

WM14 - THE ULTIMATE CHRISTMAS DINNER

Medium / 30 minutes

Today is December the 24th. To keep a sense of normalcy in this nightmare we're living in, we're just going to focus on preparing a huge Christmas feast for everyone! I'm pretty sure Uncle Clay's Butchery (rest his poor soul) had some frozen turkeys stocked in his locked freezer before all of this started. It's time to go shopping for some turkey!

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

Tiles needed: **1V, 5V, 7V, & 9R.**

• OBJECTIVES

Shopping! Accomplish these Objectives in any order:

- Take the Green Objective (a frozen turkey!).
- Find a Bag of Rice card and a Canned Food card.

THEN

Get out! Reach the Exit with all Survivors. Any Survivor may escape through this Zone at the end of their Turn if there are no Zombies in it.

5V	1V
7V	9R

• SPECIAL RULES

• Setup.

- Shuffle the Blue Objective among the Red Objectives, facedown.
- Remove all Bag of Rice and all Canned Food cards from the Equipment deck. Then, set aside 1 Bag of Rice card, 1 Canned Food card, and 2 Ahhh!!! cards to form the Christmas Gifts deck.

• **We'll need that!** Each Objective gives 5 AP to the Survivor who takes it. The Survivor then draws the top card from the Christmas Gifts Deck as if they had just Searched the Zone (for free, even if they already Searched this Turn). The Christmas Gift takes up a slot in the Backpack (even the Aaahh!! Cards), and cannot be removed from there or traded.

• **Uncle Clay is awake!** The first time an Aaahh! card is drawn, place a Walker in the Zone as usual. Then, place an Abomination on the Spawn Start.

• **Unexpected guests!** When the Red Door is opened (5V), the Green Spawn Zone becomes active.

• **Fridge assault.** The Blue door cannot be opened until the Blue Objective is taken.

• **There is our turkey!** The Green door cannot be opened until the Green Objective is taken. The Green Objective token occupies an Inventory Slot and can be traded like an Equipment card.

