

A35 WHEN SANTA CAME TO TOWN

HARD / 6+ SURVIVORS / 60 MINUTES

I never believed in Santa, but I never used to believe in zombies either. Now I'm not saying that thing is definitely the jolly red man, but he keeps muttering "Naughty" and, well I can't say this any other way, tossing out zombie elves from that oversized sac of his... I swear it feels like we're in some B-Rated Christmas Horror movie... Anyway, Amy's grandma had a book of old Christmas stories that said we have to gather "Symbols of Christmas Cheer" to stop this thing- even had pictures and everything. Alright gang, let's get out there and show these Zombies the true meaning of Christmas!

1C	5E	3B
2B	6C	7B

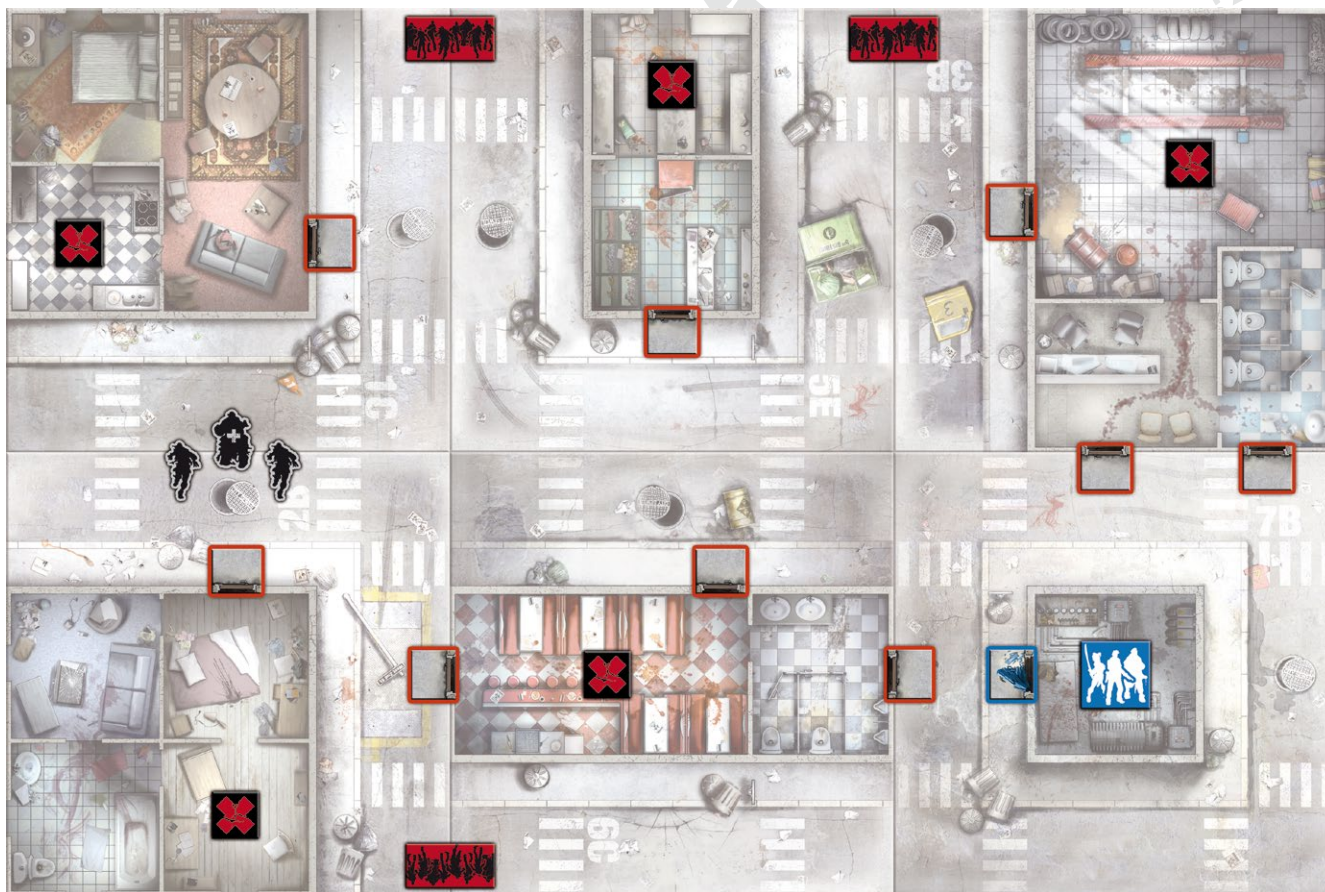
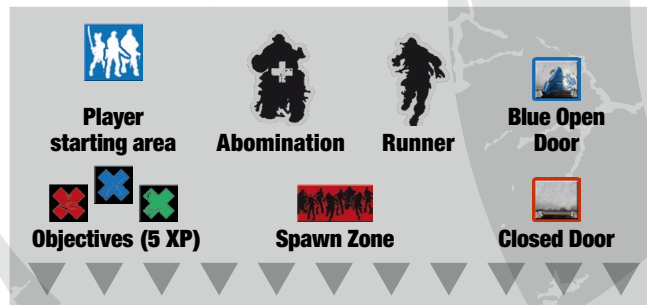
Material needed: Zombicide Season 1.

Tiles needed: 1C, 2B, 3B, 5E, 6C & 7B.

OBJECTIVES

Gather Christmas Cheer! Take all the Objectives to reveal the True Meaning of Christmas - the only way to stop the Santabomination! Each time one is picked up, that Survivor gains 5 experience points. When the last Objective is claimed, that token turns into the True Meaning of Christmas. Place the token in the survivor's inventory. It doesn't take any slot, and can be traded like an equipment. If the Survivor carrying the True Meaning of Christmas is killed, it drops in their Zone. Another Survivor may spend an Action to pick it up, not earning XP.

Take Down the Santabomination! While in the same Zone as the Santabomination, a Survivor with the True Meaning of Christmas can spend an Action to roll a die. On a 3+ the Santabomination is eliminated (on a roll of 2 or less they just didn't believe hard enough). When this is done the Survivors win the game!



SPECIAL RULES

- **At Any Cost:** Players only lose the game when the last Survivor is eliminated.



- **The Santabomination:** The Santabomination replaces the Standard Abomination. Any effect applying to the Abomination, is applied to the Santabomination instead. The Santabomination cannot be slain except by the True Meaning of Christmas. Santa activates at the beginning of each Zombie Spawn Phase. After it activates, roll a die for each Survivor in its Line of Sight. On a 3+ it declares that Survivor "Naughty!" and spawns 1 Runner (Zombie Elf) in his Zone.

- **Christmas Eve:** If it is Christmas Eve, the Santabomination gets 2 Actions per Activation.

• **Old Habits Die Hard:** All Bag of Rice, Canned Food, and Water Items become Milk and Cookies. If attacked by the Santabomination, they may discard 1 Milk and Cookies to stop that attack. During their turn, Survivors may also drop these items in their space for free (place a Noise Token in that space to represent the Milk and Cookies). When the Santabomination activates, if he is within 3 spaces of Milk and Cookies, he prioritizes moving to those spaces. Remove any tokens from spaces he enters.

• **Christmas Gifts:** Place the blue and the green Objectives randomly among the red Objectives, facedown. They grant XP normally. Taking the green Objective also grants the Survivor the Chainsaw weapon. Taking the blue Objective grants the Survivor the Evil Twins weapon.

