

REINDEER GANG RULES

When you find the **Vehicle** token take the **Reindeer Gang** action card and set up the tracker on the back of this card.

Use the **Comet** token/miniature to represent the reindeer gang on the board.

You may use movement **Action Cards** to move the **Reindeer Gang** instead of yourself. A card must be used to either move the gang or yourself, but not both.

When targeting and attacking, enemies will prioritize the **Reindeer Gang** over all other targets if the **Reindeer Gang** is within range of the enemy.

For each damage dealt to the **Reindeer Gang**, a Reindeer is killed (**Bloodlust** does *NOT* increase). When a Reindeer is killed place a token over it on the tracker.

If all **8** reindeer are killed, remove the **Comet** token/miniature from the board and replace it with a **Horde** with **8** health (yes it is a gang of Zombie Reindeer!). The **Horde** acts per the normal rules for Hordes.



REINDEER GANG TRACKER



Dasher



Comet



Dancer



Cupid



Prancer



Donner



Vixen



Blitzen



REINDEER GANG



Kill **X** **Zombies** in the **Reindeer Gang's** space where **X** is the number of living Reindeer



Kill **X** **Zombies** in the **Reindeer Gang's** space where **X** is the number of living Reindeer ▶ A Reindeer is killed



Kill **2** **Zombies** in the **Reindeer Gang's** space ▶ A Reindeer is killed



A Reindeer is Killed

"Those reindeer ain't playin' no games."



VEHICLE ACTION

