

QUEST B12:

IMPROVISED PROJECTILE

MEDIUM / 6+ SURVIVORS / 60 MINUTES

Good news: we found a trebuchet. Bad news: we have nothing to fire from it. That's really frustrating, since we are facing some kind of orc fortification overcrowded with zombies. I suppose we will have to leave and—wait. Wait, wait, wait... What if we manage to use one of these big orc zombies instead of the usual boulders?

We must try! It probably won't work, but it will be fun!

18V	17V	12V
20V	13V	15V

Material needed: **Zombicide: Green Horde**.
Tiles needed: 12V, 13V, 15V, 17R, 18V & 20V.

OBJECTIVES

Reach the objectives in this order to win the game:

- 1 - Check the area, just to be sure.** Maybe there are one or two boulders somewhere. Take all the Objectives.
- 2 - Load an Orc into the trebuchet.** Have one single Orc Zombie in the trebuchet Zone and use the required Actions to fire the trebuchet.
- 3 - Destroy the zombie fortress entrance. Destroy the blue door and the blue Spawn Zone.** The Quest succeeds as soon as the blue door and the blue Spawn Zone have been destroyed with the trebuchet.



SPECIAL RULES

- **No boulders, but a good find.** Each Objective gives 5 experience points to the Survivor who takes it.

- **Shooting Orc.** The Trebuchet can only be used if there is one, and only one, Orc Zombie in its Zone. Immediately remove the Orc Zombie miniature when the Trebuchet is used (the Survivors firing the Trebuchet earns the XP for this kill).

- **Improvised projectile.** Orc Zombies used as Trebuchet projectiles have their own projectile characteristics:

- Any Orc Zombie (but not Orc Fatty or Orc Abomination): Scattershot (6 dice, Accuracy 4+, Damage 1)
- Orc Fatty: Grapeshot (3 dice, Accuracy 4+, Damage 2)
- Orc Abomination: Boulder (1 die, Accuracy 4+, Damage 3)

- **Close the paths.** If the Trebuchet is used to shoot at a Spawn Zone, any Spawn Token it holds has the same Targeting Priority Order as Walkers. It can be targeted even if no Zombies stand in the Zone. If it receives one hit, move the Zombie Spawn token to any other Spawn Zone. The blue Spawn Zone can only be hit if it's active. As soon as it receives a hit, the Quest succeeds.

- **Heavy reinforced door.** The blue door cannot be opened by normal means. It may be specifically targeted by a Trebuchet Attack. The door is opened whenever it suffers 3 Wounds in a single Attack (either with a Damage 3 or scoring enough hits to inflict 3 Wounds total or more).

- **Orc Fortress.** The blue Spawn Zone Activates as soon as the blue Door is opened.

