

# QUEST B14: ORC CHAMPIONS

MEDIUM / 4+ SURVIVORS / 60 MINUTES

We stumbled across an ancient and sacred place for the orcs. Rolf says they used to gather here to celebrate their strength and undergo rites of passage, and apparently they still roam the place as zombies. The area is packed with makeshift armories housing all kind of weapons. Rolf also knows some of these weapons were considered relics and used for rituals. They are nowhere to be found, as the priests certainly hid these treasures when the necromancers came. However, zombies are drawn to their power, like moths to a flame. We may trick some into revealing the weapons' location to us. We have to be wary, though: great warriors were tasked with guarding these weapons.

Material needed: **Zombicide: Green Horde, Friends and Foes.**  
Tiles needed: **13V, 16V, 18V, 20V, 21V & 25R.**

13V	18V	16V
20V	25R	21V



**QUEST - ZOMBIKIDE**

**B14**

## OBJECTIVES

**Get the old, powerful magic orc weapons.** Take all the Objectives.

## SPECIAL RULES

- **Setting.** Put the blue and the green Objectives randomly among the red Objectives, facedown.
- **Zombie finder, Survivor keeper.** Each Objective can only be taken if a Zombie stands in its Zone. Each Objective gives 5 experience points and a random Vault weapon to the Survivor who takes it.

• **Orcs champion (long dead).** When the blue Objective is taken, set an Orc Abomination in the Zone. When the green Objective is taken, set a Tainted Orc Abomination in the Zone.

• **Promises of power.** Zombies treat Objectives like Survivors (they count as a permanent Noise token, are favored over Noise if Zombies have a Line Of Sight to them, and so on). Zombies activating in a Zone containing an Objective do nothing unless there are also Survivors in the Zone. In the latter case, they Attack normally.

