

## QUEST B48: GARDENS VS ZOMBIES

**HARD / 6 SURVIVORS / 90 MINUTES**

*A Quest inspired by an idea from Cesar RC.*

**Oh no! The infected surrounded our gardens!**  
We must keep our plants safe until this nightmare ends! We need to be careful because Zombies can appear from anywhere, even from underwater!

Material needed: **Zombicide: Green Horde, Zombicide: Friends and Foes.**

Tiles needed: **12V, 13V, 18V, 22V, & 24R.**

### OBJECTIVES:

**Hold the line!** Survive until the Zombie deck is empty. The game ends in the ensuing Game Round's End Phase.

### SPECIAL RULES

#### • Setup.

- Shuffle the Blue and Green Objectives among the Red Objectives, facedown.
- All Survivors start at the Yellow Danger Level.

• **Solid walls.** Openings that connect to street Zones but don't have a door token in them should be considered solid walls.

• **Fragile doors.** Die rolls to open doors automatically succeed.

• **Weaken their lines!** Each Objective gives 5 experience points to the Survivor who takes it.

- When the Blue or Green Objective is taken, discard the top 4 cards of the Zombie deck.

- Taking a Red Objective also earns the Survivors a Vault Artifact of the player's choosing among those still available. The Survivor may then reorganize their inventory for free.

• **Underwater, really?!** When a "Enter The Horde" card is drawn, the entire Horde spawns in the Waterhole Zone highlighted on the map on tile 24R.

