

## Custom Quest TERRORCOTTA RISING

**HARD / 6+ SURVIVORS / 90 MIN**

Max Kalus

**What is this new devilry?** The necromancers have been wakening and summoning the ancient terracotta guards, attacking our city from within. We must stop them, before they reach the vault of the Jade Emperor.

Material Needed: **Zombicide: White Death, Climbers & Terrorcotta Walkers**

Tiles Needed: **26R, 29R, 31V, 32R, 33V, 34V.**

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|-----|-----|
| 34V | 31V |
| 32R | 26R |
| 29R | 33V |



### OBJECTIVES

- **Seal the Gate (see Special Rules)** Seal the gate (the Flag Zone) of the terracotta army.

### SPECIAL RULES

- **Setup** Put the Blue and the Green Objectives randomly among the Red Objectives, face down.
- **Clay Guards Marching** After the normal zombie spawn has finished, spawn one group of five terrorcotta guards on the Flag Zone. If there are none available, all terrorcotta guards on the board receive one free activation.
- **Reaching the Grave of the Jade Emperor** Any terrorcotta walkers on the board will ignore normal sighting rules for Survivors, but will head towards the Beacon. They will take the shortest route towards the beacon (players decide). A group of terrorcotta walkers will not move towards the beacon if any survivor is on the same tile, but will attack instead (if the Survivor or Guard is killed, the remaining walkers will not continue walking but stay with the group). If any terrorcotta walkers reach the beacon, the game is lost.
- **They Can Climb!** During each spawn, the first normal walker card drawn this round (not zombie siege), will spawn climbers. If not enough climbers are available, spawn standard walkers instead.
- **Lost Weapons** The Blue and the Green Objective give a random Vault Weapon to the Survivor who takes it. They can then reorganize their inventory for free. If no Vault Weapons are available, the Survivor earns 5 AP instead.
- **Holy paraphenalia** The Red Objectives represent paraphenalia to seal the Gate to the terracotta army. They grant 5 AP upon pickup and can be carried in the inventory, but take up no space. They can be traded like any other inventory item. A survivor carrying all 4 paraphenalia can spend three actions in the Flag Zone to seal the gate and win the scenario.



**QUEST - ZOMBICIDE WHITE DEATH**