



## ✕ INTRODUCTION

To get to their destination, the Survivors hopped on the very colorful Polar Express, a completely remodeled old steam train (one of those that burns coal), leaving from an equally colorful little station located in the Fun Zone. After passing through the dismal Slums area, they reached Tinsel, and easily got plenty of supplies (the food was already ready and packed right at the train station, having been brought but never used). But now they are out of coal.

So, it's time for the Survivors to get on Santa's naughty list and find enough coal around town to get back to the City before Christmas Day turns into the Day of the Dead. Luckily, at the train station they found a promotional flyer showcasing the marvels of Tinsel to its visitors. Some of the places described there, or some of the other buildings in the area, must surely have some coal inside. Oh, did we mention that a huge snowstorm is coming? If they don't get killed by Zombies, they might get buried anyway. There are no holidays after the end of the world!

### Finding Coal before the Storm Hits

The storm headed to Tinsel is BIG. In five hours, the tracks become blocked, and the Survivors are stuck in the village for the season... unless they get out beforehand. That means they must find the coal and get moving before the snow fall turns into their impromptu cairns.

How they go about it is up to them. Splitting the party is, historically, a bad idea. But it does save time.

Now, you might ask why a contemporary town contains coal. It's because many of the shops try to evoke a classic look with coal stoves. Few of the stoves actually power the heat for any shop or house, but they do have buckets of real coal next to them.

- At the beginning of the mission, the GM gives the players the promotional flyer showing Tinsel's map. The map also doubles as a time tracker. When half an hour of game time passes, fill a box on the time track. When the track is filled, the storm hits, and the Survivors are stranded in Tinsel.
- The main locations marked on the map aside, the Survivors can freely explore other parts of the town.

The GM can generate these locations using the Random Buildings rules (page 5).

- Exploring a location takes half an hour. Exploring an already visited location requires only 15 minutes.
- In total, the Survivors need 10 units of coal to propel the train. In order to find coal in a location, the Survivors must do a Search. If coal is present, it is automatically found, in addition to any other useful stuff obtained by the Search.
- A unit of coal fills one Holster or Backpack gear slot but can be stored directly on the train (but the Survivors must go back to the station, this counts as revisiting a location).



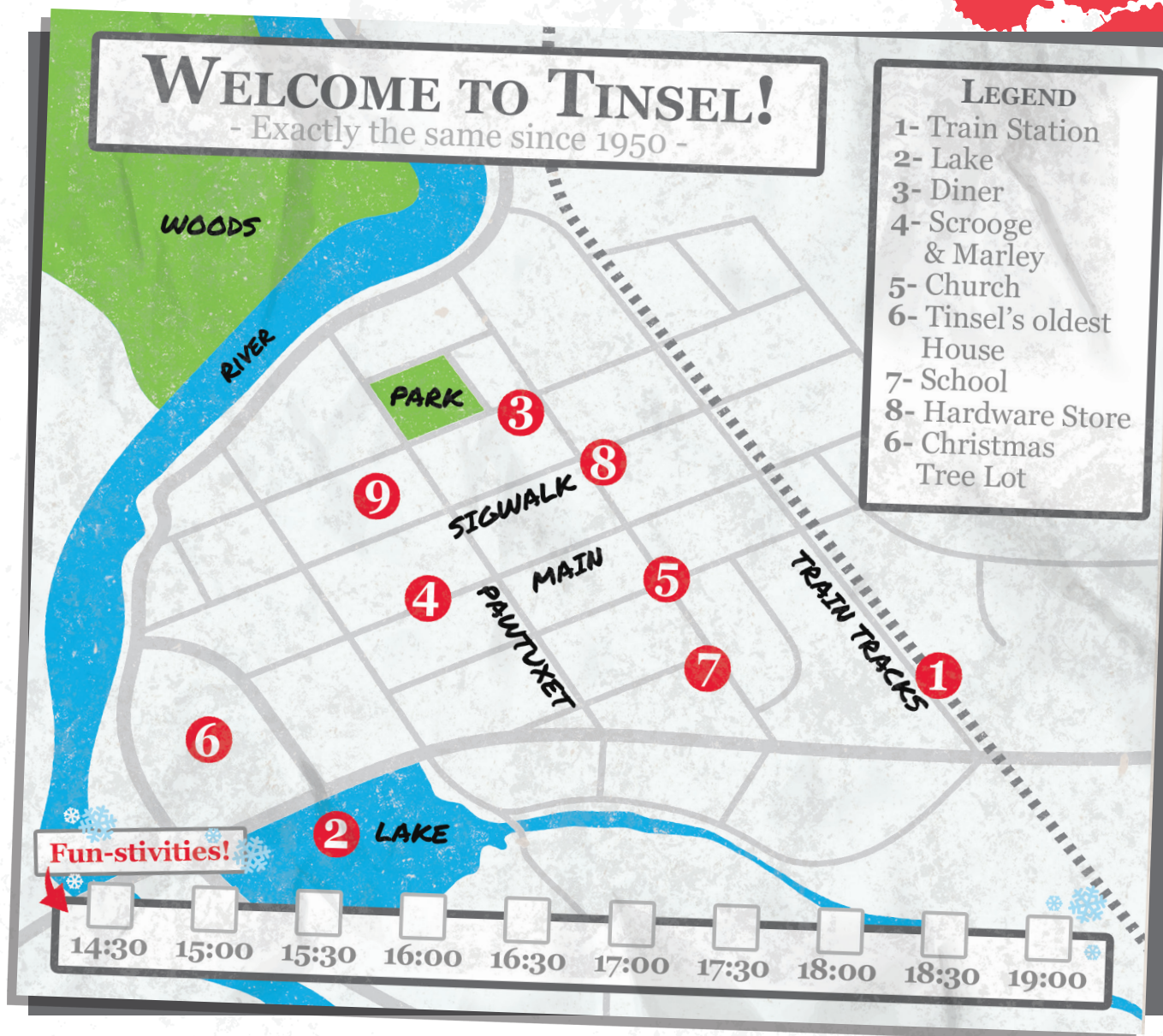
### Lots of Snow

One more thing. Because it's winter, the streets are covered with snow—there's no one to plow. That means Survivors get tired after plodding through all these drifts. Have each make an ENDURE test every half-hour while in town unless standing still. Failure makes them Tired (a **hindering** Condition) for the next hour.

## ✕ LOCATIONS

Tinsel is a lovely town... even now. The snow is piled high and fluffy, main street looks like something out of a Norman Rockwell, and even the cars all date back to the 1950s or earlier. In fact, the whole town captures a '50s that never was—a perfect Kodak moment used to sell the idea of America to the world. Now, everyone is dead and looking to kill anyone who isn't. But the town itself has lovely decorations, a huge Christmas tree that probably looked great when the lights worked, and bakeries on every corner. Literally, there is a cookie shop, a bakery, or cupcake vendor on every corner. The sugar market got cornered in Tinsel.

Throughout the mission you'll find easter eggs for Christmas classic movies and other bits of Christmas kitsch. If you can name them all, the GM should give you a prize, like letting your Survivor live.



### 1) Train Station

The train and the Survivors are here. They must bring enough coal back here (10 total units) to power the train all the way back to the Fun Zone station. No Zombies are here to start, but the noise of the Survivor's return brings a Horde (x3) plus an Abomination Santa!

- There is no coal here.

### 2) Frozen Lake

Clever Survivors can lure a horde or two here and sink them. While the lake can hold the weight of the Survivors, it can't hold the weight of a sizeable horde. Once a horde gets toward the middle of the lake, the ice breaks and they sink. That's all for them! Sadly, this trick only works once.

- No coal here.

### 3) Diner

The diner has big paper snowflakes and a Santa in the window. Inside, garlands and lights are strung along the walls. The whole place looks like a '50s diner, and it may even be that old. In fact, it has a stove that uses coal in the back.

- The stove has 1 unit of coal.

The customers tend to loiter around here even though they're Zombies, as if some remnant compulsion causes them to want to get in on the early bird special even now.

They count as a Horde (x2) while the chef, and his big meat cleaver, counts as a Brute. The chef also has the Meat Shield special ability.

In addition to other search results, Survivors find one Zombie has flower petals hidden in its pocket.

#### 4) Scrooge & Marley

This bank looks pretty old, even by the standards of the town. Top hats and Victorian era clothes hang on the stand near the door. In the back is a coal stove that actually heated the place. A skeleton sits hunched over a desk, writing tallies of funds. At a higher desk sits a big Abomination called Ebenezer. He's not happy about anyone taking his coal.

- There is 1 unit of coal here.

#### 5) Church

A classic, gambrel-roofed church with a wooden steeple and bell, the town set up an elaborate manger Nativity scene outside. It's covered partly in snow, making the birth of Christ look like something that happened during the Ice Age.

The church dates to the turn of the century (that's the 20th century to you and me, Russ) and has a coal stove.

The choir is still here, in white robes covered with blood. They sing (their song is a horrible rendition of All I want for Christmas Is You) when Survivors enter—right before they attack. They count as a Horde (x2). One of them, just a torso now, "sits" at an organ and plays. The Survivors can hear the noise from a block away and may think it's another Survivor. In fact, the playing is more of a wheezing racket than a melody, but the Zombie is stuck in its routine. On the upside, the noise covers shots occurring during the first two rounds of combat, so the Survivors might get out before other Zombies arrive.

- The stove and bucket have enough coal to count for 2 units.

#### 6) Tinsel's Oldest House

This ancient, historical house hosts perhaps the most hideous scene even hardened Survivors have ever seen. Gathered during a holiday party, the Zombies here all wear ugly Christmas sweaters. It's frightening beyond compare. What's more, there's half a Zombie stuck in the punch bowl wearing reindeer ears and splashing the punch (which is actually blood) all over the place.

The house has coal in a series of stockings along the mantle above the fireplace. Among unopened presents around the tree is a Model Air Rifle with a Compass in the Stock.

In the living room window stands a lamp shaped like a sexy leg in fishnet stockings. It looks like it was broken and glued back together.

- The stockings count as 1 unit of coal.

#### 7) School

As the Survivors approach, they see a kid Zombie with his tongue stuck to the flagpole outside. He's wearing a snow suit. He can't seem to pull himself free.

Inside, the school was decorated for the annual "Snowball," a dance that happens right before winter break. The event was held in the gym. It's done up like a Dickensian winter wonderland minus the crushing poverty. The wooden "London" set up all over is mostly two dimensional, but one area has a coal stove.

- It counts for 1 unit of coal.

The crowd are teens and pre-teens and count as a Horde (x3) plus 4 Runners. Those kids are fast on their feet!



The classrooms contain another Horde (x1), but they only come if alerted. On the chalkboard of one classroom is the word "THEME" underlined. You can almost hear the growl of the dead kids. That teacher's desk drawer is full of fake novelty teeth and other various contraband items.

### 8) Hardware Store

Outside the hardware store is an RV. It's not from the '50s, more like the '70s. It's very ugly. A beastly looking man in a blue leisure suit comes out and attacks. He's a Brute. His attack alerts the Zombies in the store.

Inside the store are all kinds of Melee weapons waiting for looting. There are also bags of charcoal (which will do in this case). There is a Horde (x2) here with the aforementioned Brute and 2 Runners.

- The bags of charcoal are equivalent to 2 units of coal.

### 9) Christmas Tree Lot

The lot is thick with trees from Douglas Firs to this sad little tree that looks like it needs some love. Also: Zombies. A host of Zombies hanging around here and on the skating rink next door. Walking on slippery ice is not easy (a hindering Condition, which only applies while standing on the ice).

There is a Horde (x2) here plus 3 Runners. The Runners only count as such when on ice as they have skates. This ice is not deep enough to stop Zombies as it is in the lake unless the GM says so.

- There are 2 units of coal here in a burlap sack.

### Random Buildings

Not all buildings appear on the map. The town has many structures which the Survivors may Search. They must do so to find any coal. Each building allows 2 Searches, plus the chance of finding some extra coal. You may roll 3 times on the table below to determine what the building is, if it has coal (and how much), and how many Zombies are inside.



## ✘ AFTERMATH

If the Survivors get the needed coal, they escape with a lot of generic food supplies which they load onto the train from the train station platform (the Zombies never touched it). The stories about how much food was here were right. The amount keeps them in good eats for at least a month, longer at the GM's discretion. They've earned a rest from scrounging. Their next mission should not be a Supply Run and definitely shouldn't involve ugly Christmas sweaters!

If the Survivors don't manage to leave Tinsel before the storm hits... well, they'll have to stay in a Zombie-infested town, buried under the snow. Not a nice Christmas at all!

Die	Coal	Zombies	Building House
	No	None	House
	No	Horde (x1)	Bakery
	No	Horde (x2) plus 1 Brute	Cookie Shop
	No	Horde (x2) plus 3 Brutes	Muffin and Cupcake Shop
	1 Unit	Horde (x3)	Gingerbread Shop
	2 Units	Horde (x3) plus 1 Abomination	Candy Cane Factory

## ✖ ADVERSARIES AND NPS

Two NPS remain in town. They weren't there as part of the Christmas town theme but rather came just before the apocalypse to rob the place. One is a tall, skinny guy and the other is a smaller, rounder fellow. Their names are Daniel and Joe. They have no intention of fighting the Survivors but would love to get on that train once it's loaded.

They're both battered looking, as if they've been through the ringer and keep muttering about how "everything would have gone fine if it weren't for that damn kid".

They follow the Survivors for a while before trying to sneak onto the train. Survivors notice them with a SPOT roll. They don't want to fight Zombies, but they aren't brave enough to stand up to armed Survivors. Hey, a ten-year-old beat their ass!



## IT'S CHRISTMAS TIME

### RANDOM ZOMBIES

These aren't mechanically different but exist to promote the Christmas theme in-game. Each has a little bit of Christmas left in their heart, which they might hold in their closed fist as they lumber toward you!

1. This Zombie wears a sweater in which, in blood, is written the following: Now I have a machine gun. Ho-Ho-Ho.
2. This tiny dead boy has a crutch and wears Victorian garb.
3. This Zombie couple looks like 1980s yuppies. Their shirts say Todd and Margot.
4. This Zombie wears a Marty Moose hat.
5. This Zombie wears a Grinch mask.
6. These Zombies are all dressed like a very tall, human-looking Elf.

### THINGS IN OR OUTSIDE BUILDINGS

Again, these are just winks and nods the Christmas classics.

1. A snowman, stained pink with blood. He wears a top hat and has two eyes made of coal. (Counts as 1 unit of coal because it's "magical").
2. A red doghouse lavishly decorated with a prize ribbon on it.
3. Sizeable posterboard signs written in sharpie that read such things as: "To me you are perfect", "And my wasted heart will love you."
4. A microwave where something green-skinned exploded after being nuked.
5. An award for Person of the Year made out to one Frank Cross.
6. A round, metal sled with the bottom seemingly eroded away from a high-speed run. It smells of non-nutritive cereal varnish.

## DANIEL & JOE

- Name: Daniel and Joe
- Description: A tall skinny guy with a beard and a short, round guy with a gold tooth. They both look like thieves.
- Motivation: Get the hell out of town!
- Gear: A bat and a BB gun.
- Enemy Level: Tough
- Special Rules: These two are really bad at detecting traps.