

## QUEST B52: LOCKDOWN!

**MEDIUM / 6 SURVIVORS / 90 MINUTES**

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The fearsome Orcs surrounded the town we use for shelter and destroyed the gates that kept us safe. Zombies sprout from all sides, and there's not much hope of surviving a siege. The best we can do is slowing them down by building improvised barricades at key points. That'll hopefully buy enough time for everyone to escape!

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

Tiles needed: **13R, 14R, 15R, & 19R.**

### OBJECTIVES

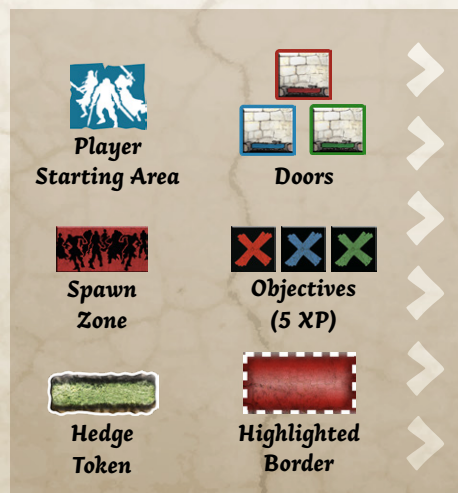
**Lock the city.** Remove the 3 Zombie Spawn tokens from the board by creating 3 Barricades on the highlighted borders (see below).

### SPECIAL RULES

#### • Setup.

- Survivors are split into 2 teams of players' choosing. Place 3 Survivors in each Starting Zone.
- Place the Hedge tokens as indicated on the map.

13R	19R
14R	15R



• **Nails and ropes.** Each Red Objective gives 5 experience points to the Survivor who takes it. Place it on the Survivor's Dashboard. It does not occupy an inventory slot and can be traded like Equipment. The Quest is lost whenever a Survivor holding a Red Objective is eliminated.

• **Gimme power!** The Blue and the Green Objectives give 5 experience points and a random Vault Weapon card to the Survivor who takes it. The Survivor may then reorganize their inventory for free.

• **Collecting wood.** When a Survivor crosses a Hedge token, they may take it and place it next to their Dashboard (after rolling the die to verify if a Zombie appears in that Zone). This token does not occupy an inventory slot and can be traded as Equipment.

• **Barricade the city.** A Survivor in a Zone with a highlighted border may spend 1 Action and discard 1 Red Objective + 2 Hedge tokens to place a Barricade token on the highlighted border. Then, remove any Zombie Spawn token, Necromancer Zombie Spawn token, and all Zombies from the Zone that was just isolated (Zombies removed in this way do not generate experience points). Those Barricades cannot be destroyed.

• **Just walls.** The Blue and the Green doors cannot be opened.

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

