

WM43 - THE FEAST MUST GO ON

Medium / 6 Survivors / 60 min

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Thanksgiving was supposed to be peaceful. The survivors had found shelter in a dusty roadside diner. With a little hope and a lot of canned food, they decided to celebrate the holiday, just like grandma used to. Her legendary turkey recipe, passed down for generations, deserved to be honored.

The kitchen is ready. The table is set. But the streets are crawling with the undead, and the key ingredients: A turkey, stuffing, and cranberry sauce, are still out there. To celebrate the true meaning of Thanksgiving, the survivors must risk everything to bring the meal together... and maybe, just maybe, share a moment of warmth in a world gone cold.

Material needed: **Zombicide: 2nd Edition.**

Tiles needed: 1R, 2R, 7V, & 9V.

9V	7V
2R	1R

• OBJECTIVES

Let's Cook Thanksgiving Dinner! Accomplish the following in this order to win the game:

1. Retrieve all three Special Ingredient Objectives: **Turkey (Red)**, **Traditional Stuffing (Blue)**, **Cranberry Sauce (Green)**.
2. Bring all three Ingredient Objectives to the Kitchen Zone.
- Then:
3. A Survivor in the Kitchen Zone must cook the feast (see Special Rules).

	1x 	1x 
Survivor Starting Zone	1x 	1x 
	1x 	1x 
4x 	Objectives (5xp)	1x 
	4x  1x  1x 	
Kitchen Zone	Closed Doors	Exit Zone (placed after the Feast is cooked)

4. After the feast is prepared, reach the Exit with all Survivors. A Survivor may escape through the Exit Zone at the end of their Turn if there are no Zombies in it.

• SETUP

- Place the Green and Blue Objectives randomly among the Red Objectives, facedown.
- Do not place an Objective token in the Kitchen Zone.

• SPECIAL RULES

• **Separate blocks.** Doors inside buildings isolate parts of them. Isolated parts are considered separate buildings for Zombie spawning purposes only.

• **Feast Ingredients.** Taking a Feast Ingredient gives the Survivor 5 AP and reveals the token. Feast Ingredients must be carried like Equipment. They do not occupy a backpack slot, may be traded, and can be dropped as a free Action. A Survivor can carry more than one Feast Ingredient.

• **Food Stores.** The Blue and Green doors are closed at the start of the game and cannot be opened by ordinary means. When the **Traditional Stuffing (Blue Objective)** is revealed, the Blue Door opens, and the Blue Spawn Zone becomes active. When the **Cranberry Sauce (Green Objective)** is revealed, the Green Door opens, and the Green Spawn Zone becomes active.

• **Roast Turkey with Cranberry Sauce.** When all ingredients are gathered in the Kitchen Zone, a Survivor there may spend 1 Action to discard all ingredients and cook the feast. They must announce: "Dinner is ready!" and all Survivors gain 5 AP. Then, **place the Exit token in the Survivor Starting Zone.**

