

QUEST B21:

THE ORC'S TRAP

MEDIUM / 6+ SURVIVORS / 45 MINUTES

We've fallen right into the Necromancer's trap. A giant deadly wall of spikes is advancing from behind! Can you escape before being crushed by the spikes (or killed by the Orcs)?

Material needed: **Zombicide: Green Horde**

Tiles needed: 12R, 13R, 15R, 19R.

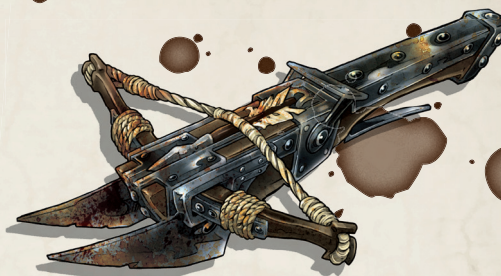
OBJECTIVES

Escape! The game is won when all Survivors reach the Exit Zone, without Zombies in it.

SPECIAL RULES

- **Deadly Spikes.** At the beginning of each Zombies' Phase, all Barriers move simultaneously 1 Zone forward, in a straight line towards the board's opposite side, ignoring walls. Any Actor, Objective, or Spawn Zone in their Zone is destroyed. (no XP gained). The Barriers cannot be crossed over in any way.

- **Delay the trap.** The Red Objective gives 5 Experience Points to **all** Survivors. Then the Barriers are moved 1 Zone backwards.



19R

15R

12R

13R



Player
starting area



Barrier



Objective
(5 XP)



Closed Door



Spawn Zone



EXIT
Exit Zone



QUEST - ZOMBICIDE

B21