

Custom Quest

TERRACOTTA 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 & Terracotta Walkers**

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

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 terracotta guards on the Flag Zone. If there are none available, all terracotta guards on the board receive one free activation.

- Reaching the Grave of the Jade Emperor** Any terracotta 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 terracotta 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 terracotta 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 paraphernalia** The Red Objectives represent paraphernalia 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 paraphernalia can spend three actions in the Flag Zone to seal the gate and win the scenario.

