

WM12 - OSTARA'S FLASH MOB

Hard / 30 minutes

"We MUST go! It's huge! Full of BOXES! Full of... of... things! No one ever goes there. Everybody was turned into zombies in the first hours. Can you imagine what we could find in a warehouse that big, from the big, big, big e-commerce Am..."

OK, Ostara. We'll go. But remember, other survivors have tried and were forced to retreat, leaving everything behind..."

"Even better! More things for us! Imagine... We plan this like... a flash mob! We appear suddenly, rush for the boxes, and get away before the zombies react. It's a plan! Let's go! Let's Go! LET'S GOOOOO!!"

Material Needed: **Zombicide: 2nd edition**

Tiles needed: **1V, 2V, 3V, 4V, 7V, & 9V.**



• OBJECTIVES

Flash mob. Accomplish the Objectives in this order to win the game:

1- Get all Pimpweapon Crates.

2- Exit with all Survivors. Any Survivor may escape through any eligible street Zone (See Flash Mob Exit Special Rules below) at the end of their Turn, as long as there are no Zombies in it.

• SPECIAL RULES

• **Setup.** Split the Survivors as evenly as possible between the 3 Starting Zones.

• **The Storage Alarm is still Working.** The U-shaped building represents a storage building. As soon as a door leading inside this building is opened:

- ALL other doors of this building also open.

- The green and the blue Spawn Zones become active.

• **The Cars are Out of Order.** The cars can't be driven. Each Pimpweapon Crate gives a random Pimpweapon, among those still available, to the Survivor who takes it. They can then reorganize their inventory for free.

• **Flash Mob Exit.** Once all the Pimpweapon Crates have been taken, any street Zone on the edge of the board is considered an Exit Zone.

7V	9V
1V	2V
3V	4V



 Survivor Starting Zones	6x  Objectives (Special)	
 Pimpmobile (cannot be driven)	9x  Pimpweapon Crates	 1 Spawn Zones