

WM36 - ZOMBIES ATE MY TURKEY!

Special / 2 Survivors / 45 minutes

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Thanksgiving is right around the corner, and nothing beats having a feast with your loved ones to celebrate.

Using her 50-years-old secret recipe that has been passed down for generations, grandma has whipped up her specialty turkey! The scent (so delicious) has attracted even the zombies!

With the neighborhood overrun with zombies, will our teenage Survivors Zoe and Julio find the food, pick up their parents, and get back for Thanksgiving dinner in time?

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

Tiles needed: **1R, 6R, 7V & 9R.**

• OBJECTIVES

• **Happy Thanksgiving!** Reach the Exit Zone with all Survivors carrying at least 3 Food Equipment cards (Canned Food, Bag of Rice, and Water), and at least 1 Companion (see Special Rules). Any Survivor may escape through this Zone at the end of their Turn if there are no Zombies in it.

At the end of the Mission, players are graded based on how many Companions they have saved:

- **S Rank:** 4 Companions
- **A Rank:** 3 Companions
- **B Rank:** 2 Companions
- **C Rank:** 1 Companion

• SPECIAL RULES

• Setup.

- This Mission is played with only 2 Survivors.
- Shuffle the Green Objective randomly among the Red Objectives, facedown.
- Set aside 4 Survivors to be used as Companions.
- Place 1 Companion in each Zone with an Objective token.

• **Roasted turkey legs.** Each Red Objective gives 5 AP to the Survivor who takes it.

• **Mamas and Papas.** A Survivor may spend 1 Action to rescue a Companion in their Zone. Each Companion gives the Skill "+1 Die: Combat" to their Leader, in addition to any Blue Skills that they may already have. A Survivor may be the Leader of multiple Companions.

• **One less for dinner.** Losing a Companion does not cause the players to lose the game.

• **Dinner is ready!** When the Green Objective is taken, ALL Survivors earn 5 AP. Place the Exit Zone token in the Zone where the Green Objective was taken.

• **BYOB.** Each Epic Weapon Crate gives a random Epic weapon, among those still available, to the Survivor who takes it. Additionally, they may search the Equipment deck for a Canned Food, Bag of Rice, or Water card and put it in their inventory. They may then reorganize their inventory for free.

• **Grandma's apartment.** Doors inside buildings isolate parts of them. Isolated parts are considered to be separate buildings for Zombie spawning purposes only.



7V	9R
1R	6R

Survivor
Starting Zones

Closed Door

4x
Objectives (5AP)

1
Spawn Zones

4x
Pimpweapon Crates