

M7 DOOR DELIVERY

MEDIUM / 6+ SURVIVORS / 90 MINUTES

The Black Squad (Black Ops expansion) went out of their way with their dropship to provide us with supply crates taken from deep within PK-L7, where no one will need them anymore. Batteries, clothes, hygiene products, medicine, seeds, game boxes, everything we need to survive.

The Xenos have heard them, too. They are closing in on the dropzone. We must be quick, or they'll get all the limited editions.

We cannot let that happen.

Material needed: **Zombicide Invader Box.**

Tiles needed: **01-V, 02-R, 03-R, 04-R, 05-V, 06-V, 07-R, 08-R, & 09-R.**

OBJECTIVES

Bring back the crates. The game is won as soon as all 6 crates (represented by the Red Objectives) are on the Exit Zone.

SPECIAL RULES

- **Tactical assets.** The Blue and the White Objectives give 5 experience points and a random Prototype weapon to the Survivor who takes either of them. Other Objectives (Red and remotes) don't provide experience or weapons.

- **Vital crates.** The Red Objectives on Tile 04-R represent supply crates. They are placed on the Survivor's dashboard upon being taken. Each takes a slot in the Backpack, and can be traded like an Equipment card. A Survivor may hold only a single crate at any given time. A Survivor may spend an Action to drop the crate they hold, in the Zone they stand in. The dropped crate can be taken later in the same way.

- **Our deadly mule.** At the cost of 1 Machine Action, the Bot can pick up crates (Red Objectives) in its Zone. Survivors may also trade Crates with it, as if it was a fellow Survivor. The Bot can hold up to 3 crates this way. Place the tokens either on its base or reference card, at your convenience.



05-V	01-V	06-V
07-R	09-R	08-R
04-R	03-R	02-R