a pile of ashes. This place is death, end of story.

The campaign closes with *Armageddon*. It can lead you back to the first Quest, to create a circular setting. Some Quests also have conditions implying the end of the campaign.

QUEST 1:

MEET THE FIRE GOD

HARD / 6 SURVIVORS / 180 MINUTES

We can get the Fire God's attention by purging and freeing one of his temples. It's easy: kill the zombies, the necromancer... and maybe wash the floor, too. That's a plan!

Material needed: **Zombicide: Black Plague, Wulfsburg.**
Tiles needed: **1V, 2R, 3V, 9V, 10R & 11R.**









Objectives

Free the Fire God's temple. The game is won as soon as the temple Zone (tile 1V) and both tower tiles are free of Zombies. Be careful! Necromancers have it coming and will do their best to desecrate the temple before you succeed!
· Success: Go to *The Dragon Tower*.
· Failure: The campaign fails. Try again, to gain the Fire God's favors.

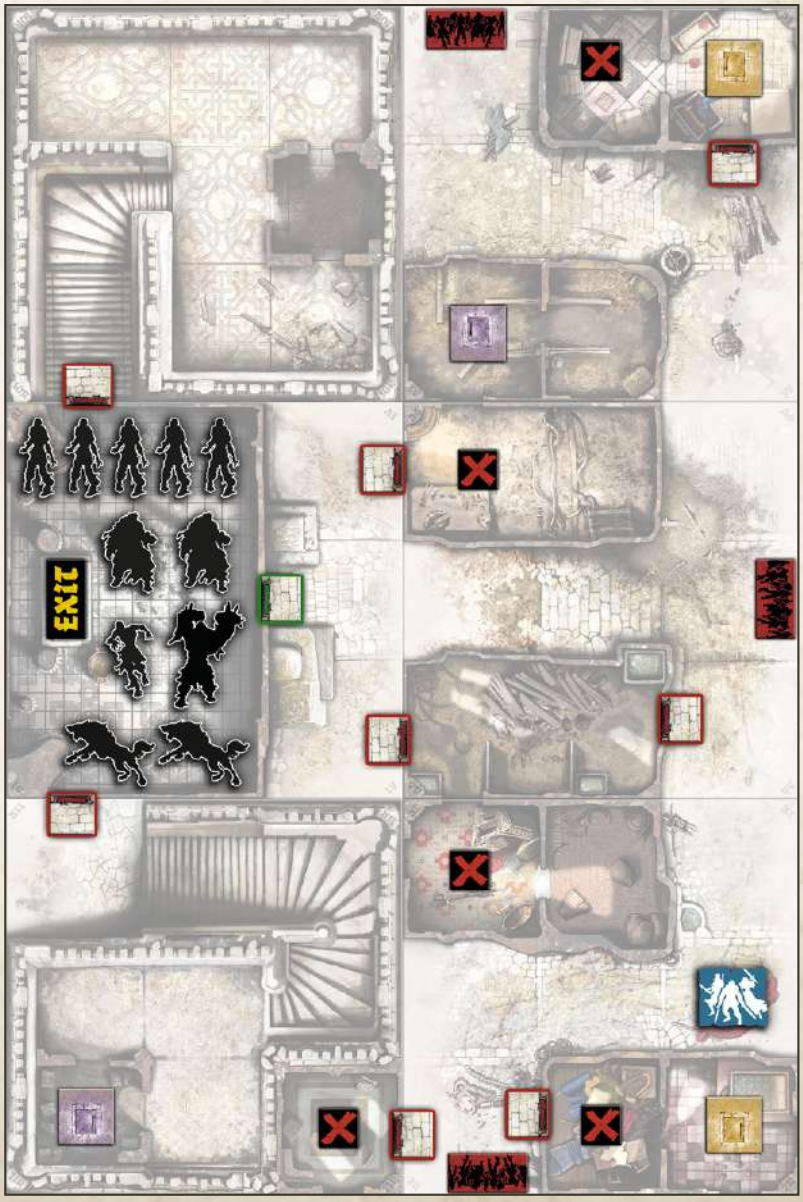
Special Rules

· **Setting.**
- Put the green Objective randomly among the red Objectives, face down.
- Check the map for Zombies, and set the corresponding miniatures in the temple Zone.

· **Fiery icons.** Each Objective gives 5 experience points to the Survivor who takes it.

· **The temple's door.** The green door cannot be opened until the green Objective has been taken.

· **Unholy desecration.** Upon moving, Necromancers head for the flag Exit Zone instead of a Spawn Zone.
A Necromancer standing before the closed green door spends its next Activation opening it, whether the green Objective was found or not, and whether a Survivor stands in the Necromancer's Zone or not.
A Necromancer standing in the flag Exit Zone spends its next Activation in the same conditions, desecrating the place and ending the Quest.



QUEST 2:

THE DRAGON TOWER

HARD / 6 SURVIVORS / 120 MINUTES



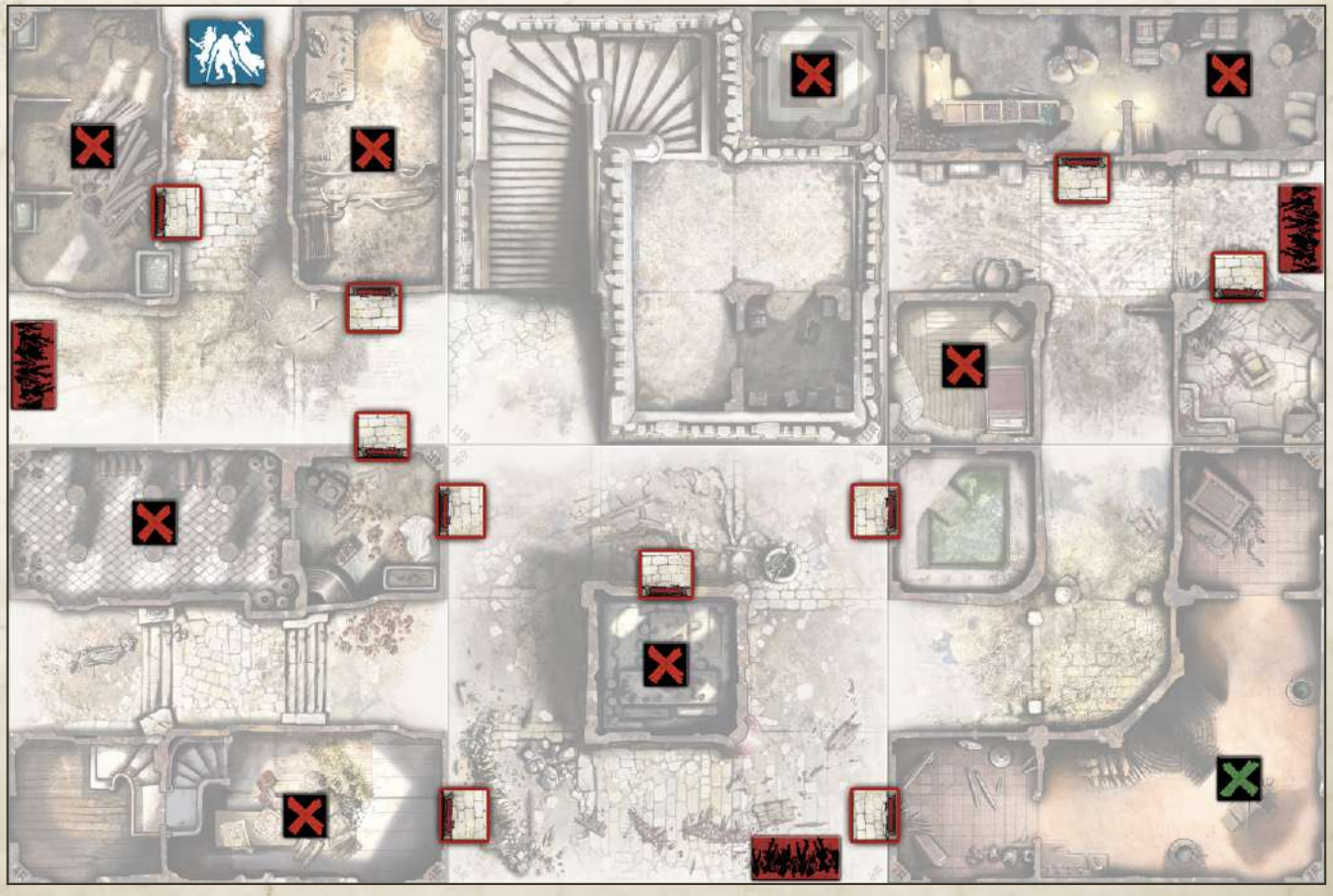
The Dragon Tower, a monument dedicated to the Fire God, serves two purposes. First, many devotees comes to this place as a pilgrimage to feel their divinity's power. The Dragon Tower is also a defensive war machine that can pour fire in every direction, hence its name.

Provided we feed the tower's launchers with the right ammunition, the Dragon Tower will be able to burn down every zombie in the vicinity. It won't take long before the district gets peace at last, turning the holy place into a fiery beacon for survivors.

Material needed: **Zombicide: Black Plague, Wulfsburg.**
Tiles needed: **4R, 6R, 7R, 8R, 9V & 11R.**

9V	11R	8R
4R	6R	7R

Player starting area — *Door* — *Spawn Zone* — *Objectives (5 XP)*



Objectives

Fire cleaning! Breathing fire through the Dragon Tower requires Dragonsbreath, a special dragon bile mixed with... something holy smelling like Dwarven beer. Your party needs to find a balanced amount of this mixture, in order to burn the Zombies around but not the entire town. Meet these Objectives in order to succeed.

1– Find the Dragonsbreath barrels. Find the blue and/or the green Objectives.

2– Burn the Zombies. Use the Dragon Tower to remove **all** Spawn Zone tokens from the board (see Special Rules). *Playing Tip:* Your party will need to properly reposition at least one Spawn Zone token (by killing a Necromancer) in order to be able to eliminate all of them with the Dragonsbreath.



· **Success** is achieved if your party has removed all Spawn tokens, and there are at least 4 Objectives left on the board. The fire is under control and focused toward the zombies. Go to *The Crimson Twins*.

· **Failure** is met whenever your party leaves less than 4 Objectives on the board. The Fire God was freed through the Dragon Tower. You can either forfeit the campaign or go to *Beat Back The Fire*.

· **Complete failure** is met if your party used the Dragon Tower's Dragonsbreath weapon twice without destroying all Spawn Zone tokens. Both the Quest and the campaign fail.

Special Rules

· **Setting.** Put the blue Objective randomly among the red Objectives, face down. The green Objective is already revealed.

· **Feed the Fire God.** Each Objective gives 5 experience points to the Survivor who takes it.

· **BURN!** The Dragon Tower's Dragonsbreath weapon can be activated **once per colored (blue or green) Objective taken**. To do so, a Survivor standing on top of the tower may spend an Action to resolve a Ranged Action with Range 1-4. The target Zone and every Zone in Line of Sight between it and the Survivor gets a Dragon Fire effect. The Survivor earns all corresponding Experience points. Besides killing all Actors, this holy fire also removes Spawn Zone tokens.

QUEST 3:

THE CRIMSON TWINS

EASY / 6 SURVIVORS / 180 MINUTES

The Fire God's cult was led by the mysterious Crimson Twins, a man and a woman speaking a secret tongue only true believers could understand, and rumored to possess unearthly powers over their audience's emotions. Each of them had their own temple, standing next to each other in a remote hill of Wulfsburg's southern district.

The Crimson Twins and their followers led a brutal, but somewhat short, resistance against the zombies as Wulfsburg was overthrown by necromancers. We discovered clues about their fate: the twins fell and their followers did not have the time to give them the last rites. Now their souls, in the form of fiery ghosts, haunt the place and protect their bodies against the necromancers' depredations. Allowing their bodies to burn and their souls to meet their creator would definitely earn us the Fire God's favors.

Material needed: **Zombicide: Black Plague, Wulfsburg.**
Tiles needed: **2R, 3V, 4R, 5R, 10R & 11V**

10R	3V	4R
11V	2R	5R







Objectives

Light the funeral pyres. The Crimson Twins' bodies lay under Magical Barriers. Create a Dragon Fire effect on each of them to win the game.

· Success: The Fire God bestows your party a special gift. Go to *Armageddon*.

· Failure: The Fire God enters Wulfsburg, claims his favorite priests' bodies and goes after vengeance. Go to *Beat Back The Fire*.

Special Rules

· **Setting.** Put the blue Objective randomly among the red Objectives, face down.

· **Scattered relics.** Each Objective gives 5 experience points to the Survivor who takes it.

· **A rare blue steel door.** The blue door cannot be opened until the blue Objective has been taken.

· **Burning ghosts.** After the Zombies' Phase, but before the End Phase, move each Fire token one Zone toward the Zone matching its number, ignoring any obstacle and wall. Upon reaching its destination Zone, immediately put the token back on its starting Zone. Any Zone the burning ghosts occupy is constantly subjected to a Dragon Fire effect.



QUEST 4:
ARMAGEDDON

DIFFICULT / 6 SURVIVORS / 180 MINUTES

The Crimson Twins' burning ghosts flew away through the sky. A moment later, the Fire God sent his thanks with a gift: now fire is raining everywhere, like a final storm roaring to clean this evil place.

We want to reclaim this town, not destroy it! This has to stop!

We are now rushing toward a temple once dedicated to the Merciful Mother. A holy script holding a plea for protection has to be here, somewhere. Will She hear our call and spare Wulfsburg?

Next time, we leave the gods out of the plan. Be careful of what you wish.



Material needed: **Zombicide: Black Plague, Wulfsburg.**
Tiles needed: **1V, 2R, 9V & 11V.**

Objectives

End the Armageddon. Search the houses until your party finds the ritual you need. The Quest succeeds as soon as the blue Objective is taken.

· Success: You hear the Fire God's voice, calling you as his new priests. He has a Quest for you... Go back to *Meet the Fire God* to free another temple.

· Failure: The Fire God revels in watching the world burn. Go to *Beat Back The Fire*.





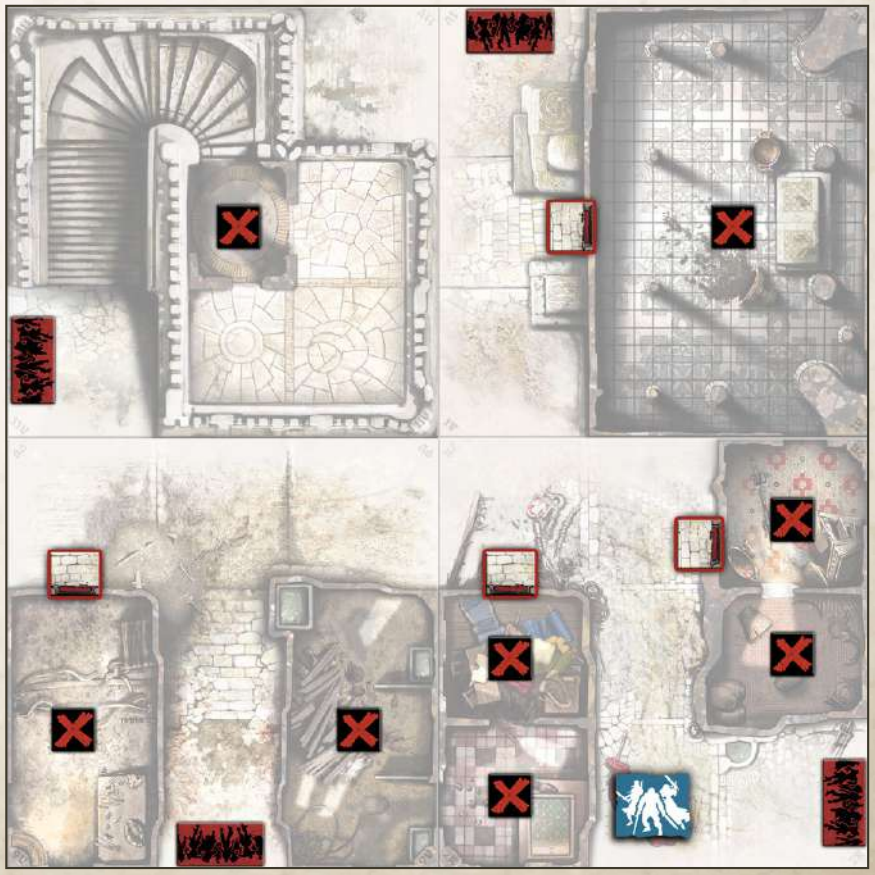
Special Rules

· **Setting.** Put the blue and the green Objectives randomly among the red Objectives, face down.

· **Idols.** Each Objective gives 5 experience points to the Survivor who takes it.

· **A fire cyclone.** After each Zombies' Phase, the First Player stands up, takes a Fire token, closes his eyes, holds the token in front of them at arms' length and drops it on the board. Repeat the process until the token falls on the board. All Zones touched (even partially) by the token are subject to a Dragon Fire effect (no experience gain).

· **Heavy rain.** Immediately resolve a "Fire Cyclone", as detailed above, as soon as the green Objective is taken.



QUEST 5:

BEAT BACK THE FIRE

MEDIUM / 6 SURVIVORS / 180 MINUTES

What if there was not one, but two Fire Gods? No one will ever really know, unless they lose touch with humanity. Whatever. Everyone can now feel the Fire God's presence, and a pair of fire creatures are slowly emerging from the holy tower nearby. They are looking for zombies to annihilate, but their fire could spread in a very dangerous way. We have to banish these "evil twins" back to the holy tower.

And these zombies are ours to play with, anyway!

Material needed: **Zombicide: Black Plague, Wulfsburg.**
Tiles needed: **1V, 3R, 4V, 5R, 9V & 10R.**

10R	9V	1V
3R	4V	5R

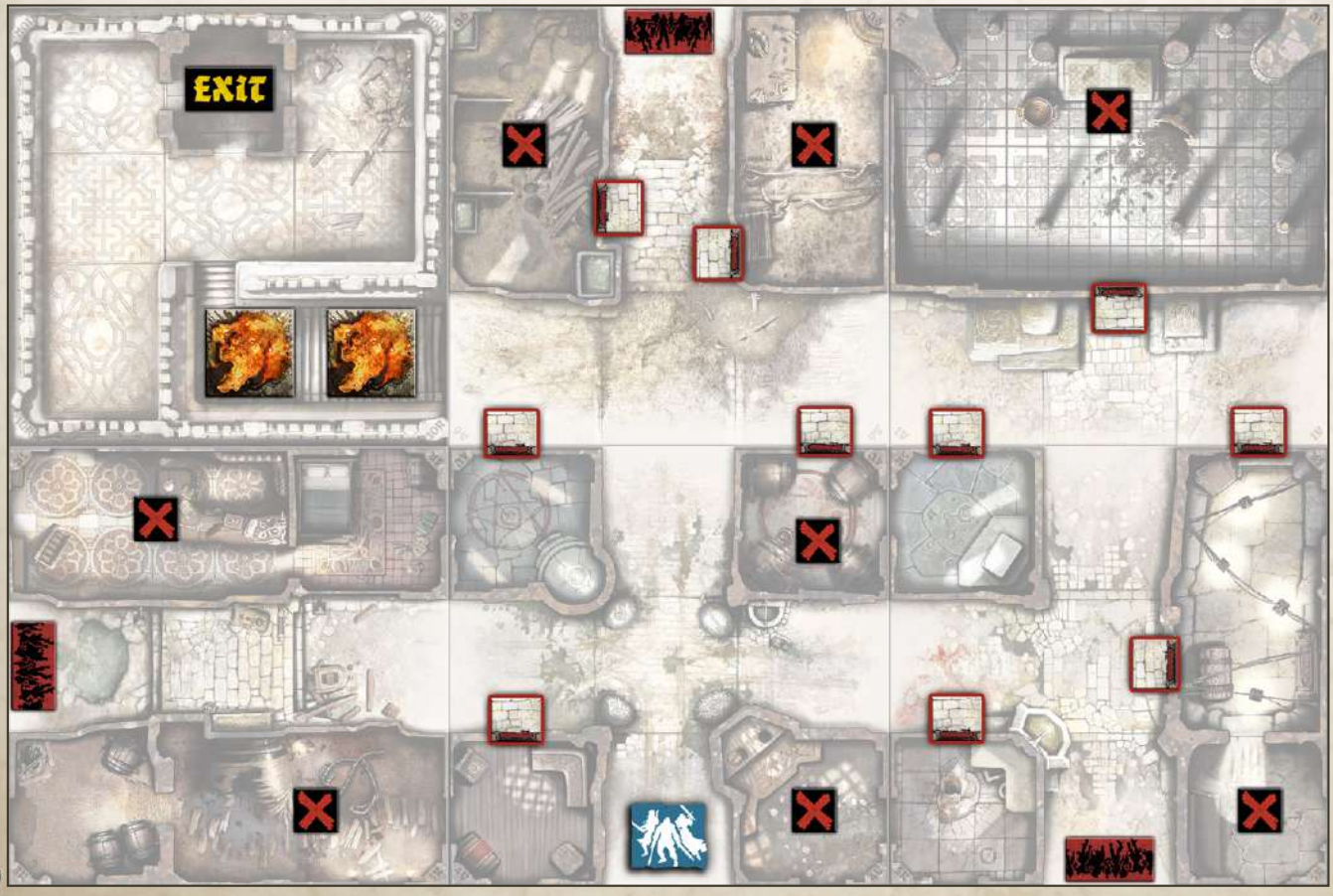


Objectives

Banish the Envoys of Fire. Get both fire creatures to the flag Exit Zone within the tower to banish them and win the game. Be careful!

- Success: Go to *The Crimson Twins*.
- Failure: If any fire creature reaches a Spawn Zone, it escapes to burn the town down to the ground. The campaign fails.





Special Rules

· **The Envoys Of Fire.** Both Fire tokens represent the Envoys. Play an Envoys' Phase after each Survivors' Phase, before the Zombies' Phase begins. Resolve the game effects below for each Envoy of Fire, in any order you choose.
- If it has a Line Of Sight to one or more Zombies, move it one Zone toward the Zombie (using normal Line Of Sight and Movement rules). If it can see several Zombies, choose its target among them.
- If it has no Line Of Sight to a Zombie, the Envoy Of Fire doesn't Move.
- After both Envoys' movement is resolved, perform a Dragon Fire effect in the Zones where they stand. Both Envoys can occupy the same Zone, and are immune to Dragon Fire.

· **Elemental affinity.** Whenever a Survivor creates a Dragon Fire effect, select an Envoy of your choice and place its token in the Zone where the Dragon Fire took place.

· **Elemental opposites.** A Survivor taking an Objective gains 5 Experience points, and may look into the Equipment or discard pile for a Water Equipment card. Upon finding one, he may get it and reorganize his Inventory for free. The card piles the player looked in are then reshuffled and set back.
A Survivor can discard a Water card to Move an Envoy one Zone in any direction.

· **The fire altar.** The flag Exit Zone represents the fire altar. Any Envoy entering this Zone is removed from the game.

