

# A47 CHRISTMAS LIGHTS

MEDIUM / 6+ SURVIVORS / 60 MINUTES

It's that time of the year again! Sometimes keeping the morale high is more important than food or weapons. So you guys have a plan. How about wiring and lighting up that huge Christmas Tree that was abandoned downtown? It'll be dark and dangerous since the whole area is out of power. But it's worth the risk!

Material needed: **Zombicide: Season 1.**

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

## OBJECTIVES

Celebrate the Christmas Spirit! Accomplish the Objectives in this order to win the game:

**1- Lights On!** Take all Red Objectives during the same Players' Phase.

**2- Over the hills we go!** Reach the Exit with all Survivors. Any Survivor may escape through this Zone at the end of the Turn, as long as there are no Zombies in it.

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

## SPECIAL RULES

• **Pitch Black.** Until all Red Objectives are taken, Ranged weapons' Accuracy is automatically set to 5+, (Accuracy modifiers, like the +1 to dice roll: Ranged Skill for example, still apply). Weapons that automatically hit the target Zone, like Molotov Cocktails, ignore this rule.

• **Turn the switches on.** Each Objective gives 5 Experience Points to the Survivor who takes it.

- All Red Objectives must be taken during the same Players' Phase.

- The Blue Objective represents the Christmas Tree and can't be taken. When all Red Objectives are taken, all the lights and noises from the tree suddenly attract Zombies. Add 3 Noise tokens in the Blue Objective's Zone. They are not removed during the End Phase.

• **Pimpmobile.** The Pimpmobile can be Searched only once. It contains either Ma's Shotgun or the Evil Twins (draw randomly). It cannot be driven.

