



CHRISTMAS IN RUINS

For many winters, Christmas had been fading. Lights went out, voices fell silent, even the laughter of children became a frozen memory. Alas, this year, the unthinkable happened: Christmas never came.

No presents under the tree. No sleigh bells ringing. Not even a whisper of the jolly old man himself. Rumors tell of the fallen North Pole, workshops lie empty, elves vanished without a trace. The great red sack of gifts lies torn in the snow, scattering broken dreams across the wind.

In Wintergrad, few dared to believe the tale—even fewer had the courage to do something about it.

But a daring group of survivors, driven by something between stubbornness and longing, set out towards the North to seek the truth.

The road is long and the cold treacherous. They say the snow up North doesn't bury the dead; it wakes them.

But perhaps a single spark of Christmas spirit still hides beneath the ice, waiting to be rekindled. Or perhaps Christmas has truly met its end. Either way, these survivors are about to find out.

And if Christmas is truly at its end, at least it ends in good company.



CAMPAIGN SPECIAL RULES

◆ SURVIVORS

Players must use the same Survivors for all four Quests of the Campaign.

If any Survivor is eliminated, the current Quest is lost. Players may restart the Quest to attempt victory again.

◆ RESET BETWEEN QUESTS

At the start of each Quest, each Survivor recovers all Wounds, resets their Adrenaline Points (AP) to 0, and discards all Equipment, unless otherwise stated. Then, each Survivor begins with their usual Starting Equipment.

◆ INTERMISSIONS

At the end of each Quest, Survivors may gain new Skills or Equipment as described in the Intermission section. These benefits remain with them until the end of the Campaign.

Christmas in Ruins is a four-quest campaign for Zombicide: White Death, designed for you to play all night long with your friends, preferably on Christmas Eve! Play each Quest in order. Only the Zombicide: White Death Core box is needed to enjoy it.

QUEST B64: **LIGHTS IN THE DARK**

MEDIUM / 6 SURVIVORS / 60 MINUTES

By Rodrigo SONNESSO

The North Pole lies still. No trace of Elves, no neighing of reindeer, no signs of Christmas; just the freezing chill and monsters prowling through the snow. What really happened here?

Yet through the blizzard, a glimmer of hope remains. If we could string up a few Christmas lights, maybe they'll thaw more than just the frost.

And if we all make it through this night... perhaps we'll celebrate again — even if it's for the last time.

Material needed: **Zombicide: White Death.**

Tiles needed: **26V, 27V, 28R, 30V, 31R, 32V, 33V, & 34R.**

OBJECTIVES

- ♦ **Follow the lights.** Accomplish the objectives in this order to win the game:
 - 1. Light up the Night.** Light the statues of Christmas to reveal the Exit.
 - 2. Escape.** Escape through the Exit with all Survivors. Any Survivor may exit through this Zone at the end of their Turn as long as there are no Zombies in it.

SETUP

- Map A and Map B are separated and start unconnected.
- Divide the Survivors into two groups of three. One group starts on Map A, the other on Map B.
- Shuffle the Green Objective randomly among the Red Objectives on Map A.
- Shuffle the Blue Objective randomly among the Red Objectives on Map B.
- There is no Beacon and no Necromancer in this Quest. Keep the Necromancer cards in the Zombie deck (see Necro Magic rules below).
- Place 1 Guard on each Map as indicated.

SPECIAL RULES

- ♦ **Holiday lights.** Each Red Objective gives 5 AP to the Survivor who takes it. When a Red Objective from either Map is taken, immediately place 2 Walkers in each Corruption Zone on the other Map.

- ♦ **Season's gifts.** The Green and Blue Objectives each give 5 AP to ALL Survivors and a random Vault Weapon to the Survivor who takes either of them.
- ♦ **Statues of Christmas.** The Guards represent the magical Christmas statues. They cannot Move, cannot be moved, do not Attack, and cannot be targeted by Attacks.
- ♦ **The light returns.** When both Green and Blue Objectives have been taken, immediately roll 1 die. Place the Exit token in the Zone matching the rolled number. The statues are now lit and a magic portal has opened. The Zones with a Guard are now considered adjacent to each other, connecting both Maps. Any Survivor or Enemy can spend 1 Move Action to move between them. Line of Sight cannot be traced between them.
- ♦ **Necro Magic.** Whenever a Necromancer card is drawn, do not Spawn a Necromancer. Instead, resolve the following effect: If there is an Abomination on any Map, immediately place it in the Starting Zone of the other Map. Otherwise, do nothing.

INTERMISSION

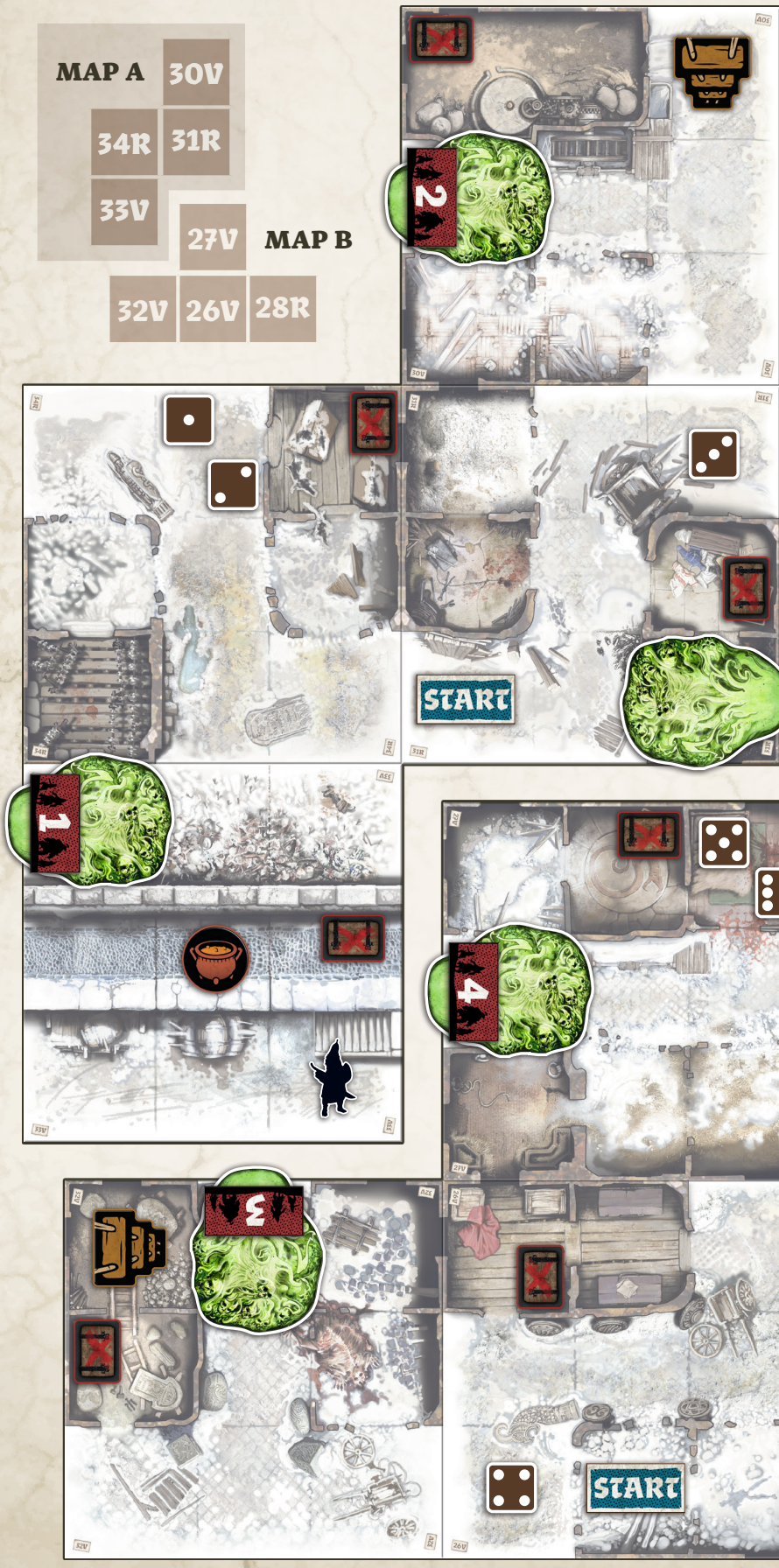
At the end of the Quest, count the total number of Red Objective tokens collected and gain the following:

OBJECTIVES TAKEN	REWARD
0-1	No benefit.
2-3	One Survivor gains a new Skill.
4-5	Two Survivors each gain a new Skill.
6	Three Survivors each gain a new Skill.

Players choose collectively which Survivors gain a Skill, selecting from this list below. These are considered Blue Level Skills and stack with existing Blue Skills. Each Skill may only be chosen once:

- ♦ **Born Leader**
- ♦ **Charge**
- ♦ **Ruin Searcher**
- ♦ **Lucky**

MAP A	30V	
34R	31R	
33V	27V	MAP B
32V	26V	28R



START

Survivor Starting Zone

EXIT

Exit Zone

2x
Rope Ladder

2x
Cauldron

2x
Guards

Corruption

6x
Objectives

1 2
3 4
Spawn Zones

◆ QUEST B65: A CHRISTMAS RESCUE

MEDIUM / 6 SURVIVORS / 60 MINUTES

By Rodrigo SONNESSO

The portal led us true. We now understood what silenced Christmas.

The elves were imprisoned, and with them the spark and joy that once powered the North Pole. Their great toy factories stand silent as we walked through shattered toys and torn ribbons, imagining how it all went down.

The haunting silence broken by mournful winds whistling through frozen chimneys. If we can set them free, perhaps the heart of Christmas will start beating once more.

Material needed: **Zombicide: White Death.**

Tiles needed: **30V, 32V, 33R, & 34V.**

OBJECTIVES

- ◆ **Free the elves.** Accomplish the Objectives in this order to win the game:
 - 1. Find the elves and the exit.** Find the 6 Guards and the Exit.
 - 2. Escape with the elves.** Escape through the Exit with all Survivors and Guards. Any Survivor may exit through this Zone at the end of their Turn, along with any Guard on it, as long as there are no Zombies in it.

SETUP

- Shuffle the Green and Blue Objectives randomly among the Red Objectives, facedown.
- Remove all Necromancer cards from the Zombie deck. There is no Beacon and no Necromancer in this Quest.

SPECIAL RULES

- ◆ **The imprisoned elves.** Each Red Objective gives 5 AP to the Survivor who takes it. When a Red Objective is taken, immediately place 3 Guards in that Zone. Guards represent Santa's elves and follow the standard Guard rules.

- ◆ **The hidden exit.** When the Green Objective is taken, ALL Survivors gain 5 AP. Then, place the Exit token in that Zone.
- ◆ **A special gift.** When the Blue Objective is taken, ALL Survivors gain 5 AP. The Survivor who takes it draws 3 Vault Weapon cards, keeps 1, and shuffles the remaining back into the Vault Weapon deck.
- ◆ **Drawn to the Living.** During the Spawn Step, draw 1 Zombie card for the Spawn Zone on the Tile with the most Survivors (Guards do not count). On a tie, Draw 1 Zombie card for each tied Spawn Zone. Then, roll 2 dice. For each die result:
 - ◆ 1-4: Draw 1 Zombie card for the matching Spawn Zone.
 - ◆ 5-6: Place 2 Walkers in each Corruption Zone.

INTERMISSION

At the end of the Quest, 2 Survivors each gain a new Skill. Players choose collectively which Survivors will gain a Skill, selecting from list below. They are considered Blue Level Skills and stack with existing Blue Skills. Each Skill may only be chosen once:

- ◆ **Guards: +1 Damage**
- ◆ **Guards: Evade**
- ◆ **Guards: Lucky**
- ◆ **Guards: Escalation (Combat)**

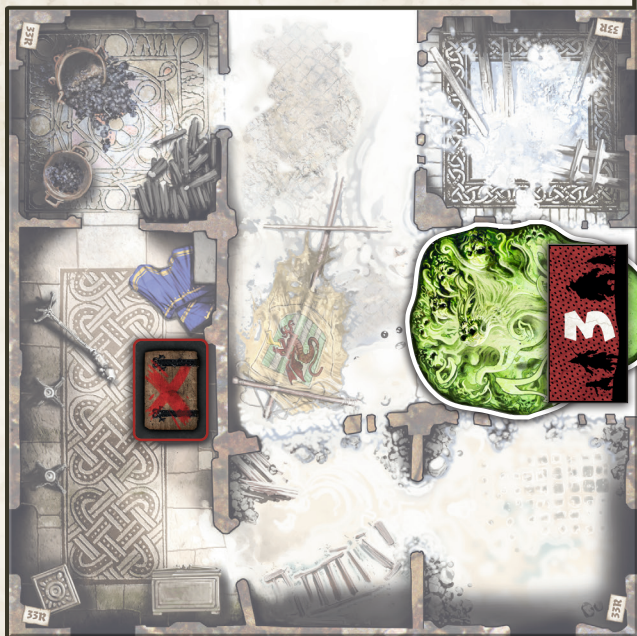


B65

QUEST - ZOMBICIDE



34V
30V
33R
32V



START		2x	>>>
Survivor	Corruption		
Starting Zone		Objectives	
EXIT	4x		>>>
Exit Zone	Walkers		
		Spawn Zones	>>>

QUEST - ZOMBICIDE

B65

QUEST B66: **TREASURES IN THE SNOW**

MEDIUM / 6 SURVIVORS / 60 MINUTES

By Rodrigo SONNESSO

The elves refused to leave without us. Instead, they held the gates, singing as the dead closed in.

They said the only way to keep Christmas alive was to gather the remaining sparks, fragments of magic clinging to broken toys buried in the snow. Now we march across the frozen field, elfsong fading behind us, searching for what was lost. Each toy we recover is a spark we can reignite; a sign that hope is not lost. But we must hurry now, before the darkness takes everything.

Material needed: **Zombicide: White Death**.

Tiles needed: **28R, 29V, 30R, & 33V**.

OBJECTIVES

- ♦ **Retrieve the toys.** Accomplish the objectives in this order to win the game:
 1. **Take a toy.** Each Survivor must take 1 Red Objective from Tile 29V (representing Toy Boxes).
 2. **Escape with the elves.** Escape through the Exit with all Survivors and at least 4 Guards. Any Survivor may exit through this Zone at the end of their Turn, along with any Guard on it, as long as there are no Zombies in it.

SETUP

- Place a stack of 6 Red Objectives on the same Zone of tile 29V as indicated.
- Shuffle the Green and Blue Objectives along with a Red Objective on tiles 28R, 30R and 33V, facedown.
- Remove all Necromancer cards from the Zombie deck. There is no Beacon and no Necromancer in this Quest.

SPECIAL RULES

- ♦ **Toy boxes.** Each Red Objective on tile 29V specifically gives 5 AP to the Survivor who takes it. Then, they gain 1 random Vault Weapon, and keep the Red Objective token next to the Survivor's Dashboard. Each Survivor may only take 1 Toy Box objective.
- ♦ **Hope ladders.** Each remaining objective from tiles 28R, 30R, and 33V will give the Survivor who takes it 5 AP. Additionally, if it was a Green or Blue objective, give the Survivor 1 Rope Ladder token. It does not take inventory space and may be traded like Equipment.
- ♦ **Creeping tide.** Non-Abomination Zombies without Line of Sight to any Survivor ignore Noise and Move toward the Exit instead. A Zombie on the Exit Zone spends 1 Action to leave the board. Keep all removed miniatures aside. They do not return to the game. Any time 15 Zombies have left the board this way, the Quest is lost.

INTERMISSION

At the end of the Quest, count the total number of Guards escaped and gain the following:

NUMBER OF GUARDS	REWARD
4	No benefit.
5	One Survivor keeps 1 Vault Weapon for the next Quest.
6	Two Survivors each keep 1 Vault Weapon for the next Quest.

Players choose collectively, which Survivors will keep their Vault Weapon.





29V

28R

33V

30R



QUEST - ZOMBICIDE

B66

◆ **QUEST B67:** **THE LAST** **CHRISTMAS...** **OR NOT**

MEDIUM / 6 SURVIVORS / 60 MINUTES

By Rodrigo SONNESSO

Everything finally makes sense. For decades, Christmas was slowly being corrupted — consumed by greed, wealth, and power.

The rich were lavished with excess, drowning in gifts they could never need, while the poor scraped by on thoughts and prayers.... until the spirit of Christmas finally broke. Santa Claus was overcome by the darkness he helped create. He became a necromancer, and set to rid the world of love and kindness altogether.

It's up to us to unite the lost fragments of Christmas and face him! If we succeed, perhaps the flames of hope will burn again. And if we fail... let the world remember what Christmas once stood for.

Material needed: **Zombicide: White Death**.

Tiles needed: **26V, 28R, 29V, 30R, 31R & 33V**.

OBJECTIVES

- ◆ **Defeat Saint Necrolas.** Find the fragments of the Christmas spirit and defeat the Necromancer.

SETUP

- Shuffle the Green and Blue Objectives randomly with Red Objectives on tiles 28R, 29V, 30R and 33V, facedown.
- Place all rescued Guards (elves) from the previous Quest on the map. Players choose their Starting Zones according to the map layout.
- Place Saint Necrolas (Defiler Necromancer) miniature on the board at the start of the Quest, as indicated. He is considered to have come from Spawn Zone #1 for his effect.

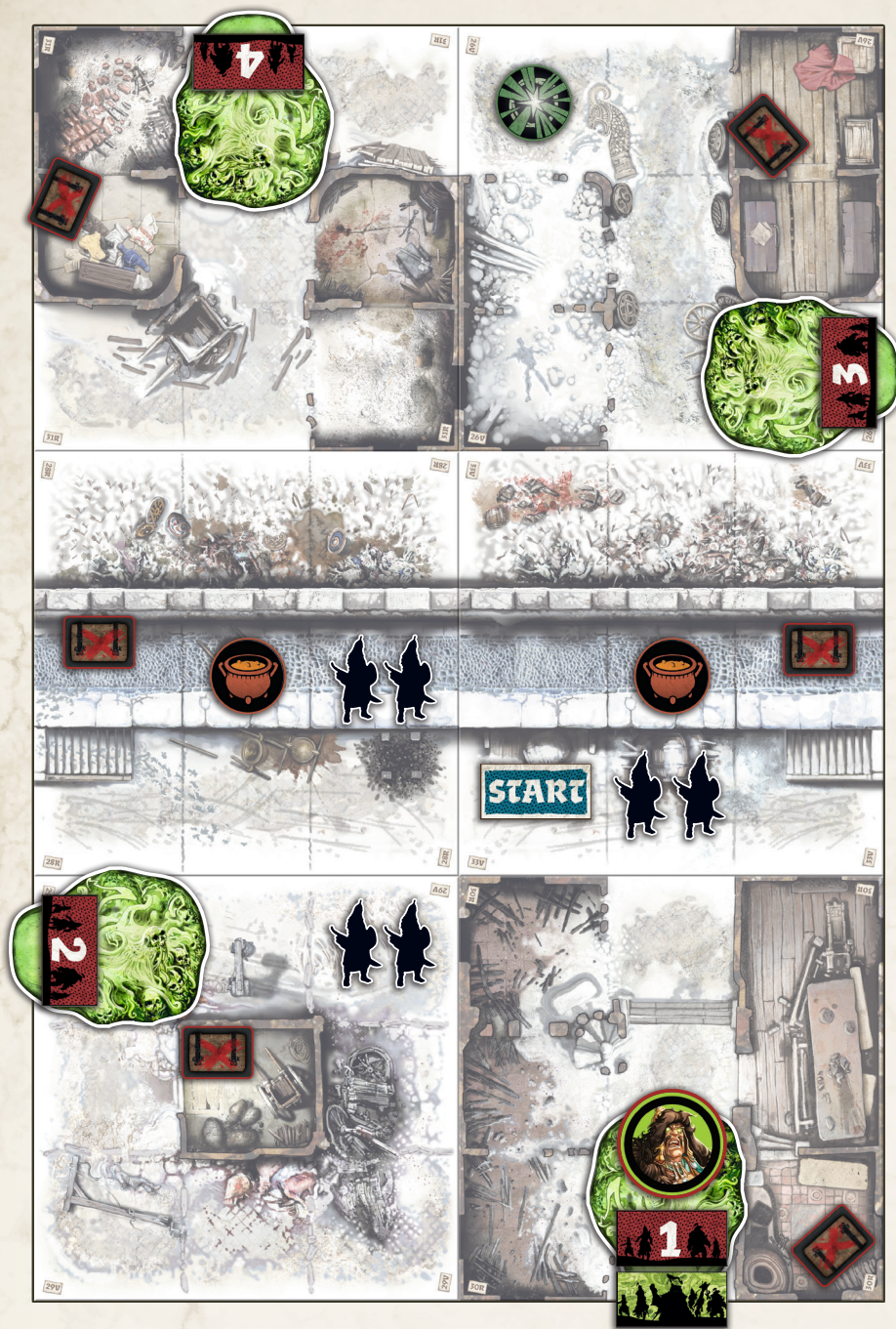
SPECIAL RULES

- ◆ **Fragments of Christmas.** Red objectives represent Fragments of the Christmas Spirit. **Each Red Objective** gives 5 AP to the Survivor who takes it. When taken, set the Objective token aside, visible to all players.
- ◆ **Rope ladder.** When the Green Objective is taken, the Survivor gains 5 AP and receives a Rope Ladder token. Rope Ladders do not take inventory space and may be traded like regular Equipment.
- ◆ **The core fragment.** The Blue Objective represents the Core Fragment of the Christmas Spirit. It gives 5 AP to ALL Survivors and 1 random Vault Weapon to the Survivor who takes it. When taken, set it aside with the other Objectives. From now on, Survivors may re-roll ALL dice **once per Turn** when attempting to break Saint Necrolas' curse (see below).
- ◆ **Saint Necrolas.** At the start of the Quest, Saint Necrolas is invulnerable and cannot be targeted by any attack. To break his curse, once per turn, a Survivor standing in a Corruption Zone within Range 0-1 of Spawn Zone #1 may attempt a ritual. They roll a number of dice equal to the total number of Red Objectives collected so far. If **three even results** or **three odd results** are rolled, the curse is broken! Immediately remove all Corruption tokens and Spawn Zone #1 from the board. From now on, the Saint Necrolas can be targeted and eliminated normally.
- ◆ **His domain awakens.** The Defiler Spawn Zone is inactive at the start of the game. When the curse is broken, immediately perform a Spawn there. From then on, this Spawn Zone remains active until the end of the Quest.



B67

QUEST - ZOMBICIDE



31R	26V
28R	33V
29V	30R



EPILOGUE

And somehow, between the undead, the freed elves, and all the chaos, we did it! The curse is broken!

Santa's back to being... good. Or at least not trying to eat us anymore. The reindeer are flying again (a little crooked, but still), the bells are ringing, and Christmas, against all odds, has returned.

It's far from perfect. The lists are long, the presents uneven, and people are still arguing about anything under the sun. But for one quiet night,

we remember what it all means: being together, laughing through the cold, and sharing what warmth we may still have.

And if the Christmas spirit can survive this, maybe the world still has a chance too.

Now, if you'll excuse us... there's a feast waiting. Better cut the turkey before it rises as a zombie now.

Merry Christmas!

QUEST - ZOMBICIDE

B67