

# A48 TRICK OR THREAT

MEDIUM / 6+ SURVIVORS / 60 MINUTES

*It's Halloween time! And you promised a group of errand kids some candy. The problem? You lost them from sight and you don't have any candy. Trick or Threat?*

Material needed: **Zombicide: Season 1.**  
 Tiles needed: **3C, 4C, 4D, 5E, 6B & 6C.**

## OBJECTIVES

Accomplish the Objectives in this order to win the game:

**1- It's Halloween time.** In any order:

- Save the kids. Find and take the Green Objective.
- Find the candy. Take 3 Red Objective tokens (or more).

THEN

**2- Reach the Exit with all Survivors.** Any Survivor may escape through this Zone at the end of their Turn, as long as there are no Zombie in it.

3C	4D	4C
5E	6B	6C

## SPECIAL RULES

### • Setup.


- Place the Blue and the Green Objectives randomly among the Red Objectives, facedown.
- All doors are treated as regular doors.
- Some building are isolated by doors. They are considered as separate buildings for Zombie spawning purpose only.

### • Blood red, sick green, and eerie blue.

- Each Objective gives 5 XP to the Survivor who takes it.
- Taking the Green Objective grants 10 XP instead.
- Taking the Blue Objective also spawns an Abomination in the Zone it was taken (if an Abomination is already on the board, it gets an extra Activation instead). From then on, the Blue Spawn Zone becomes active.

### • Trick or Threat? Survivors make a choice whenever they open a door:

- **Trick:** The Survivor earns 5 XP. Building Zones that are opened this way for the first time don't spawn Zombies. Instead, each Spawn Zone will spawn an extra Zombie card during the next Spawn Step (this effects stacks if multiple doors are opened that way). Building Zones opened this way cannot be Searched. Players may mark such Zones to remind them of the effect.
- **Threat:** The Survivor may immediately perform a free Search Action, even if they are not in a building Zone (a Survivor can still only perform a single Search Action during each of their Turns).

-  Survivor starting area
-  Exit Zone
-  Spawn Zone
-  Door
-  Objective (5 XP)

