

QUEST B13: TRIAL BY FIRE

HARD / 6+ SURVIVORS / 120 MINUTES

Several fires started simultaneously in the village, catching us off guard. The necromancers found us and are using old orc tactics to fight us in the open. We cannot afford to lose the resources still scattered across the area, so we need to repel the green horde!

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

Tiles needed: **12V, 13V, 14R, 15V, 16V, 17V, 18V, 19R, & 20R**.

OBJECTIVES

Reach the objectives in this order to win the game:

- 1 - **Put out those flames!** Use water to extinguish all fires, taking all Red Objective tokens (see Special Rules).
- 2 - **Destroy the infected forge.** Successfully fire at the Forge's Zone with the Trebuchet, using a Boulder.

SPECIAL RULES

Setting.

- Set tokens of your choice near the board for all players to use. They represent Water tokens. Spare trackers will work!
- Keep the Red Objective tokens you don't use near the board. They are used to mark Fire Zones.

- **Water source.** Any Survivor standing in the Water Zone can spend 1 Action to get a Water token. It takes a slot in the inventory and may be traded or discarded like an Equipment card. A Survivor may carry up to 3 Water tokens this way.

- **A town in flames!** Zones with 1 Red Objective token (or more) are Fire Zones.

- Fire Zones cannot be crossed or Spawnered in. They don't block Lines Of Sight. The Jump Skill may be used to jump over a Fire Zone. The Shove Skill may be used to push Zombies into a Fire Zone: they are eliminated, and the Survivor earns the corresponding XP.

- Any Survivor standing at Range 1 and having a Line Of Sight to a Fire Zone may spend 1 Action and 1 Water token from their inventory. Roll a die: on 6 or more, remove 1 Red Objective from the Fire Zone. The Survivor earns 5 experience points. If there are no Red Objectives left in the Zone, the fire is out, and the Zone turns back to normal.

- Whenever a Survivor uses Dragon Fire, put a Red Objective token in the target Zone. It is now a Fire Zone. If no Red Objective token is available, the Quest is lost.

- **I'm a firestarter, twisted firestarter.** Necromancers don't try to escape. They try to reach the Forge Zone instead. As soon as they do, they are considered to be eliminated (classic rules for Necromancer elimination apply). Also, put an additional Red Objective token in a Fire Zone, if there are any left. If no Red Objective token is available, the Quest is lost.





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