

## WM29 - THE SANTA HELLPERS

## Medium / 60 minutes

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Oh no! All of Santa Claus reindeer have turned into horrible zombies and the jolly, old man won't be able to deliver gifts to the world's good children before dawn! How about we prove to him that we've been nice guys all year and help him now by delivering all his toys to the kids, like Santa's good helpers? He'll definitely be very grateful and we'll guarantee our Christmas gifts for decades! Do you think I would fit in that chimney across the street?

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

Tiles needed: **1R, 2R, 3V, 4V, 5R, & 9R.**

## ● OBJECTIVES

**Helping Santa!** Accomplish these Objectives in order:

- 1- Deliver 6 Christmas Gifts (Red Objectives).  
2- Reach the Exit Zone with all Survivors (see Special Rules). Any Survivor may escape through this Zone at the end of their Turn if there are no Zombies in it (but before this, each one must give a huge Christmas hug to Santa Claus! If there is no Santa Claus at the table, they can hug the player to their left).

## ● SPECIAL RULES

- **Setup.**

- Do not place any Objective tokens on the board. Instead, each Survivor starts the game with 1 Red Objective next to their Dashboards. It cannot be traded.
- Do not place any Epic Weapon Crate tokens on the board or in the Muscle Car.
- Remove all Aaahh!! cards from the Epic Weapon deck.

• **This is for you.** A Survivor may spend 1 Action to place their Red Objective in an Objective Zone with no Objective and no Zombie in it. They gain 5 AP. The Objective cannot be taken.

**Survivor Starting Zones**

**6x Objectives (5AP)**

**6x Pimpweapon Crates**

**Spawn Zones**

**Muscle Car**

**1 Numbered Zones**

- **Santa's gifts.** As long as Epic Weapons are available, roll a die at the end of each End Phase. Place 1 random Epic Weapon card in the Zone marked with the corresponding number. It can be taken in the same way as an Objective.

Roll the die 1 last time when Epic Weapons are no longer available and place the Exit token this way instead.

- **Modern sled.** The Muscle Car can be driven. There is no Epic Weapon Crate on it.

- **The sun is rising.** To increase the mission difficulty, players may choose to apply this rule to the game. During the End Phase, while Santa's Gifts Special Rule is active, if there are no Epic Weapon cards to draw, the game is lost.

3V	2R
5R	9R
1R	4V

