

## E7 – WEB MISSION



# DELIVERY WARRANT

**6 SURVIVORS / HARD / 90 MINUTES**

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**BOOM!** An earthshattering explosion erupted from a distance, and a downpour of nuts, bolts, and ribbons soon followed. The town began to flood with debris. Buried under the mess were some boxes, neatly wrapped and tied. As we approached them to investigate, a tiny person appeared out of nowhere, panicked and distraught. “Oh no! The Christmas Gifts are everywhere! We must retrieve them in time for Santa’s delivery tonight! Please, you have to help us!” Well, no child is going to wake up on Christmas morning without their gift. Not on my watch. Let’s hurry!



Material needed: **Zombicide: Undead or Alive**  
Tiles needed: 1R, 4V, 5V, 6R, 7V, 8V.

### OBJECTIVES

**Send the gifts!** Place Gifts (Red Objectives) in the Exit Zone. When the last Santa’s Assistant reaches the Exit Zone and there are at least 4 Red Objective tokens placed in it, the game is won. If not, the game is lost. If any of Santa’s Assistants are eliminated, the mission is immediately lost.



### SPECIAL RULES

- **Setup.**
  - Shuffle the Blue and Green Objectives randomly among the Red Objectives, facedown.
  - Choose any 4 Survivor miniatures that are not being used and place them in the indicated Zones. These will represent Santa’s Assistants.
- **Ready for delivery.** Each Objective gives 5 AP and 1 random Bounty Weapon to the Survivor who takes it. Objectives do not take up space in their inventory and may be traded like an Equipment card. The Survivor may then reorganize their inventory for free.
- **Below the tree.** If a Survivor is in the Exit Zone, they may spend 1 Action to place 1 Red Objective from their Inventory in the Exit Zone.
- **Get to work.** At the End of the Player Phase, all of Santa’s Assistants perform 1 Move Action towards the Exit Zone. They cannot enter Building Zones or be moved by Survivor Skills.
- **Tiny Hands.** Santa’s Assistants can be attacked by Zombies and are eliminated upon taking 1 Wound. They also have the Skill: Low Profile.

- **Dangerous Toys.** The player with the Green Objective token may spend an Action to discard the token to immediately perform the following effect:

- Choose 1 Santa's Assistant. They perform an Attack Action using the Attack profile below:



- **New Shoes.** The player with the Blue Objective token may spend an Action to discard the token to immediately perform the following effect:

- Choose any number of Santa's Assistants. They move up to 1 Zone in any direction, ignoring Zombies. They cannot enter a Building Zone this way.

6R	1R	4V
8V	5V	7V

 4x	 6x	 Survivor Starting Zone
	 Santa's Assistants	 Spawn Zones

Objectives (5 AP)

