

QUEST B25:

A PARTY DIVIDED

MEDIUM / 6 SURVIVORS / 45 MINUTES

We were exploring the area for potential survivors, and walked into a trap. Someone tried to design a magical teleportation device, and failed. We are now divided across the area, and orc zombies are closing in. United, we stand, but divided... we have to reunite, fast!

Material needed: **Zombicide: Green Horde.**

Tiles needed: 13R, 14R, 16R, 17R, 19R, & 20R.

OBJECTIVES

Reunite. The game is won as soon as all Survivors stand in the Exit Zone, without any Zombies in it.

SPECIAL RULES

• **Setup.** Survivors are randomly distributed among the three Player Starting Areas, as evenly as possible (2 Survivors per Area, if you play with 6 Survivors).

• **Close quarters.** Survivors start the game in rooms. Don't spawn in the starting rooms upon opening their door. On the other hand, spawn normally in the rest of the building, as if the door leading to it had just been opened.

20R	13R
14R	16R
19R	17R

