

A18 SANTA HUNTING

HARD / 6+ SURVIVORS / 180 MINUTES

Christmas came and went. It was gloomy, clammy, and the pudding was overcooked. We decided to fight back, as post-Christmas blues were threatening to overwhelm us. We must settle the score with our bad Christmas. Actually, we know a mall in a remote location that is full of zombies, including "exotic" ones like a berserker Abomination and toxic zombies. Nobody has plundered this place, so it's probably full of nice "gifts". We are going to take down our Abomination Santa, his toxic elves, and plunder his North Pole. Santa has forgotten us? Revenge! It's time to go Santa hunting!

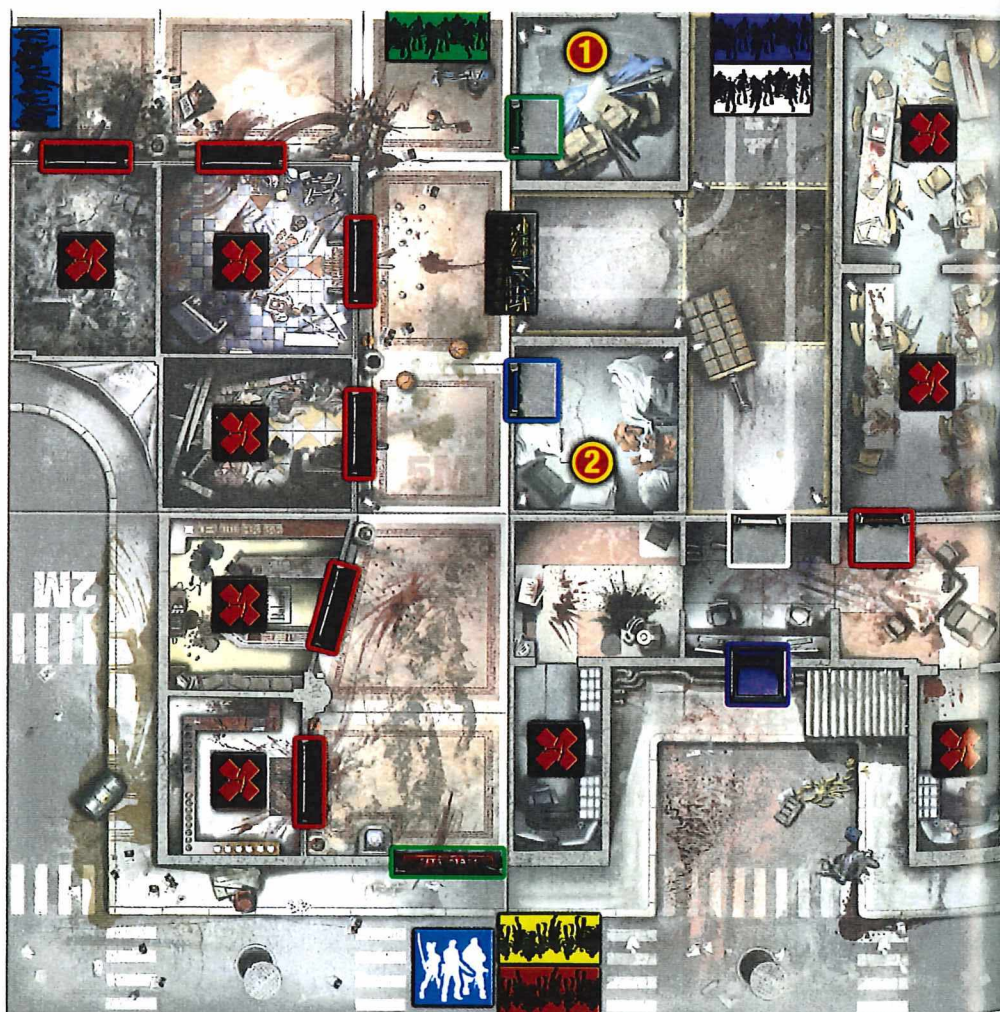
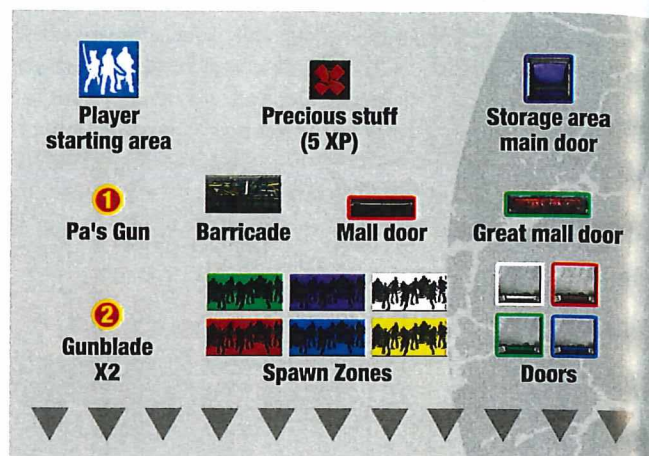
Material needed: Season 2: Prison Outbreak, Toxic City Mall.
Tiles needed: 2M, 5M, 6P & 15P.

OBJECTIVES

We've got a list, and we've checked it twice, of objectives to complete in any order we like.

- **Kill Santa.** For today, this is a Berserker Abomination.
- **Get the elves.** Kill 12 Toxic Zombies.
- **Plunder the North Pole.** Take all the Objectives. After that, we can consider ourselves avenged!

5M	15P
2M	6P



SPECIAL RULES

• **A hazardous celebration.** Each Objective gives 5 experience points to the Survivor who takes it. Put the blue, green, violet, white, and yellow Objectives randomly, face down, in the Zones indicated on the Mall tiles only (2M and 5M).

The colored doors cannot be opened until the corresponding Objectives have been taken. (Note: The yellow Objective does not have a corresponding door that it unlocks.)

Each time a colored Objective is revealed, activate the corresponding Spawn Zone. Flip the Spawn Zone token to its red side. Spawn Zombies only on red Spawn Zones. At the beginning of the game, only one Spawn Zone is active!

• **Getting the twelve elves.** Running out of Toxic Zombies doesn't grant them an extra Activation. Put killed Toxic Zombies on their assailant's ID Card to track their number. Don't go over a total of 12. Don't remove them until the end of the game, even if you lack Toxic Zombie miniatures.

• **Yes, I've been a good kid this year.** Set Pa's Gun and both Gunblades on the marked areas on the map. Any Survivor can spend an Action to pick them up while in the same Zone, as long as there are no Zombies in the Zone. This is not a Search Action.

