

## QUEST B19:

# SECURE THE TREBUCHET

HARD / 6+ SURVIVORS / 60 MINUTES

*We believed we were safe. Now, the Orcs are breaching the wall. The non-stop onslaught means one thing: We need to hit them at the heart of their tribe! Unfortunately, we can't move the Trebuchet into position ourselves... We must muster forces from around the city to push it into range!*

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

Tiles needed: 13V, 16V, 17V, 18V, 19V and 20V

### OBJECTIVES

**Onward!** Have the Trebuchet at the blue Objective in the end of a round with no Zombies in its Zone with all Survivors and Trebuchet alive.

20V	16V	18V
13V	19V	17V

### SPECIAL RULES

- **My Precious:** For this scenario, the Trebuchet is considered a Survivor with 10 health, mark its health with Noise tokens on its card.
- **Press the Advantage.** Whenever a red Objective is taken, the Survivor that takes it gains 5 experience points. Move the Trebuchet 1 space towards the blue Objective.
- **Hold!** If there is a Zombie adjacent to a Barrier at the beginning of the Zombies' Phase, put a Noise token on the Barrier, if it has 2 Noise tokens remove the Barrier.

