

## QUEST B30:

# TREBUCHET TOUCHÉ

EASY / 6+ SURVIVORS / 60 MINUTES

*They say necromancers can't be killed. Never believed it myself, but now that we've come face to face with one it's time to put those tales to the test! Nothing survives a trebuchet to the face!*



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

Tiles needed: **12R, 14R, 15R, 17R, 18R & 20R.**

### OBJECTIVES

**Kill what cannot be killed.** Accomplish the Objectives in this order to win the game:

**1- Build the Trebuchet.** Collect all Objectives and play them in the designated Zone to build the Trebuchet.

**2- Bash it down.** Destroy a Necromancer Spawn Zone (see below).

### SPECIAL RULES

• **Setup.** Set aside the Trebuchet.

• **Collecting the materials.** Each Objective gives 5 Experience Points to the Survivor who takes it. It is then placed on the Survivor's dashboard. It does not take a slot in the inventory, and may be traded like an Equipment card. The game is lost whenever such an Objective is discarded or lost.

• **The assembly.** Survivors may spend an Action in the designated Zone on 14R to set an Objective token from their dashboard onto the Zone. Once all 3 Objectives have been played there, the Trebuchet is assembled and ready for activation. Set its miniature in the Zone!

• **Back to the Shadows!** Necromancers cannot be killed. On the other hand, the Trebuchet can be used to target, fire at, and remove a Necromancer Spawn Zone Token. It is considered last in the Targeting Priority Order and is removed upon receiving 1 Wound.

12R 18R 14R

15R 17R 20R



Player  
Starting Area



Objective  
(5 XP)



Door



Spawn Zone



QUEST - ZOMBICIDE

B30