

M09 FLASH FLOOD

EASY / 6+ SURVIVORS / 90 MINUTES

Some zombicides are not planned at all. You're just roaming around with your best friends, looking for fellow survivors or supplies, or just going from a point to another, and the unexpected happens. Sometimes you get in front of a zombie horde chasing a stray dog or waiting behind the door of a building in their party suits. We call these events "flash floods". Heeere we go.

Material needed: Season 2: Prison Outbreak, Angry Neighbors.

Tiles needed: 1P, 12R, 17P & 18P.

OBJECTIVES

Zombicide them all! You win the game if all starting Survivors are in the Observation tower when the Zombie deck is exhausted. Keep on reshuffling the Zombie deck until this condition can no longer be met.

SPECIAL RULES

- **Unexpected but useful stuff.** Each Objective give 5 experience points to the Survivor who takes it.
- **Reinforcements!** Shuffle 2 Gunman, 2 Handyman, 2 Searcher, and 2 Sniper Companion cards into the Equipment deck.
- **Damn reinforced doors.** The violet and white prison main entry doors cannot be opened until the corresponding Objectives have been taken.
- **Securing the area.** Put the blue, green, violet, and white Objectives randomly among the Objectives, face down. When one of these colored Objectives is taken, resolve the related game effect:
 - Red Objective: Choose a red Spawn Zone and remove it.
 - Blue or green Objective: Remove the corresponding Spawn Zone.
 - Violet or White Objective: The corresponding prison main entry door can be opened.

- **Unearthed treasures.** Set both Gunblade cards in the marked Hole Zone. A Survivor standing in this Zone can take one of them at the cost of an Action. This is not a Search Action, so he can spend two Actions to take them both.

12R	17P
18P	1P

