

WM11 - A STUPID TRICK

Hard / 60 minutes

Last Halloween, we built traps in this abandoned house, luring zombies to their doom in hilarious ways. Setting their pants on fire, coconuts dropped from heights, lighting fireworks up their... let's just say we had lots of fun that week!

Then, we started noticing a problem. An unusual number of crawling, mutilated walkers started appearing. These crawlers tend to blend in with corpse piles, making it hard to spot until it's too late. Apparently, our bear traps don't kill zombies. Their limbs just get stuck until they rot off. So, before this Halloween swings around, let's clean up by removing the traps and killing these nasty things.

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

Tiles needed: **2R, 3R, 4R, 5R, 6R, & 7V.**

• OBJECTIVES

Clean up the mess. Accomplish the Objectives in this order to win the game:

- 1- **Recover all Traps.** Take all Objectives (see Special Rules).
- 2- **Clean the Houses.** There must be no Walkers in the buildings (other Zombie types are ignored).
- 3- **Exit with all Survivors.** Any Survivor may escape through this Zone at the end of their Turn, as long as there are no Zombies in it.

3R	2R
6R	5R
4R	7V

	6x 
Survivor Starting Zone	Objectives (Special)
	6x 
Exit Zone	Pimpweapon Crates
	
	Spawn Zones

• SPECIAL RULES

- **Setup.** Place the Blue and the Green Objectives randomly among the Objectives, facedown.
- **Recovering the traps.** Each Objective grants 5 Adrenaline Points (AP) to the Survivor who takes it.
- **The triggered traps.** The Red Objectives represent traps that have been triggered. Roll a die when a Survivor takes a Red Objective.
 - *Odd result:* Nothing happens. The Zombies are long gone.
 - *Even result:* Some Zombies are left! Place Walkers equal to the die's result, laying them down to represent Crawlers. They cannot Move, but can still Attack. Their presence hinders Survivor Move Actions as usual.
- **These ones weren't triggered... until now.** The Blue and the Green Objectives represent traps that haven't been triggered by the Zombies. A Survivor taking a colored Objective earns 5 AP and triggers the luring mechanism, attracting Zombies! Immediately resolve a Spawn in each Spawn Zone. Then, resume the Survivor's Turn.
- **Oh, I thought I lost this!** 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.

