

## QUEST B53: APOCALYPSE GARDENERS

**MEDIUM/ 6 SURVIVORS/ 60 MINUTES**

By Rodrigo Sonnesso and Toi Von Glehn.

*Before this Apocalypse began, we lived peacefully and quietly, tending to our community gardens. We enjoyed nothing but peace and prosperity. Until the Orcs came. They invaded our lands, ravaged our gardens, and spread fear and terror! And they're getting stronger. We've heard rumors that a huge creature is on its way! This creature seems impervious to every weapon in our arsenal! Maybe if we can lure it into a trap and use these mystical plants that are highly explosive and toxic, we can take it down and put an end to this invasion once and for all!*

Material Needed: **Zombicide: Green Horde**

Tiles needed: **15V, 17V, 18V, & 19V.**

### OBJECTIVES:

**To the rescue.** Accomplish these objectives in this order:

- Collect all Hedge tokens from the map (Mystical branches).
- Eliminate the Orc Abomination (See below).

### SPECIAL RULES

#### • Setup.

- Shuffle the Blue and Green Objectives among the Red Objectives, facedown.
- Set aside all Torch Equipment cards from the Equipment deck.
- Place the Orc Abomination and the Zombie Orcs as indicated on the map.

18V	17V
15V	19V



• **Sturdy Abomination.** The Orc Abomination can only be eliminated by a Mystical bonfire (see below).

• **Oh no! A trap!** Each Red Objective gives 5 XP to ALL Survivors when taken. The Orc Abomination immediately gains 1 activation when an Objective token is taken.

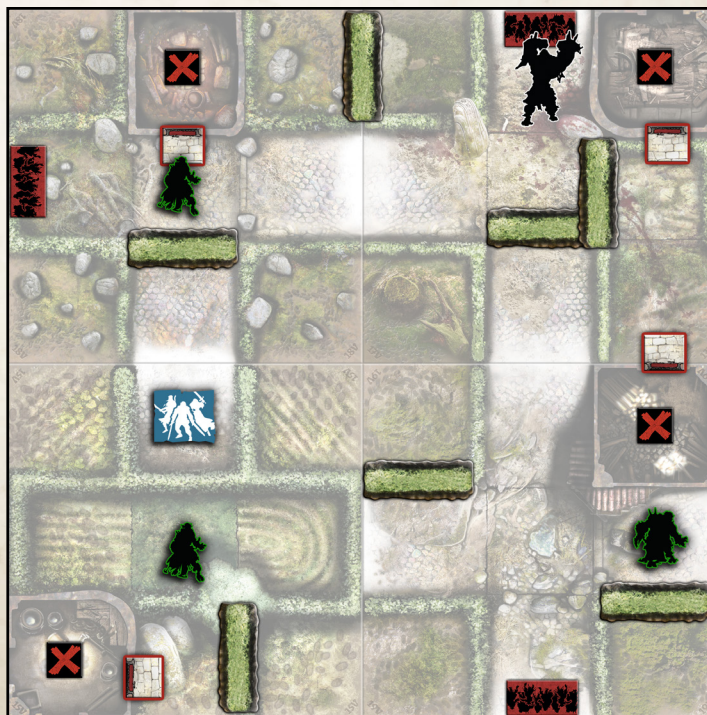
• **Iron and fire!** The Blue Objective gives 5 XP and a random Vault Weapon card to the Survivor who takes it. The Green Objective gives 5 XP and a Torch Equipment card to the Survivor who takes it.

• **Mystical branches.** A Survivor in a Zone with a Hedge token at its border may spend an Action to collect it and roll a die. On 1-2, place an Orc Walker in their Zone. On 3-4, draw an Equipment card. On a 5-6, draw 2 Equipment cards. Then, that Survivor places that token next to their Dashboard (on its Barricade side).

• **Mystical bonfire.** A Survivor may spend 1 Action to place a Barricade token in a Zone within range 0-1. Once placed on the map, a Barricade token represents the Mystical branches and cannot be taken again or be destroyed by Zombie Orcs. Mystical branches do not block movement and Line of Sight. If all 6 Barricade tokens are in the same Zone as the Orc Abomination, a Survivor adjacent to that Zone may discard a Torch card to set the branches on fire, eliminating the Orc Abomination.

• **Solitary orcs:** Whenever Zombie Orcs split into new groups when moving, do not add new Zombie Orcs to the board. In this case, players always choose where the extra Zombie Orc moves to instead.

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



QUEST - ZOMBICIDE

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