

WM39 - WHEN THE SAINTS GO MARCHING IN

Medium / 6 Survivors / 60 minutes

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Nothing is as important as Carnaval to Brazilians. Despite the apocalypse, it is not a tradition we are willing to forget! So bring your instruments, put on your best costume, and join us on our way to the parade. This year, we got a great King Momo! All the other zombies are jealous of him, but nothing will stop us from winning the contest for parade of the year!

Materials needed: Zombicide: 2nd Edition and Zombicide: Rio Z Janeiro.

Tiles needed: 1V, 3V, 5V, 6R, 8R, 23V, 24V & 28R.

6R	1V
23V	5V
8R	3V
28R	24V



Survivor
Starting Zone



Spawn Zones

8x 

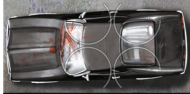
Objectives
(5AP)

4x 

Closed Doors



Exit Zone



Opala Car
(cannot be driven)



Brute
(King Momo)



• OBJECTIVES

It's Carnival! Accomplish the Objectives in this order:

- 1- Get a ride. Move the Parade Car to the Exit Zone.
- 2- Let's party! Reach the Exit Zone with all Survivors AND the Parade Car. Any Survivor may escape through this Zone at the end of their Turn if there are no Zombies in it.

• SPECIAL RULES

• Setup.

- Shuffle the Green Objective randomly among the Red Objectives, facedown.
- Set the Black Opala in the designated Zone. It is referred to as the Parade Car for this Mission.
- Set the Rio Z Janeiro Brute on the Parade Car. This Brute is referred to as King Momo for this Mission.

• **Colorful costumes.** The Green Objective gives 5 Adrenaline Points to ALL Survivors when taken. Keep this Objective next to the Survivor's dashboard. It doesn't take a slot in the inventory, and may be traded like an Equipment card.

• **Musical instruments.** Each Red Objective gives 5 Adrenaline Points to the Survivor who takes it. Keep this Objective next to their dashboard. It doesn't take a slot in the inventory, and may be traded like an Equipment card.

• **The spirit of Carnival.** Despite its appearance, King Momo is considered a Survivor. It is played by no one, has no Action of its own, cannot be targeted by Survivor Skills (ex: Lifesaver), and is always targeted first by Zombies. King Momo just stands in the car, waiting to reach the Exit. Any Zombies in its Zone will perform an Attack against it when possible. King Momo is eliminated upon taking 1 Wound.

• **Move to the rhythm.** A Survivor holding any Objective in the Parade Car's Zone may spend 1 Action to discard it and push the Parade Car, along with King Momo, 1 Zone towards the Exit Zone.

• **Let it happen naturally.** Whenever Zombies would move, they always move towards the Parade Car.

• **Don't let the samba die.** If King Momo is eliminated, the Mission is lost.

