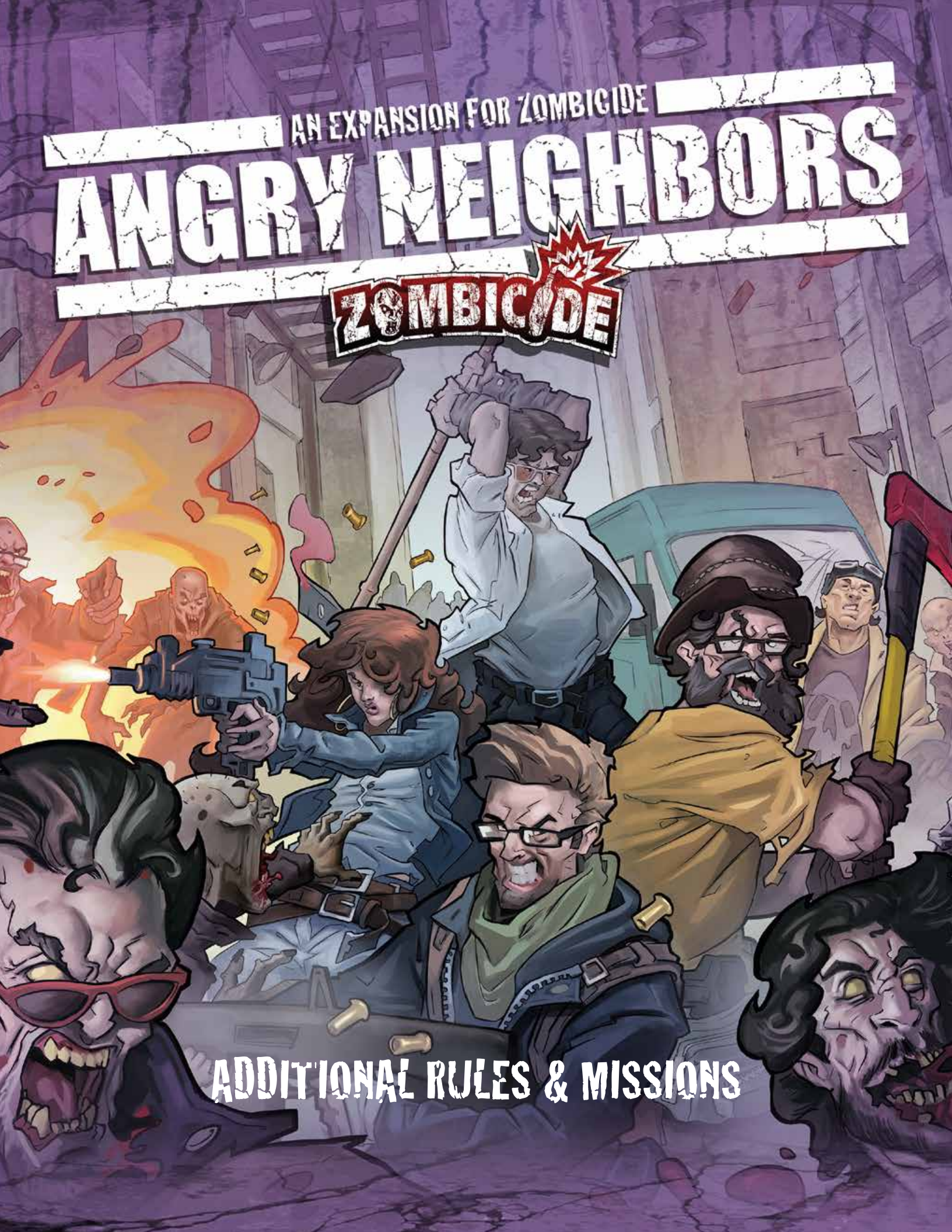


AN EXPANSION FOR ZOMBICIDE

ANGRY NEIGHBORS

ZOMBICIDE



ADDITIONAL RULES & MISSIONS



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#1 GAME COMPONENTS

3 GAME TILES (DOUBLE-SIDED)



8 SURVIVOR MINIATURES AND ID CARDS



ADAM

(standard and Zombivor version)

JEFF

(standard and Zombivor version)



JULIEN

(standard and Zombivor version)



TIFF

(standard and Zombivor version)



8 COMPANION MINIATURES



2 HANDYMEN

2 GUNMEN

2 SNIPERS

2 SEARCHERS

18 ZOMBIE MINIATURES



18 SEEKERS

4 EXPERIENCE TRACKERS



63 MINI-CARDS

27 EQUIPMENT CARDS

Crossbow	x2
Energy Drink	x6
Flaming Nailbat	x1
Handcannon	x2
Nico Special	x1
S.B.F.	x2
Sub MG	x2
The Holy Pan	x1
The Reaper	x1
The Zombicider	x1
Uber Shield	x1
Winchester	x2
Zantetsuken	x1
Zomb'Knuckles	x4



12 ZOMBIE CARDS (#193 TO #204)



8 COMPANION CARDS

Gunman	x2
Handyman	x2
Searcher	x2
Sniper	x2



16 WOUNDED CARDS



26 TOKENS

Barricade	x8
Companion token	x8
Rotten token	x2
Skill counter	x8



#2 INTRODUCING ANGRY NEIGHBORS

Evolution is nature's way, except when humanity lends a hand. This time, we messed things up very badly. We spawned a new species that is really eager to wipe us out. The initial outbreak gave way to a full-scale war between humanity and zombies. We are the resistance.

The first step to opposing our angry neighbors is to regroup. We are looking for other survivors and have already made contact with some of them. Most are not as experienced as we are at zombicide, but they can learn. Zombies can't. Evolution, like I said.



Angry Neighbors requires a core Season box to play and is compatible with all *Zombicide* products.

Welcoming your new neighbors in your *Zombicide* games is pretty easy. Unless stated otherwise in the Mission's briefing, simply add all *Angry Neighbors*' Equipment (except for Companion Equipment cards) and Zombie cards to their respective standard piles.

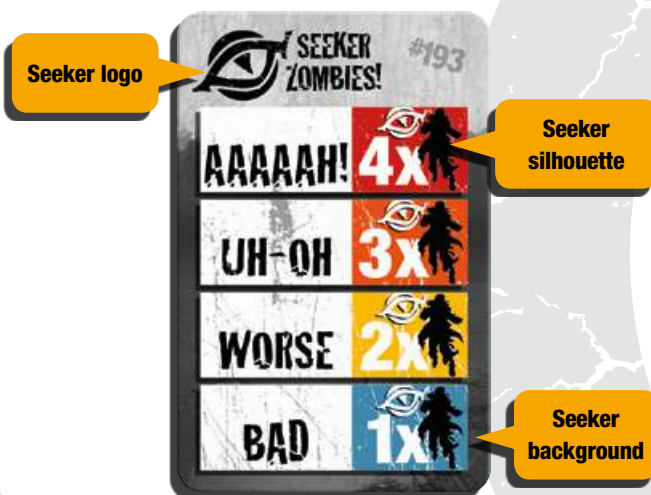
#3 NEW ZOMBIES: SEEKERS

It took us quite some time to realize that a vicious new zombie type had appeared. They look like your average walker and hide among average walkers, but they act like hysterical teenagers: unable to stay quiet, always moving, growling, and making useless noise. When several packs of these seekers, as we call them, arrive in a district, they make each other more aggressive. They get so quick that runners look like easy targets. If they're amped up enough, seekers can rip apart a whole team in a few seconds. If you spot one of these bastards, blast it immediately. Otherwise, its whole gang will rush you for a free meal.

SEEKER RULES



Meet the Seekers!



1 – Seekers have the same Targeting Priority Level as Standard Walkers. Choose your targets among them! Killing a Seeker earns 1 experience point.

2 – A Seeker spends a single Action each time it is activated. **It gets an extra activation each time a Seeker Zombie card is drawn.** Seekers do not benefit from the extra activation cards of other Zombie types.

EXAMPLE: At Blue Level, players draw their first Zombie card during Spawn Step. It's a Seeker Zombie card, and a single Seeker miniature is put on the board. The next Zombie card is drawn: another Seeker Zombie card! The previous Seeker gets an extra activation before the second Seeker is put on the board.

3 – Toxic Abominations can't turn Seekers into Toxic Zombies (see *Toxic City Mall*).



ANGRY NEIGHBORS ZOMBIE ECOLOGY

This chart includes all Zombie types from the following boxes:

- Zombicide Season 1
- Zombicide Season 2: Prison Outbreak
- Zombicide Season 3: Rue Morgue
- Zombicide expansion: Toxic City Mall
- Box of Zombies: Zombie Dogz

And of course, Angry Neighbors.

TARGETING PRIORITY	NAME	ACTIONS	MINIMUM DAMAGE TO DESTROY	EXPERIENCE POINTS
1	SURVIVOR (EXCEPT SHOOTER)	-	-	-
2	TOXIC WALKER	1	1	1
3	STANDARD WALKER / SEEKER / SKINNER WALKER	1	1	1
4	BERSERKER WALKER	1	1	1
5	TOXIC FATTY (1)	1	2	1
	TOXIC ABOMINATION (2)	1	3	5
6	STANDARD FATTY (1)	1	2	1
	STANDARD ABOMINATION	1	3	5
	SKINNER FATTY (1)	1	2	1
	A-BOMB ABOMINATION (3)	1	A lot	5
7	BERSERKER FATTY (1)	1	2	1
	BERSERKER ABOMINATION (4)	1	3	5
8	TOXIC RUNNER	2	1	1
9	STANDARD RUNNER	2	1	1
	SKINNER RUNNER	2	1	1
10	BERSERKER RUNNER	2	1	1
11	ZOMBIE DOG	3	1	1
	CRAWLER	1	1	1

(1) Each Fatty comes with two Walkers of the same type when it spawns (Standard, Skinner, Toxic & Berserker).

(2) Toxic Abomination: Toxic. Turns Standard Zombies into Toxic Zombies.

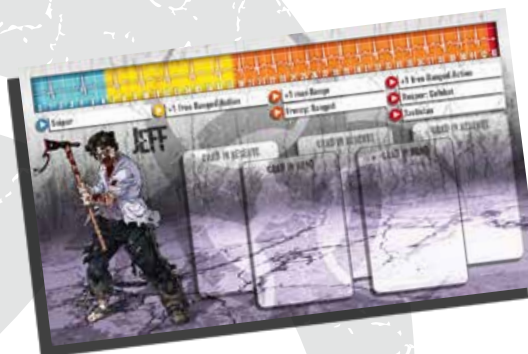
(3) A-Bomb Abomination: Impervious. Grabbing.

(4) Berserker Abomination: Berserker. 2 Zones per Move.

#4 ZOMBIVORS

You can't run forever. Sooner or later, all survivors have to take arms against the zombie horde and go into a zombicide. It takes guts and skills to turn from a refugee to a real survivor, and we lost many friends in the first months of the infection. We still do today—no battle plan ever works as intended, and unexpected events happen. Valiant people die for stupid reasons or sacrifice so the rest of their team can survive. Yet, some survivors are so hardcore they don't let the infection fully consume them. They die and rise to keep on fighting the good fight. Their body gets zombieified, but they keep their free will and survivor spirit. Half zombies, half survivors, we call them zombivors.

Your favorite Survivors can die and return to the game as Zombie heroes called Zombivors! When your Survivor finally falls to the ravaging horde, you can turn him into a Zombivor and exact a bloody revenge.



The Zombivors' status is indicated with  on the Survivors' Identity Cards. All Survivor rules apply to them.

The killer feature about Zombivors is their incredible endurance. A Zombivor is only eliminated by five Wounded Cards

Zombivors are great tanks. There's a serious drawback, though (besides the smell). At Yellow Level, Zombivors don't gain the +1 Action Skill of standard Survivors. They're tougher but somewhat slower, and thus offer a whole different gaming experience.

in his Inventory (instead of two for a standard Survivor).

Resurrection mode lets you begin the game with your favorite Survivors in their "Standard" version and then switch them to their "Zombivor" version when things go awry. You read it right: If your Survivor gets eliminated, he comes back as a Zombie!

Experienced players may begin the game directly with Zombivors instead of Standard Survivors.

Resurrection mode: When any Standard Survivor gets his second Wound, lay down his miniature. **Getting killed by a team member doesn't grant a resurrection.** A standard Survivor can't receive more than two Wounds. If he receives more Wounds than needed to kill him, distribute these Wounds to other Survivors, or ignore them if nobody can take them. Ignore the downed Survivor for all game effects until his resurrection, as if he was removed from the board. At the beginning of any following Players' Phase, before the first player acts, resurrect the Survivor. Discard all of his Wounded cards, and replace his downed miniature with his standing Zombivor miniature. Trade his Survivor Identity Card for its Zombivor version. The new Zombivor immediately gains:

- Any Equipment cards his Standard version did not lose upon his first death. The inventory is reorganized for free.
- As many experience points as the standard version had. Choosing new Skills is allowed.

Ongoing game effects previously applied to the standard version no longer apply. Except for Resurrection (or stated otherwise), all rules affect Zombivors the same way they do Survivors.

EXAMPLE: Tiff and Julien stand in a Zone with four Walkers.

Tiff is unharmed, has 21 experience points and two Equipment cards: a Fire Axe and a Shotgun. Neema (from the Toxic City Mall expansion) just gave her an additional Action thanks to her Born leader Skill.

Julien has a single Wound, 27 experience points, and four Equipment cards: a Saber, Plenty Of Ammo, a Rifle, and some Gasoline.

An unexpected extra activation allows the four Walkers to attack, inflicting four Wounds to share between Tiff and Julien.

The first and second Wounds go to Tiff. The player discards the Fire Axe and Shotgun cards. Tiff is eliminated, and her miniature is laid down in the Zone. She has no Equipment left.

The third Wound lands on Julien. The player discards the Gasoline and, as Julien now has two Wounds, the Survivor is eliminated, laying the miniature down. Julien keeps his remaining Equipment cards.

The fourth Wound is ignored, as there's no one left to harm.

At the beginning of the next Players' Phase, Tiff and Julien's players decide to resurrect their fallen heroes. Zombivor Tiff and Zombivor Julien are put in the Zone, replacing the laid down miniatures.

Zombivor Tiff has no Equipment, loses the additional Action granted by Neema, but has 21 experience points. The player can choose an Orange level Skill for her.

Zombivor Julien still has the Saber, Plenty Of Ammo, and Rifle cards, along with 27 experience points. The player can choose an Orange level Skill for him.



#5 NEW TILES: DAMAGED BUILDINGS

Beyond just the lack of maintenance, the relentless war between Survivors and Zombies took its toll on buildings. Serious hits dug big holes in places, turning some rooms into deadly traps.

HOLE ZONES

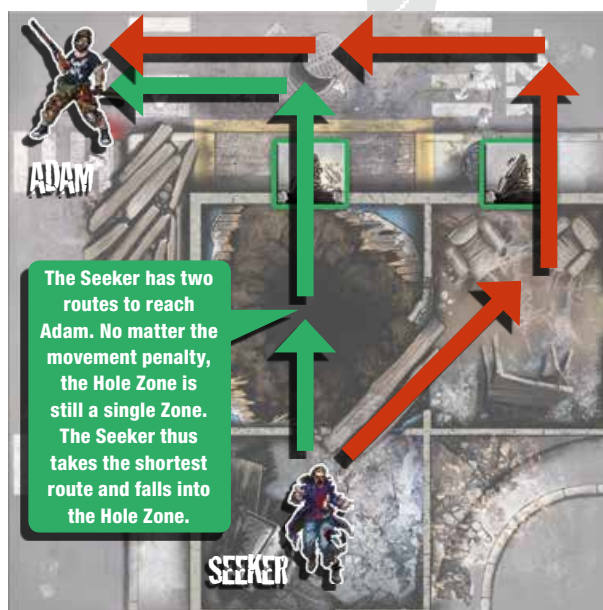
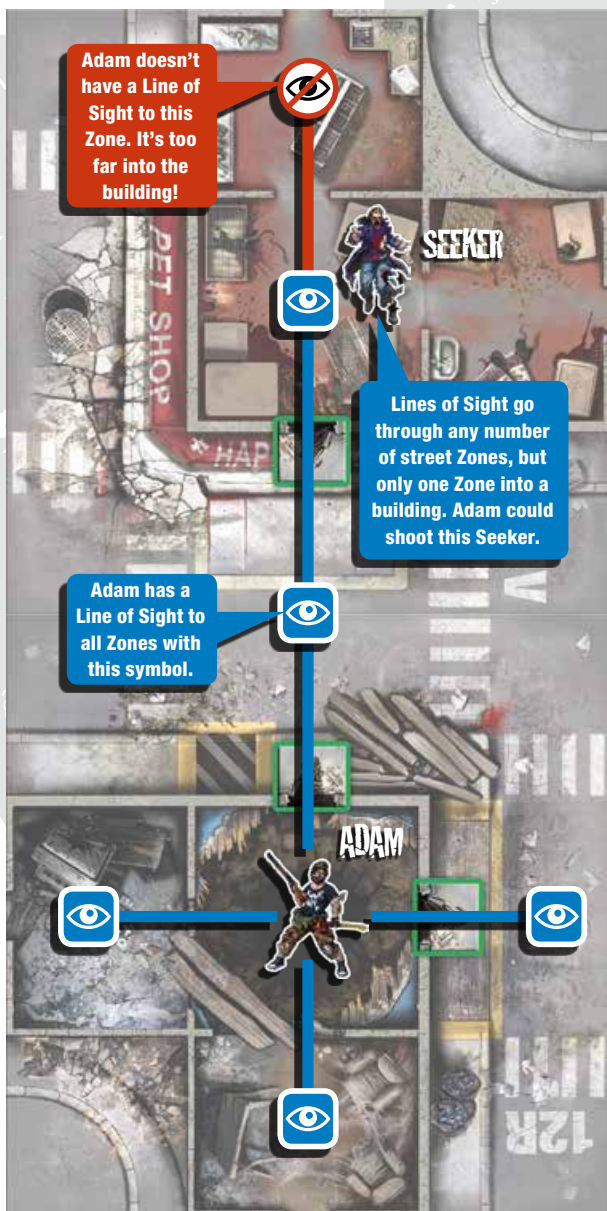
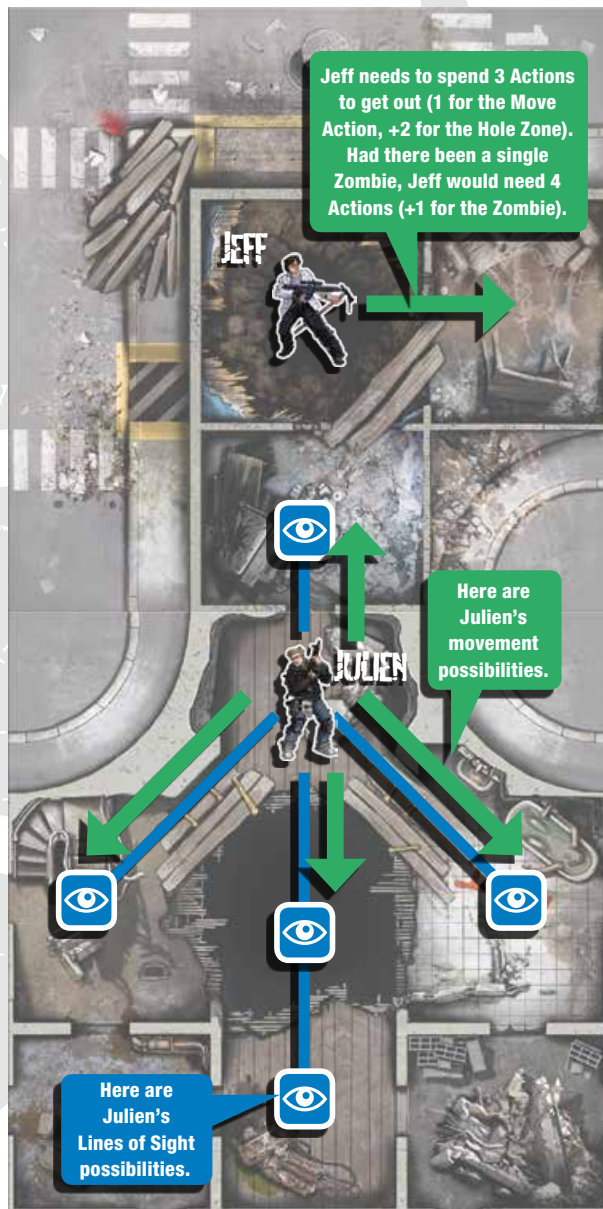
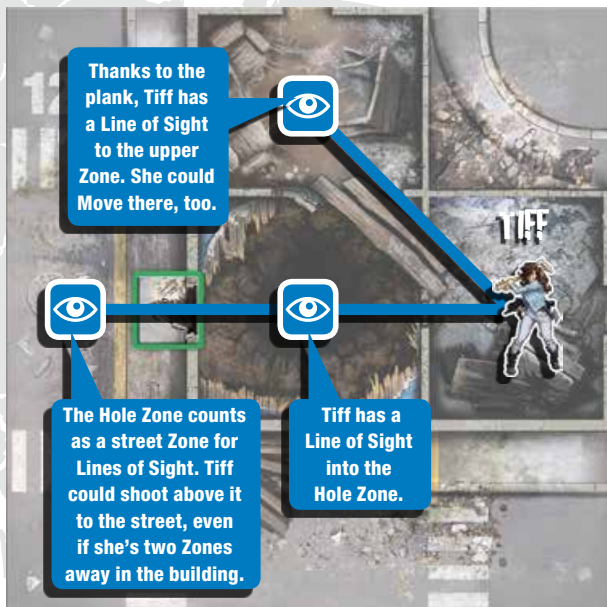
The damaged building tiles feature some big holes as Zones. Hole Zones have the following rules:

- **Lines of Sight:** Hole Zones are considered street Zones for Lines of Sight. Dug into buildings, they allow Lines of Sights to go beyond 1 Zone.
- **Movement:** An Actor has to spend 2 additional Actions to get a Move Action out of a Hole Zone (so, it's usually 3 Actions to get out). A Hole Zone still counts as a single Zone for determining Zombie routes to Survivors. Hole Zones make great Zombie traps, as they can't get out on their own.
- **Search:** Hole Zones can't be Searched.
- **Zombie spawn:** Don't spawn Zombies in a Hole Zone when a Survivor opens the door of its building.

PLANKS

Planks are put through some Hole Zones. They allow Actors to cross these dangerous Zones more quickly. Zones linked by both ends of a plank:

- Share a Line of Sight to each other. Yes, you can shoot diagonally!
- Are considered adjacent for Movement purpose. You can also Move diagonally!
- Zones connected by a plank are at Range 1 of each other.



#6 BARRICADES

Zombies are simple-minded, to say the least. How do you stop an unarmed and charging opponent? Headshot, problem solved. But a full swarm of them? Zombies find strength in numbers, so we have to use either heavy firepower or our brain-both, preferably.

That's why we all quickly learned to build barricades. Usually, we don't have time to make them sustainable, but even temporary ones give us a terrain advantage. When your team is outnumbered seven to one, you want to lure your enemy into the area of your choosing, trust me.

INCOMPLETE BARRICADE



COMPLETE BARRICADE

Survivors build barricades to keep Zombies at bay. Unfortunately, hastily built barricades are temporary at best and always break down sooner or later. Barricades can only be built in specified locations, indicated on the Mission's map. Unless otherwise stated in the Mission's briefing, when there's a barricade on the map, it can be rebuilt in the same spot after it's broken down.

Barricade tokens have two facings indicating their two states, "incomplete" and "complete". On his turn, any Survivor can spend 3 Actions at once to start or finish building a barricade in the Zone he stands in. The Zone must be free of Zombies. "Free" Actions can't be spent to build or finish barricades.

1 – To start building a barricade, a single Survivor spends 3 Actions at once. Put a Barricade token, with its "incomplete" side showing, over a straight border of the Survivor's current Zone. An incomplete barricade doesn't have any effect.

2 – To complete a barricade, one Survivor may select an "incomplete" barricade on a border of the Zone he stands in, spend 3 Actions at once, and flip the token to the "complete" side. **All Survivors who took part in the construction of the barricade earn 5 experience points.**

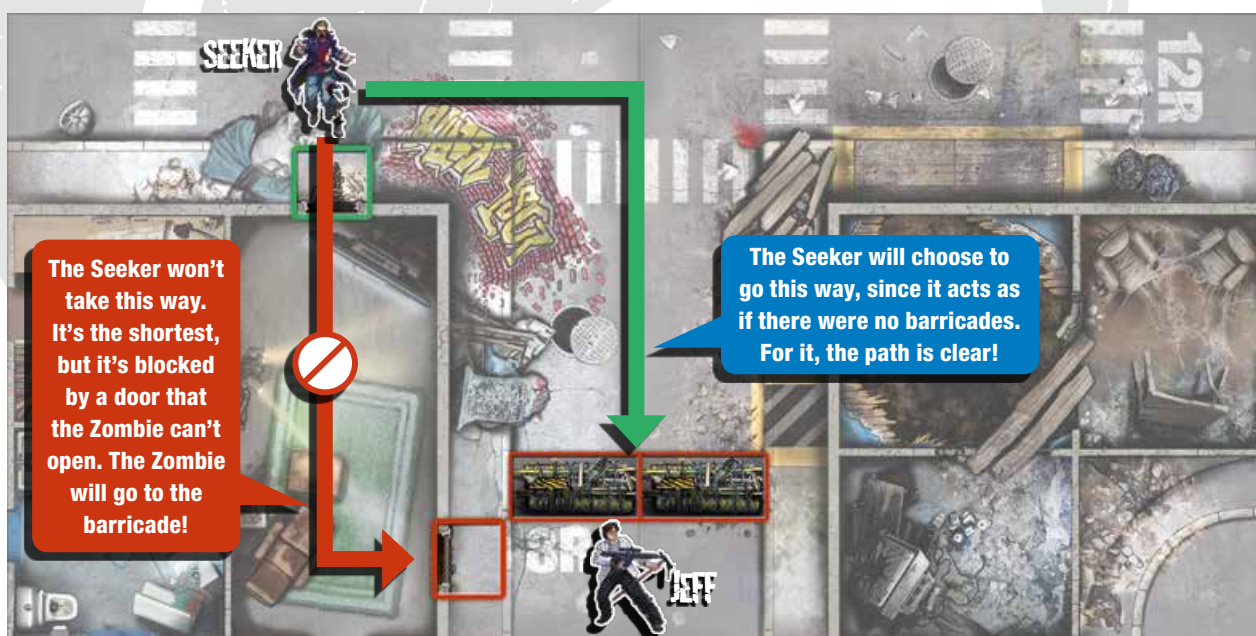
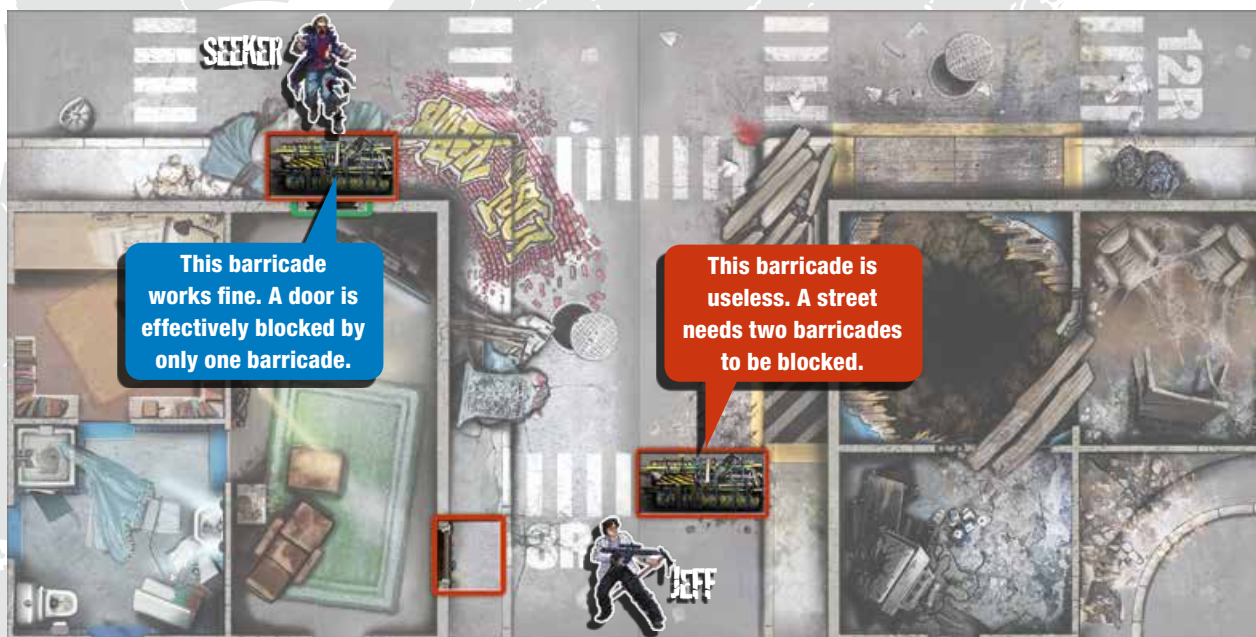
A barricade can be completed in a single turn if two Survivors spend 3 Actions each. The first Survivor spends 3 Actions to start it, and then the second Survivor spends 3 Actions to complete it.



Here's how barricades work:

- Adjacent Zones are set apart if their common border is fully blocked by any combination of walls and barricades. Half street Zones and doors only need one complete barricade token to be blocked, but a double door (such as the Mall double doors from *Toxic City Mall*) and standard street Zones need two complete Barricade tokens to be blocked. A single barricade in a Zone that needs two has no effect.
- Barricades can't be crossed but don't block Line of Sight. You can shoot over them! Zombies can see over barricades.
- Complete barricades aren't considered doors for spawning. They don't isolate rooms from the rest of the building.
- A Survivor can entirely break a barricade in the same way he could open a door. He still needs to have a door-opening weapon (Axe, Chainsaw, etc.) in hand to do so.

- Whenever Zombies get an extra Activation (because of a card, insufficient miniatures, or other game effect), remove all barricade tokens from Zones where at least one Zombie of the indicated type stands. These Zombies spend their entire Activation destroying the barricade, even if they have several Actions to spend. If a Runner gets an extra Activation that moves him into a Zone with a barricade on his first Action, he'll use his second Action to destroy the barricade.
- The Zombies follow the shortest route to the noisiest Zone or visible Survivor, as if there was no barricade, though complete barricades still stop them. They pile there until a shorter path is defined or the barricade is destroyed.



#7 ULTRARED MODE

Every subculture has its legends, and survivors are no exception. What do legends of our angry culture talk about? Weapons. No, I mean: WEAPONS!

The Ultrared mode allows your Survivors to gain experience points beyond the Red Danger Level and pick up additional Skills. It also allows them to use Ultrared Equipment cards. This mode is great to reach amazing body counts and complete very large boards.



Angry Neighbors introduces the following Ultrared Equipment cards: Flaming Nailbat, Nico Special, The Holy Pan, The Reaper, The Zombicider, Uber Shield, and Zantetsuken. These Equipment cards are so powerful that they can only be used by Red Level Survivors. **Any Survivor can discard an Ultrared Equipment card on his turn to gain 5 experience points immediately.**

Ultrared mode: Put all Ultrared Equipment cards in the Equipment pile and shuffle it. When your Survivor reaches the Red Level, put the experience tracker to "0" and add any experience points gained past the minimum required to hit the Red Level. Your Survivor is still on the Red Level and keeps his Skills. Count additional experience points as usual and gain unselected Skills upon reaching Danger Levels again. When all the Survivor's Skills have been selected, choose a Skill among any *Zombicide* Skills (except those featuring brackets, such as Starts with [Equipment], for example) upon reaching Orange and then Red Level.

EXAMPLE: Tiff (standard version) just earned her 43rd experience point, getting to the Red Level. She has the following Skills: Starts with a Sub MG (Blue), +1 Action (Yellow), +1 free Ranged Action (Orange), and +1 free Ranged Action (Red). The player puts the experience tracker back to the start as the *Zombicide* continues. Tiff is still at Red Level.



Tiff won't get an additional Skill upon reaching the Blue and Yellow Levels for the second time. She has all available Skills for these Levels. Reaching the Orange Level again, she gains "Sniper", her second Orange Level Skill. Reaching the Red Level again, the player chooses a new Skill among the two remaining ones for this Level and goes for "+1 die: Ranged". The experience counter returns to the start. During her third run on the experience bar, Tiff doesn't get any Skill at Blue, Yellow, or Orange Levels, as she already has them all. Upon reaching the Red Level for the third time, she earns the last Red Level Skill: "Gunslinger". The experience counter goes to the start again. From now on, Tiff still earns experience points and gets a player-chosen Skill every time she reaches the Orange Level, and then another upon reaching the Red Level.

#8 COMPANIONS

For months, many people used their brains to flee and avoid the zombies altogether. There's nowhere to hide now, and we're gathering all available folks to meet our foes head on. They have their own skills but are not seasoned warriors like us. We bring along one or two of these rookies as companions- "survivors in training", if you will.

Mission briefings may differ from the rules below. In that case, the Mission's special rules have priority.

Set aside Companion Equipment cards at the beginning of the game. Shuffle them into a Companion deck, and put them face down close to the board.

ACQUIRING A COMPANION

Some Missions feature Companion tokens.

- Some Companion tokens are put in **street Zones** (or any non-building Zone). They are revealed after the Setup. Draw a card from the Companion deck for each of them, and place the corresponding Companion miniature on it.

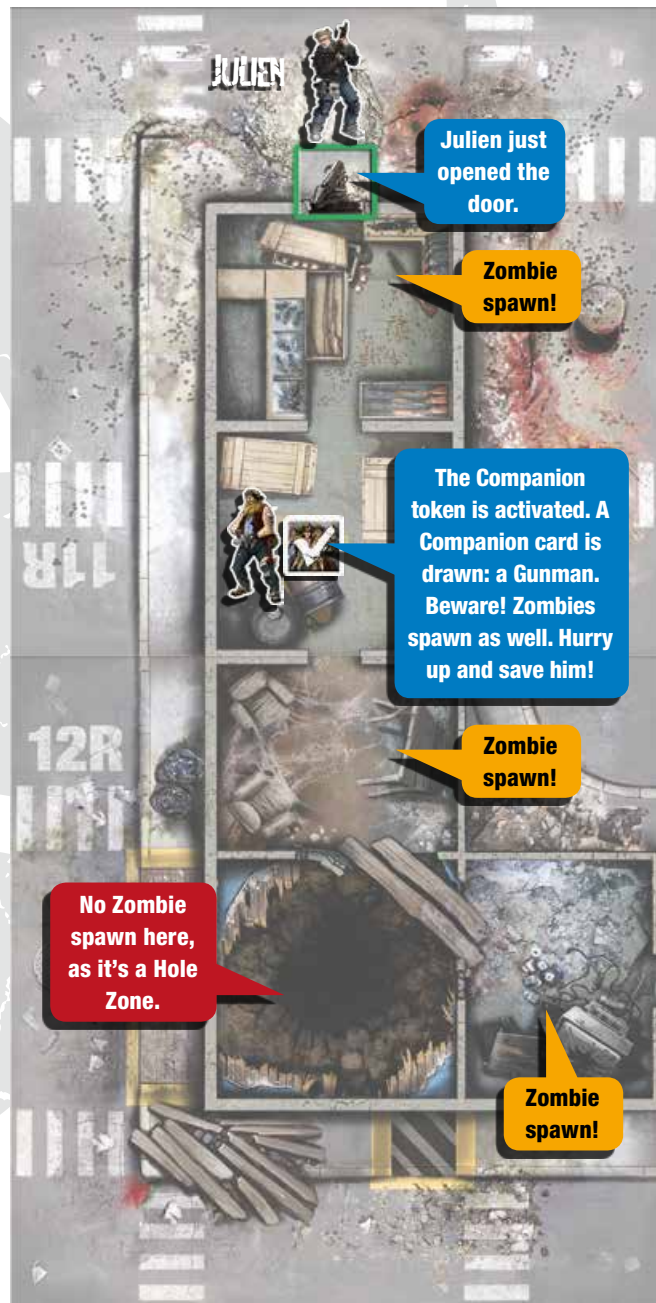
- Other Companion tokens are put in **building Zones**. Opening such a building for the first time reveals all Companion tokens inside. Draw a card from the Companion deck for each activated Companion token, and place the corresponding Companion miniature on it. There might be Zombies in there, too, so you'd better hurry and save his butt!

Companion tokens are taken in the same way as Objective tokens. A Companion can't do anything until his token has been taken.

1 – Taking a Companion token gives 5 experience points to the Survivor who takes it.

2 – The Survivor then rallies the Companion and becomes his **Leader** (see below). Place the Companion card in his inventory. Companion cards are Equipment cards. A Companion recognizes the Survivor who has his card in his inventory as his Leader.

- A Survivor can have up to two Companion cards in his inventory and thus may lead up to two Companions. Choose your buddies wisely!



- Companion cards can be traded, discarded, or lost in the same way as regular Equipment cards. If such a card is discarded or lost, remove the Companion miniature as well. Your Companion has fled the scene.

- A Companion card doesn't have to be equipped in hand to be effective.

Companions can be played in any *Zombicide* Mission. Just place a Companion token next to every Objective token on the map. In that case, add a new Mission objective: the Mission is lost if a Companion dies. Ready for a new challenge?



COMPANIONS GENERAL TRAIT'S

A Companion:

- Is a Survivor.
- Belongs to his Leader's team.
- Is defeated and removed by the first Wound it receives (discard the corresponding Companion card).
- Always stays in his Leader's Zone. All special rules and Move-related Skills (like the 2 Zones per Move Skill) also apply to the Companion.
- Does not have an inventory.
- Can have one or more passive effect(s) on his Leader. The passive effects are always in use and cumulative.
- Can have one or more active effect(s). Each use of an active effect costs the Leader an Action. Active Actions do not benefit from the Leader's Skills.

Companions do not have any Actions. A Leader can spend his own Actions to give Instructions to his Companion(s). At the cost of 1 Action from his Leader, a Companion can execute one of these Instructions:

- Use an active effect.
- Get in or out of a car/helicopter. A Companion takes up a seat in a car/helicopter and can't drive/fly.

ANGRY NEIGHBORS COMPANIONS

GUNMAN



Active effect: Spend an Action. Your Gunman and all teammate Gunmen standing in his Zone execute a Pistol Ranged Action. They all shoot at the same Zone simultaneously. Place one Noise token for each shooter.

Passive effect: The Leader gets the +1 die: Ranged Skill.

PISTOL

Noisy
Range: 0-1
Dice: 1
Accuracy: 4+
Damage: 1



HANDYMAN

Active effect: Spend an Action. Your Handyman silently opens a door or breaks a barricade in his Zone. Special prerequisites still apply, such as taking a designated Objective to open a colored door.

Passive effect: Barricades cost 1 less Action to build with the Leader (to a minimum of 1). Moreover, the Leader can build barricades anywhere.



SEARCHER

The Searcher has two passive effects.

Passive effect #1: The Leader gets the Search: +1 card Skill.

Passive effect #2: The Searcher does not occupy a slot in his Leader's inventory.



SNIPER

Active effect: Spend an Action. Your Sniper and all teammate Snipers standing in her Zone execute a Sniper Rifle Ranged Action. They all shoot at the same Zone simultaneously. These Ranged Attacks benefit from the Sniper Skill. Place one Noise token for each shooter.

Passive effect: The Leader gets the +1 max Range Skill.

NOTE: the Sniper Companion's rifle is less accurate than a regular Sniper Rifle.

SNIPER RIFLE

Noisy
Range: 1-3
Dice: 1
Accuracy: 4+
Damage: 1

#9 SKILLS

Each Survivor in *Zombicide* has specific Skills with effects described in this section. In case of conflict with the general rules, the Skill rules have priority.

The effects of the following Skills and/or bonuses are immediate and may be used the turn in which they are acquired. This means that if one Action causes a Survivor to level up and gain a Skill, that Skill may be used immediately if the Survivor has any Actions remaining (or the Survivor may use any extra Actions the Skill grants).

NOTE: Skills with a * are updated versions using *Zombicide Season 3: Rue Morgue's* content.

+1 Action – The Survivor has an extra Action he may use as he pleases.

+1 Damage: [Type] – The Survivor gets a +1 Damage bonus with the specified type of Combat Action (Melee or Ranged).

+1 Damage with [Equipment] – The Survivor gets a +1 Damage bonus with the specified Equipment.

+1 to dice roll: Combat – The Survivor adds 1 to the result of each die he rolls on a Combat Action (Melee or Ranged). The maximum result is always 6.

+1 to dice roll: Melee – The Survivor adds 1 to the result of each die he rolls in Melee Combat. The maximum result is always 6.

+1 to dice roll: Ranged – The Survivor adds 1 to the result of each die he rolls in Ranged Combat. The maximum result is always 6.

+1 die: Combat – The Survivor's weapons roll an extra die in Combat (Melee or Ranged). Dual weapons gain a die each, for a total of +2 dice per Dual Combat Action.

+1 die: Melee – The Survivor's Melee weapons rolls an extra die in Combat. Dual Melee weapons gain a die each, for a total of +2 dice per Dual Melee Combat Action.

+1 die: Ranged – The Survivor's Ranged weapons roll an extra die in Combat. Dual Ranged weapons gain a die each, for a total of +2 dice per Dual Ranged Combat Action.

+1 free Combat Action – The Survivor has one extra free Combat Action. This Action may only be used for Melee or Ranged Combat.

+1 free Dog Action – The Survivor has one extra free Action to use with Dog Companions (see the *Dog Companions* box). This Action may only be used with Dog Companions.

+1 free Melee Action – The Survivor has one extra free Melee Combat Action. This Action may only be used for Melee Combat.

+1 free Move Action – The Survivor has one extra free Move Action. This Action may only be used as a Move Action.

+1 free Ranged Action – The Survivor has one extra free Ranged Combat Action. This Action may only be used for Ranged Combat.

+1 free Team Action – The Survivor can use an extra Team Action during his Activation, selecting the Team Action card that hasn't been used yet this game round. This Skill may be used even if the Survivor's team already used a Team Action during the Players' Phase. This Skill allows using the same Team Action multiple times in the same Players' Phase, if the team chose identical Team Actions cards during setup.

+1 free Search Action – The Survivor has one extra free Search Action. This Action may only be used to Search, and the Survivor can still only Search once per turn.

+1 max Range – The Survivor's Ranged weapons' maximum Range is increased by 1.

+1 Zone per Move* – The Survivor can move through one extra Zone each time he performs a Move Action. This Skill stacks with other effects benefiting Move Actions. Entering a Zone containing Zombies ends the Survivor's Move Action.

1 re-roll per turn – Once per turn, you can re-roll all the dice related to the resolution of an Action made by the Survivor. The new result takes the place of the previous one. This Skill stacks with the effects of Equipment that allow re-rolls.

2 cocktails are better than 1 – The Survivor gets two Molotov cards instead of one when he creates a Molotov.

2 Zones per Move Action* – When the Survivor spends one Action to Move, he can move one or two Zones instead of one. Entering a Zone containing Zombies ends the Survivor's Move Action.

Ambidextrous – The Survivor treats all Melee and Ranged weapons as if they had the Dual symbol.

Barbarian – When resolving a Melee Action, the Survivor can replace the Dice number of the Melee weapon(s) he uses by the number of Actors standing in his Zone (including other Survivors and himself). Skills affecting the dice value, like +1 die: Melee, still apply.

Blitz – Each time the Survivor kills the last Zombie in a Zone, he gets 1 free Move Action to use immediately.

Bloodlust: Combat* – Spend one Action with the Survivor: He moves up to two Zones to a Zone containing at least one Zombie (or rival Survivor). He then gains one free Combat Action.

Bloodlust: Melee* – Spend one Action with the Survivor: He moves up to two Zones to a Zone containing at least one Zombie (or rival Survivor). He then gains one free Melee Action.

Bloodlust: Ranged* – Spend one Action with the Survivor: He moves up to two Zones to a Zone containing at least one Zombie (or rival Survivor). He then gains one free Ranged Action.

Born leader – During the Survivor's turn, he may give one free Action to another Survivor to use as he pleases. This Action must be used during the recipient's next turn or it is lost.

Break-in – The Survivor doesn't need any Equipment to open doors. He doesn't make Noise while using this Skill. However, other prerequisites still apply (such as taking a designated Objective before a door can be opened). Moreover, the Survivor gains one extra free Action that can only be used to open doors. Please note the Break-in Skill doesn't apply to removing barricades.

Can start at [Danger Level] – The Survivor can begin the game with experience points equal to the first point of the indicated Danger Level. All players have to agree.

Charge – The Survivor can use this Skill for free, as often as he pleases, during each of his Activations: He moves up to two Zones to a Zone containing at least one Zombie (or rival Survivor). Normal Movement rules still apply. Entering a Zone containing Zombies ends the Survivor's Move Action.

Collector: [Zombie type] – The Survivor gains double the experience each time he kills a Zombie of the specified type.

Death grasp – Don't discard an Equipment card when the Survivor receives a Wounded card. This Skill is ignored if there's no space left in the Inventory to receive the Wounded card.

Destiny – The Survivor can use this Skill once per turn when he reveals an Equipment card he drew. Ignore and discard that card, and draw another Equipment card.

Distributor* – When resolving the Spawn Step during the Zombies' Phase, draw as many Zombie cards as Spawn dice rolled (plus one per activated Spawn Zone without Spawn locator). Assign a Zombie card to each assigned Spawn die freely, in ascending dice order and one after the other, spawning Zombies as indicated. Each activated Spawn Zone without a Spawn locator **must** receive one Zombie card. If rival teams (see Rue Morgue page 39 - Competitive mode) possess this Skill, the first player chooses the team that can use it. The others can't use it until the next game round.

Dreadnought: [Zombie type]* – The Survivor ignores all Wounds coming from Zombies of the specified type (such as "Walker", "Runner", "Zombie Dog", "Standard", "Berserker", etc.).

Fast roping – The Survivor knows how to use ropes to get out of a flying helicopter. He can get out of a flying helicopter to get into a street Zone (but not an indoor alley).

Free reload – The Survivor reloads reloadable weapons (Double Barrel, Mac-10, Sawed-Off, etc.) for free.

Frenzy: Combat – All weapons the Survivor carries gain +1 die per Wound the Survivor suffers. Dual weapons gain a die each, for a total of +2 dice per Wound and per Dual Combat Action.

Frenzy: Melee – Melee weapons the Survivor carries gain +1 die per Wound the Survivor suffers. Dual Melee weapons gain a die each, for a total of +2 dice per Wound and per Dual Melee Combat Action.

Frenzy: Ranged – Ranged weapons the Survivor carries gain +1 die per Wound the Survivor suffers. Dual Ranged weapons gain a die each, for a total of +2 dice per Wound and per Dual Ranged Combat Action.

Full auto – When resolving a Ranged Action, the Survivor can replace the Dice number of the Ranged weapon(s) he uses by the number of Actors standing in the targeted Zone (including other Survivors and the Survivor himself). Skills affecting the dice value, like +1 die: Ranged, still apply.

Gunslinger – The Survivor treats all Ranged weapons as if they had the Dual symbol.

Helicopter pilot – The Survivor can pilot a helicopter (see Rue Morgue).

Hit & run – The Survivor can use this Skill for free, just after he resolved Melee or Ranged Combat Action resulting in at least a Zombie kill (or a rival Survivor kill). He can then resolve a free Move Action. The Survivor does not spend extra Actions to perform this free Move Action if Zombies are standing in his Zone.

Hoard – The Survivor can carry one extra Equipment card in reserve.

Hold your nose* – This Skill can be used once per turn. The Survivor gets a free Search Action in the Zone if he has eliminated a Zombie (even in a hospital, tent, or street Zone) the same turn. This Action may only be used to Search, and the Survivor can still only Search once per turn.

Is that all you've got? – You can use this Skill any time the Survivor is about to get Wounded cards. Discard one Equipment card in your Survivor's inventory for each Wound he's about to receive. Negate a Wounded card per discarded Equipment card.

Jump – The Survivor can use this Skill once during each Activation. The Survivor spends one Action: He moves two Zones into a Zone to which he has Line of Sight. Movement-related Skills (like +1 Zone per Move Action or Slippery) are ignored, but Movement penalties (like having Zombies in the starting Zone) apply. Ignore all Actors, barricades, and holes in the intervening Zone. Any obstacles other than Actors, barricades, and holes in the intervening Zone prevent the use of this Skill.

Lifesaver* – The Survivor can use this Skill, for free, once during each of his Activations. Select a Zone containing at least one Zombie at Range 1 from your Survivor. Choose Survivors in the selected Zone to be dragged to your Survivor's Zone without penalty. This is not a Move Action. A Survivor can decline the rescue and stay in the selected Zone if his controller chooses. Both Zones need to share a clear path. A Survivor can't cross barricades, fences, closed doors, holes, or walls. Lifesaver can't be used by a Survivor in a car, helicopter, or in an observation tower (see *Prison Outbreak*), nor can it be used to drag Survivors out of a car, helicopter, or an observation tower.

Lock it down – At the cost of one Action, the Survivor can close an open door in his Zone. Opening or destroying it again later does not trigger a new Zombie Spawn.

Loud – Once per turn, the Survivor can make a huge amount of noise! Until this Survivor's next turn, the Zone he used this Skill in is considered to have the highest number of Noise tokens on the entire board. If different Survivors have this Skill, only the last one who used it applies the effects. A flying helicopter is always considered to be the last to use the Loud Skill each game round.

Low profile* – The Survivor can't be targeted by Survivors' Ranged Attacks and can't be hit by car attacks (in both case, even by rival Survivors' Attacks). Ignore him when shooting in or driving through the Zone he stands in. Weapons that kill everything in the targeted Zone, like the Molotov, still kill him, though.

Lucky – The Survivor can re-roll once all the dice for each Action he takes. The new result takes the place of the previous one. This Skill stacks with the effects of other Skills (1 re-roll per turn, for example) and Equipment that allows re-rolls.

Matching set! – When a Survivor performs a Search Action and draws a weapon card with the Dual symbol, he can immediately take a second card of the same type from the Equipment deck. Shuffle the deck afterward.

Medic – Once per turn, the Survivor can freely remove one Wounded card from a Survivor in the same Zone. He may also heal himself.

Ninja – The Survivor makes no Noise. At all. His miniature does not count as a Noise token, and his use of Equipment or weapons produces no Noise tokens either! The Survivor may choose not to use this Skill at any time, if he wishes to be noisy.

Point-blank – When firing at Range 0, the Survivor freely chooses the targets of his Ranged Combat Actions and can kill any type of Zombies (including Berserker Zombies, see *Prison Outbreak*). His Ranged weapons still need to inflict enough Damage to kill his targets. Remember: An A-Bomb Abomination can't be killed by a Point-blank use, as it has no Damage threshold.

Reaper: Combat – Use this Skill when assigning hits while resolving a Combat Action. One of these hits can freely kill an additional identical Zombie in the same Zone. Only a single additional Zombie can be killed per Action when using this Skill.

EXAMPLE: Armed with a Shotgun, Travis shoots into a Zone where two Skinner Fatties are standing. He scores one success, allowing him to kill a Skinner Fatty. His Reaper: Combat Skill allows him to kill the other Skinner Fatty (identical Zombie).

Reaper: Melee – Use this Skill when assigning hits while resolving a Melee Action. One of these hits can freely kill an additional identical Zombie in the same Zone. Only a single additional Zombie can be killed per Action when using this Skill.

Reaper: Ranged – Use this Skill when assigning hits while resolving a Ranged Action. One of these hits can freely kill an additional identical Zombie in the same Zone. Only a single additional Zombie can be killed per Action when using this Skill.

Regeneration – At the end of each game round, discard all Wounds the Survivor received. Regeneration doesn't work if the Survivor has been eliminated.

Roll 6: +1 die Combat – You may roll an additional die for each "6" rolled on any attack, Melee or Ranged. Keep on rolling additional dice as long as you keep getting "6". Game effects that allow re-rolls (the 1 re-roll per turn Skill or the Plenty Of Ammo Equipment card, for example) must be used before rolling any additional dice for this Skill.

Roll 6: +1 die Melee – You may roll an additional die for each "6" rolled on a Melee attack. Keep on rolling additional dice as long as you keep getting "6". Game effects that allow re-rolls (the 1 re-roll per turn Skill, for example) must be used before rolling any additional dice for this Skill.

Roll 6: +1 die Ranged – You may roll an additional die for each "6" rolled on a Ranged attack. Keep on rolling additional dice as long as you keep getting "6". Game effects that allow re-rolls (the 1 re-roll per turn Skill or the Plenty Of Ammo Equipment card, for example) must be used before rolling any additional dice for this Skill.

Rotten* – At the end of his turn, if the Survivor has not taken a Combat Action, driven a car or helicopter (passengers are not concerned), and has not produced a Noise token, place a Rotten token next to his base. As long as he has this token, he is totally ignored by any and all types of Zombies (including Losts, but not Zombivors) and is not considered a Noise token. Zombies don't attack him and will even walk past him. The Survivor loses his Rotten token if he takes any Combat Action or makes noise. Even with the Rotten token, the Survivor still has to spend extra Actions to move out of a Zone crowded with Zombies.



Scavenger – The Survivor can Search in any Zone. This includes street Zones, indoor alleys, hospital Zones, helipads, tents, etc.

Search: +1 card – Draw an extra card when Searching with the Survivor.

Shove* – The Survivor can use this Skill, for free, once during each of his Activations. Select a Zone at Range 1 from your Survivor. All Zombies standing in your Survivor's Zone are pushed to the selected Zone. This is not a Movement. Both Zones need to share a clear path. A Zombie can't cross barricades, fences, closed doors, or walls but can be shoved out of a hole. Shove can't be used by Survivors in a car or helicopter.

Slippery* – The Survivor does not spend extra Actions when he performs a Move Action through a Zone containing Zombies. Entering a Zone containing Zombies ends the Survivor's Move Action.

Sniper – The Survivor may freely choose the targets of all his Ranged Combat Actions.

Sprint – The Survivor can use this Skill once during each of his Activations. Spend one Move Action with the Survivor: He may move one, two, or three Zones instead of one. Entering a Zone containing Zombies ends the Survivor's Move Action.

Super strength – Consider the Damage value of Melee weapons used by the Survivor to be 3.

Starts with a [Equipment] – The Survivor begins the game with the indicated Equipment; its card is automatically assigned to him during Setup.

Steady hand* – The Survivor can ignore other Survivors of his choosing (even rival ones) when he uses a Ranged Attack or drives a car through a Zone. The Skill does not apply to a Ranged weapon killing everything in the targeted Zone (such as a Molotov, for example).

Swordmaster – The Survivor treats all Melee weapons as if they had the Dual symbol.

Tactician* – The Survivor's turn can be resolved anytime during the Players' Phase, before or after any other Survivor's turn. If several teammates benefit from this Skill at the same time, the team's players choose their activation order. If rival teams (see Competitive mode, page 39) possess this Skill, it is resolved in turn order (beginning with the first player, then clockwise).

Taunt – The Survivor can use this Skill, for free, once during each of his Activations. Select a Zone your Survivor can see. All Zombies standing in the selected Zone immediately gain an extra Activation: They try to reach the taunting Survivor by any means available. Taunted Zombies ignore all other Survivors. They do not attack them and cross the Zone they stand in if needed to reach the taunting Survivor.

Tough – The Survivor ignores the first Attack he receives from a single Zombie every Zombies' Phase.



Toxic immunity – The Survivor is immune to Toxic Blood Spray (see *Toxic City Mall*).

Trick shot – When the Survivor is equipped with Dual Ranged weapons, he can aim at different Zones with each weapon in the same Action.

Webbing – All Equipment in the Survivor's inventory is considered equipped in hand.

Zombie link* – The Survivor plays an extra turn each time an Extra Activation card is drawn from the Zombie pile. He plays before the extra-activated Zombies. If several teammates benefit from this Skill at the same time, the team's players choose their activation order. If rival teams (see *Rue Morgue*) possess this Skill, it is resolved in turn order (beginning with the first player, then clockwise).

#10 ADDITIONAL MISSIONS

These Missions were conceived and tested mixing *Angry Neighbors'* contents with *Zombicide Seasons 1, 2, and 3*. Feel free to add or alter anything you want, at your own risk!

- Mission 01 to 05 use *Zombicide Season 1*.
- Missions 06 to 10 use *Zombicide Season 2: Prison Outbreak*.
- Missions 11 to 15 use *Zombicide Season 3: Rue Morgue*.

M01 WITH A LITTLE HELP

MEDIUM / 6 TO 8 SURVIVORS / 120 MINUTES

We were on a supply run when we heard gunshots a few blocks away, quickly followed by an emergency flare. It's been a while since we saw one of those. A small survivor community we used to trade with lives near here. They keep very useful equipment and need help. Should we go and risk our lives for a few more zombie trophies, spare clips, a kiss, and free lemonade? Mmmh.
-Sure!

Material needed: Season 1, *Angry Neighbors*.

Tiles needed: 4E, 5C, 6B, 10V, 11R & 12R.

OBJECTIVES

The shelter is compromised! Please follow the instructions to evacuate. Follow these steps to win the game.

- 1 – Get all Objectives and at least one Companion for each Survivor.
- 2 – Reach the Exit with all starting Survivors (and rallied Companions). Any Survivor (and his Companions) may escape through this Zone at the end of his turn, as long as there are no Zombies in it.



SPECIAL RULES

- **Keep calm and only take the gist.** Each Objective gives 5 experience points to the Survivor who takes it.
- **People to evacuate.** Place Companion miniatures at random in the indicated Zones. They can be taken in the same way as Companion tokens. Each Companion gives 5 experience points to the Survivor who takes him.
- **A monster in the closet.** Place an Abomination in the indicated Hole Zone. If you own *Rue Morgue*, you can replace the Abomination with an A-Bomb!

11R	12R
5C	6B
4E	10V



MO2 THE SIEGE

MEDIUM / 6+ SURVIVORS / 90 MINUTES

Well, this time we may have pushed the limits a little too far. We're running back to our shelter with a zombie horde hot on our tail, and we may have attracted the attention of all the infected in the nearby districts.

Here we are, and...yikes. Our shelter is under attack. Our friends are already battling. Let's rush the infected and hold the bunker until the day is saved!

Material needed: Season 1, Angry Neighbors.

Tiles needed: 2B, 5E, 7B, 10V, 11V & 12R.

12R	10V
11V	2B
7B	5E

OBJECTIVES

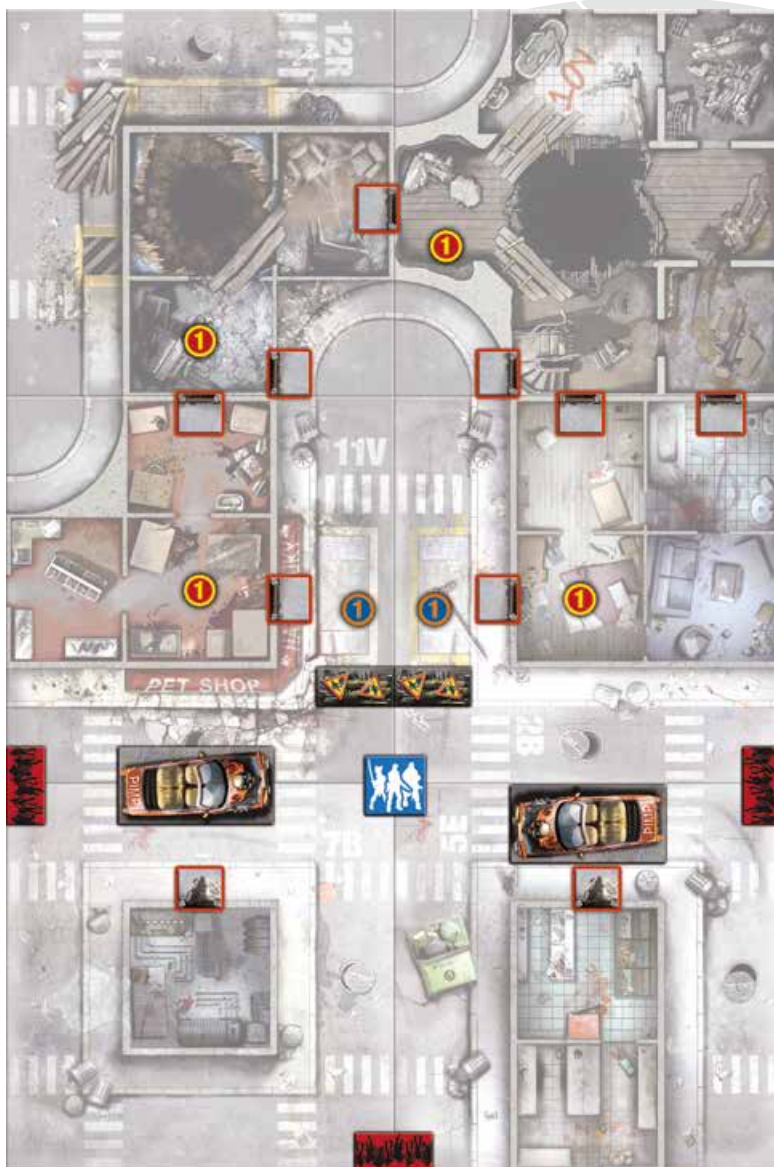
Survive the siege. The siege ends when:

- All Companions have been taken and are alive.
- The Zombie deck is exhausted, and there are no Zombies on the board (see special rules).
- Barricades on tiles 2B and 11V are complete.



SPECIAL RULES

- **Your garrison.** Place two Handyman miniatures in the indicated Zones. They can be taken in the same way as Companion tokens. Each Companion token (and revealed Companion) gives 5 experience points to the Survivor who takes it.



Player starting area	Handyman (5 XP)	Companion token (5 XP)	Incomplete barricade
Pimpmobile	Open door	Door	Spawn Zone

- **The end is near.** Once all Companions have been taken, the Zombie deck is no longer reshuffled when exhausted.
- **The cavalry is here!** Both pimpmobiles can be driven. You can Search a pimpmobile only once per game. It contains either the Evil Twins or Ma's Shotgun (draw randomly).

M03 A DRAMATIC RESCUE

EASY / 6+ SURVIVORS / 90 MINUTES

A pair of kids from the next district just came for help. Their parents and friends went on a raid for weapons, got separated, and are now stuck in the middle of a zombie meeting. Things may soon get nasty if we don't lend an armed hand, and I couldn't stand tears on those little faces. Today, we're the heroes!

12R	6B
5C	5B
5E	11V

Material needed: Season 1, Angry Neighbors.
Tiles needed: 5B, 5C, 5E, 6B, 11V & 12R.

OBJECTIVES

Save them! Be a hero! You win the game when all Companions have been taken and are alive.

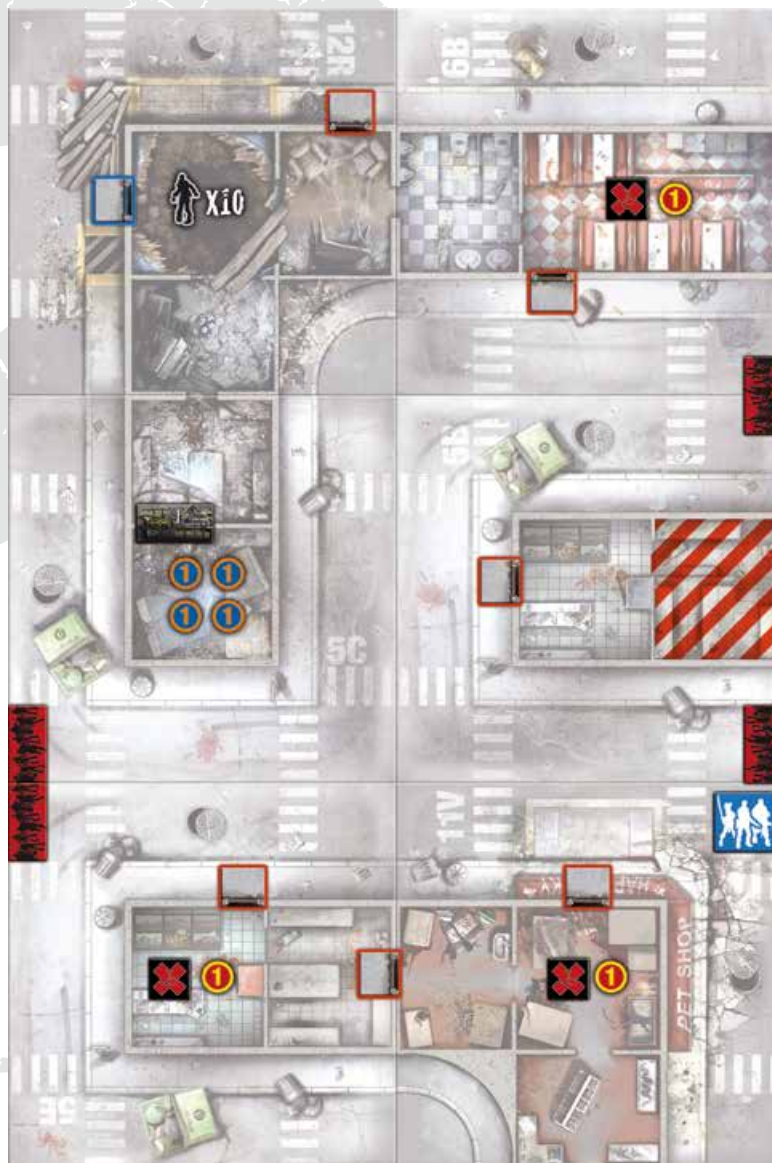
SPECIAL RULES

- **Saving Private R...** No, we save everybody. Place a Gunman, a Handyman, a Searcher, and a Sniper Companion miniatures in the indicated Zone. Don't spawn Zombies in their Zone when their building's door is opened. They can be taken in the same way as Companion tokens. Each Companion token (and revealed Companion) gives 5 experience points to the Survivor who takes it.

- **I have the magic key!** Put the blue Objective randomly among the Objectives, face down. Each Objective is paired with the Companion token in its Zone—taking a Companion token reveals the paired Objective as well (without additional experience gain). The blue door can not be opened until the blue Objective has been revealed.

- **Fire in the hole!** Place 10 Standard Walkers in the Hole Zone of tile 12R.

- **Arsenal.** Set the Evil Twins and Ma's Shotgun Equipment cards in the marked Zone, face down. Any Survivor Searching in this Zone can take one of them at random instead of an Equipment card.



M04 GHOSTS ON BIRCH STREET

MEDIUM / 6+ SURVIVORS / 120 MINUTES

The Ghosts of Birch Street are a singular survivor team. They believe in hiding as much as we believe in bashing zombies, and they don't mix well with other teams-if you see them at all. As the zombie threat grows stronger, we think we should find the Ghosts on their own turf and make sure they will join everyone if a full-scale battle occurs. I'm sure they know we're here, yet they want to play hide and seek.

And zombies are coming. What jokers.

Material needed: Season 1, Angry Neighbors.

Tiles needed: 1C, 5C, 5D, 5E, 6B, 6C, 7B, 10V & 11R.

OBJECTIVES

To live happily, live in hiding. Follow these steps to win the game.

1 - Get all Objectives and at least one Companion of each type (Gunman, Handyman, Searcher, and Sniper).

2 - Reach the Exit with all starting Survivors (and rallied Companions). Any Survivor (and his Companions) may escape through this Zone at the end of his turn, as long as there are no Zombies in it.

SPECIAL RULES

- **The Ghosts of Birch Street.** Shuffle 2 Gunman, 2 Handyman, 2 Searcher, and 2 Sniper Companion cards into the Equipment deck.

- **Supply stash.** These Ghosts don't just hide themselves, they also hides useful things. Each Objective gives 5 experience points to the Survivor who takes it.

- **The ghost cars.** What we thought were useless wrecks are in fact cars ready to go, loaded with weapons! Both pimpmobiles can be driven. You can Search a pimpmobile only once per game. It contains either the Evil Twins or Ma's Shotgun (draw randomly).

5C	7B	5D
6B	5E	1C
11R	6C	10V



M05 CONSTRUCTION PERMIT

HARD / 6+ SURVIVORS / 120 MINUTES

We found a rare treasure: a self-sufficient building. Because they were survivalists, the people who lived here installed a generator, a simple yet efficient water system, and even kept earth, fertilizer, and seeds to cultivate crops on the roof. They clearly weren't strong enough to hold back the zombie tides, however, as their homely bunker is devastated. Those that survived the attack live in a smaller house nearby. They made us a simple deal: if we can reclaim their haven, we're allowed in for any length of time. I'm eager to see how they built their stuff and figure out how to replicate it. Hot shower, anyone?

Material needed: Season 1, Angry Neighbors.

Tiles needed: 1B, 1C, 6B, 10R, 11V & 12R.

1C	6B
11V	12R
10R	1B

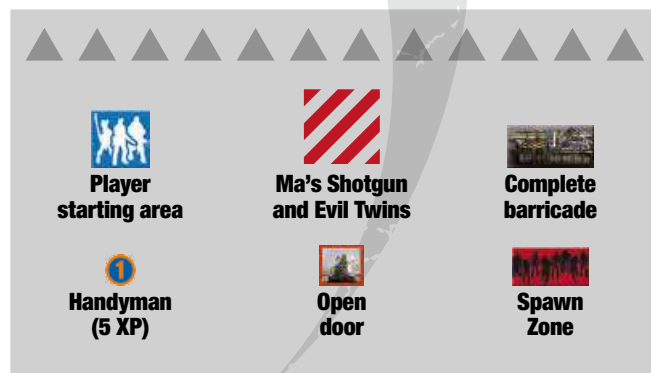
OBJECTIVES

Barricade the doors. You win the game when a complete barricade is built on every open door of the main building (tiles 6B, 10R, 11V, and 12R). *Note: Saving the Handyman on tile 1C is optional.*



SPECIAL RULES

• **Previous owners.** Place two Handyman Companion miniatures in the indicated Zone. They can be taken in the same way as Companion tokens, giving 5 experience points to the Survivor who takes them.



- **The secret cache.** Set the Evil Twins and Ma's Shotgun Equipment cards in the marked Zone, face down. Any Survivor Searching in this Zone can take one of them at random instead of an Equipment card.
- **Construction permit.** Barricades can be built on every open door.

M06 THE MECHANICS

MEDIUM / 6+ SURVIVORS / 120 MINUTES

How lucky we are! We found a muscle car, a rare asset nowadays. With a few repairs and improvements, we'll be able to get around town at full speed. The previous owner lived here and kept the missing pieces behind a locked door. Our mechanic friends are ready to begin the work. We'll get the stuff and keep the zombies at bay until they finish. Ahoy, mateys! Fun ahead!

Material needed: Season 2: Prison Outbreak, Angry Neighbors.

Tiles needed: 6P, 10V, 11V, 12R, 16P & 18P.

11V	18P	12R
10V	6P	16P

OBJECTIVES

Fix the muscle car! And then be ready to ride it:

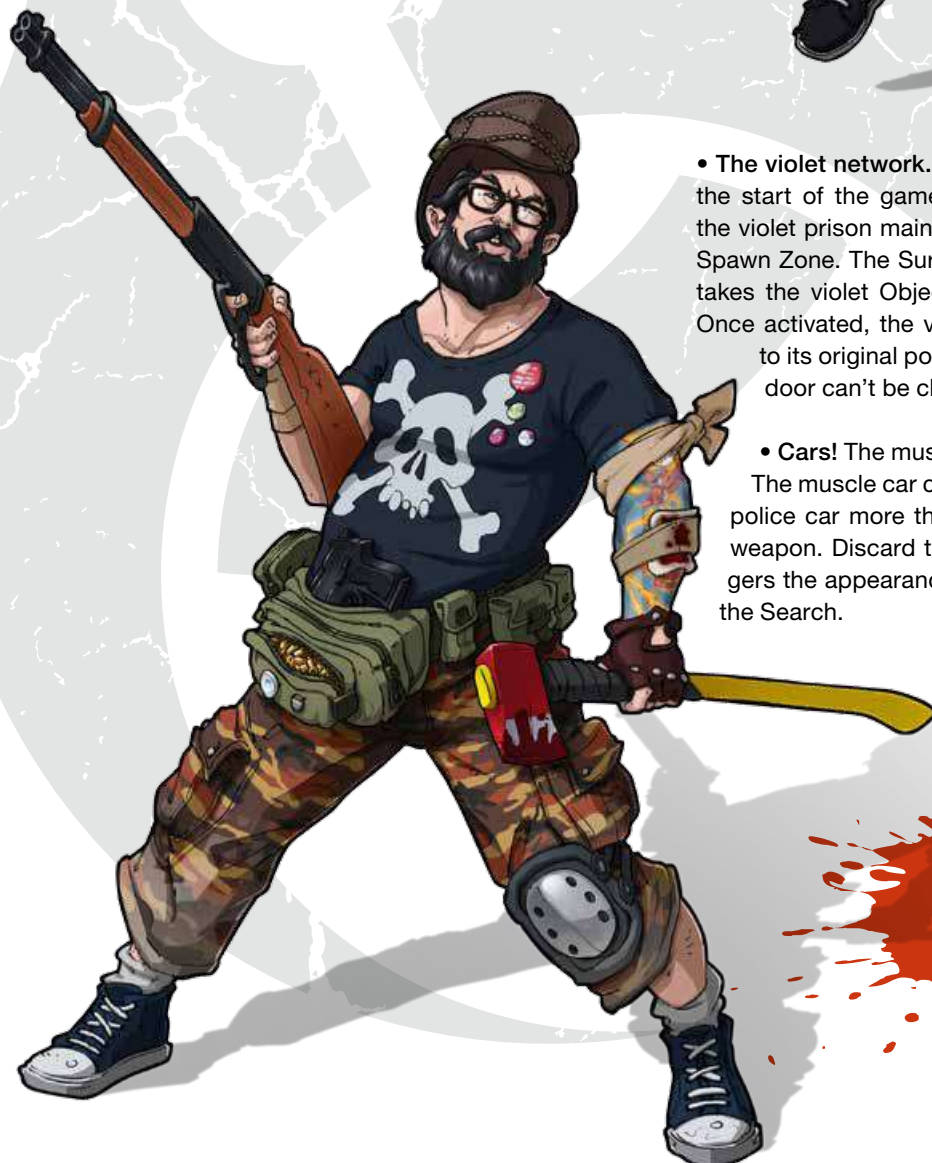
1 – Find a good spark plug. There is a box of these babies in the room marked with an "X". Take the white Objective.

2 – Be ready to ride in your new car! You win if, during any End Phase, all starting Survivors and both Handymen are on the Exit Zone without any Zombies.



SPECIAL RULES

- **They are working on the car.** Don't distract them and keep Zombies away! Place two Handyman Companion miniatures in the indicated Zone. They can't be taken, and the game is lost if one of them dies.
- **It's not a spark plug, but it's useful anyway.** Each Objective gives 5 experience points to the Survivor who takes it.
- **Spare time pimpin'.** Set a Gunblade card in each marked Zone. Any Survivor Searching in these Zones can take one of them instead of an Equipment card.
- **Men at work.** Put three Noise tokens in the marked Zone. These tokens are never removed.
- **The blue key.** Put the blue Objective randomly among the red Objectives, face down. The blue door cannot be opened until the blue Objective has been taken.



- **The violet network.** The violet Spawn Zone is active from the start of the game. Activating the violet Switch opens the violet prison main entry door and deactivates the violet Spawn Zone. The Survivor activating the violet Switch also takes the violet Objective and gains 5 experience points. Once activated, the violet Switch cannot be brought back to its original position, and the violet prison main entry door can't be closed again.

- **Cars!** The muscle car and police car can't be driven. The muscle car can't be Searched. You can Search the police car more than once. Draw cards until you find a weapon. Discard the other cards. The Aaahh! card triggers the appearance of a Walker as usual and interrupts the Search.

MO7 THE LIGHTHOUSE

MEDIUM / 6+ SURVIVORS / 90 MINUTES

The Lighthouse, as everyone calls it, is one of the best shelters around. It's well stocked with ammo, supplies, weapons, and most of all, skilled people. Every survivor in the country has heard about it, and knocked at its door if they stop in this town. Well, the Lighthouse is currently under zombie attack. What are we waiting for?

Material needed: Season 2: Prison Outbreak, Angry Neighbors.

Tiles needed: 1P, 2P, 3P, 4P, 10R, 11V, 12R, 17P & 18P.

OBJECTIVES

Reclaim the Lighthouse. Here is the plan:

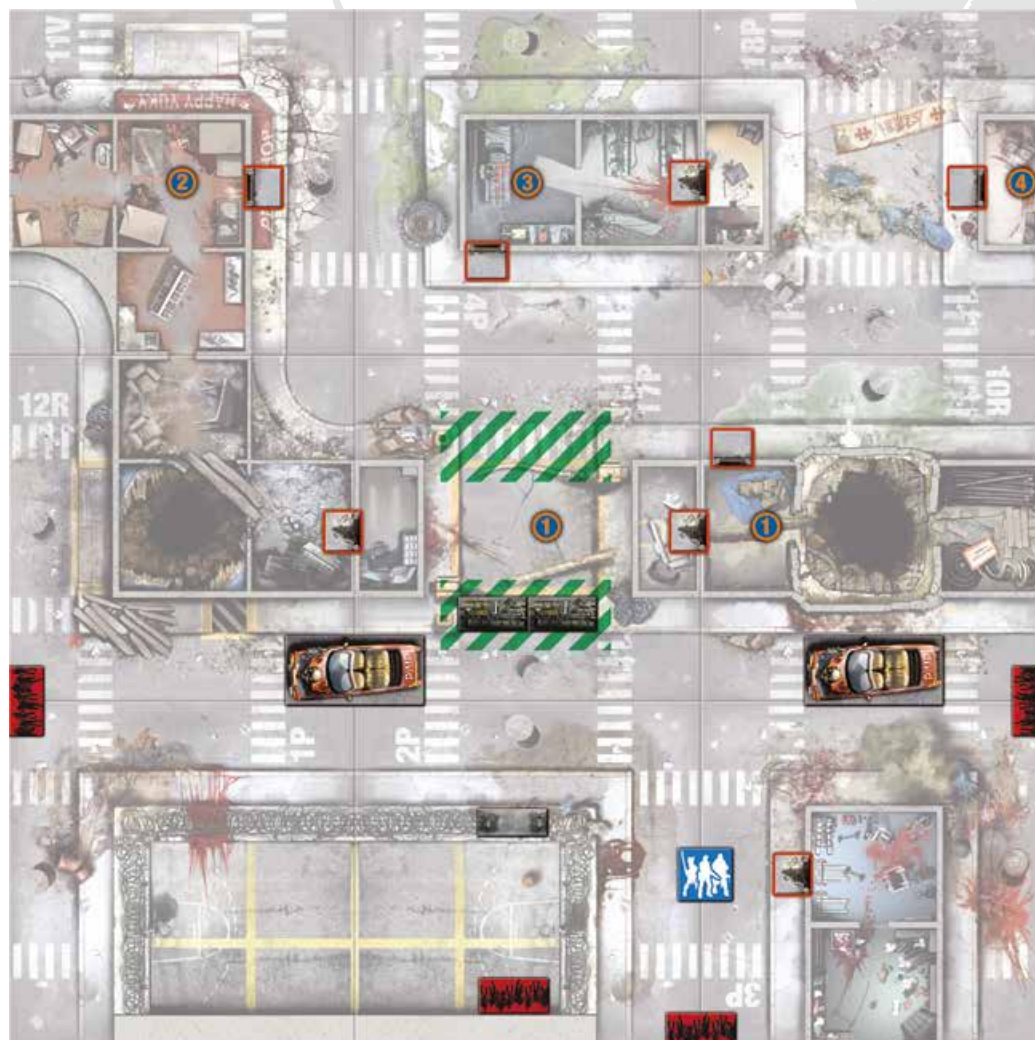
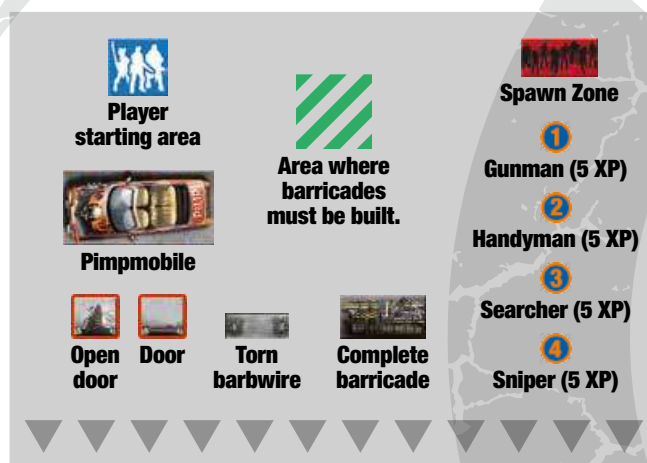
1 – Save the inhabitants. Find and take all Companions. The mission is lost as soon as any Companion is killed.

2 – Restore the Lighthouse defenses. Build four complete barricades in the indicated places on tile 17P. You win if there are no Zombies inside the central buildings and all Zones above them (basically, the secure area behind barricades).

SPECIAL RULES

- **Lighthouse inhabitants.** Place Companion miniatures in the indicated Zones. They can be taken in the same way as Companion tokens, giving 5 experience points to the Survivor who takes them.
- **Construction permit.** Barricades can be built in indicated areas.
- **Is that your car?** Both pimpmobiles can be driven. You can Search each pimpmobile only once per game. Each contains a Gunblade.

11V	4P	18P
12R	17P	10R
1P	2P	3P



M08 RAID ON THE NEST

HARD / 6+ SURVIVORS / 120 MINUTES

There was a minimum-security prison in a remote area, a few miles outside the suburbs. When the zombies came, they resisted for a while but were soon surrounded by berserkers. As they were convicts, no one came to help them. They eventually fell and became berserkers themselves, shaming everyone around. Well, their prison is like a haunted house, but for real. Nobody dares go in there. We're sure the place is stuffed with weapons and quality supplies, as well as angry zombies. If we're quick enough, we can get in and out without serious bruises. We hope.

Material needed: Season 2: Prison Outbreak, Angry Neighbors.

Tiles needed: 1P, 2P, 3P, 4P, 11R, 12R, 17P & 18P.

17P	12R
1P	3P
2P	11R
4P	18P



Player starting area



A pair of Gunblades



Objective (5 XP)



Observation tower



Door



Exit Zone



Torn barbwire





Spawn Zones





OBJECTIVES

Raid the place, and run like hell!

1 – Raid! Take all Objectives.

2 – Run! Reach the Exit with at least one Survivor. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.

NOTE: A building on tile 17P has no door on purpose.

SPECIAL RULES

- **Raid Objectives.** Each Objective give 5 experience points to the Survivor who takes it.

- **Danger Zones.** Only the red Spawn Zones are active.

- **Awakening the beasts.** The blue, green, violet, yellow, and white Spawn Zones are inactive at the start of the game. Put the blue, green, violet, yellow, and white Objectives randomly among the Objectives, face down. When one of these colored Objectives is taken, flip the matching Spawn Zone to its red side. It is now active. Taking a double-sided red Objective has no additional effect.

- **Secret drop.** Set both Gunblade cards in the marked Zone. A Survivor standing in this Zone can take one of them at the cost of an Action. This is not a Search Action, so he can spend two Actions to take them both.



M09 FLASH FLOOD

EASY / 6+ SURVIVORS / 90 MINUTES

Some zombicides are not planned at all. You're just roaming around with your best friends, looking for fellow survivors or supplies, or just going from a point to another, and the unexpected happens. Sometimes you get in front of a zombie horde chasing a stray dog or waiting behind the door of a building in their party suits. We call these events "flash floods". Heeeere we go.

Material needed: Season 2: Prison Outbreak, Angry Neighbors.

Tiles needed: 1P, 12R, 17P & 18P.

OBJECTIVES

Zombicide them all! You win the game if all starting Survivors are in the Observation tower when the Zombie deck is exhausted. Keep on reshuffling the Zombie deck until this condition can no longer be met.

SPECIAL RULES

- **Unexpected but useful stuff.** Each Objective give 5 experience points to the Survivor who takes it.

- **Reinforcements!** Shuffle 2 Gunman, 2 Handyman, 2 Searcher, and 2 Sniper Companion cards into the Equipment deck.

- **Damn reinforced doors.** The violet and white prison main entry doors cannot be opened until the corresponding Objectives have been taken.

- **Securing the area.** Put the blue, green, violet, and white Objectives randomly among the Objectives, face down. When one of these colored Objectives is taken, resolve the related game effect:

- Red Objective: Choose a red Spawn Zone and remove it.
- Blue or green Objective: Remove the corresponding Spawn Zone.
- Violet or White Objective: The corresponding prison main entry door can be opened.

- **Unearthed treasures.** Set both Gunblade cards in the marked Hole Zone. A Survivor standing in this Zone can take one of them at the cost of an Action. This is not a Search Action, so he can spend two Actions to take them both.

12R	17P
18P	1P



M10 EAST YATES ASYLUM

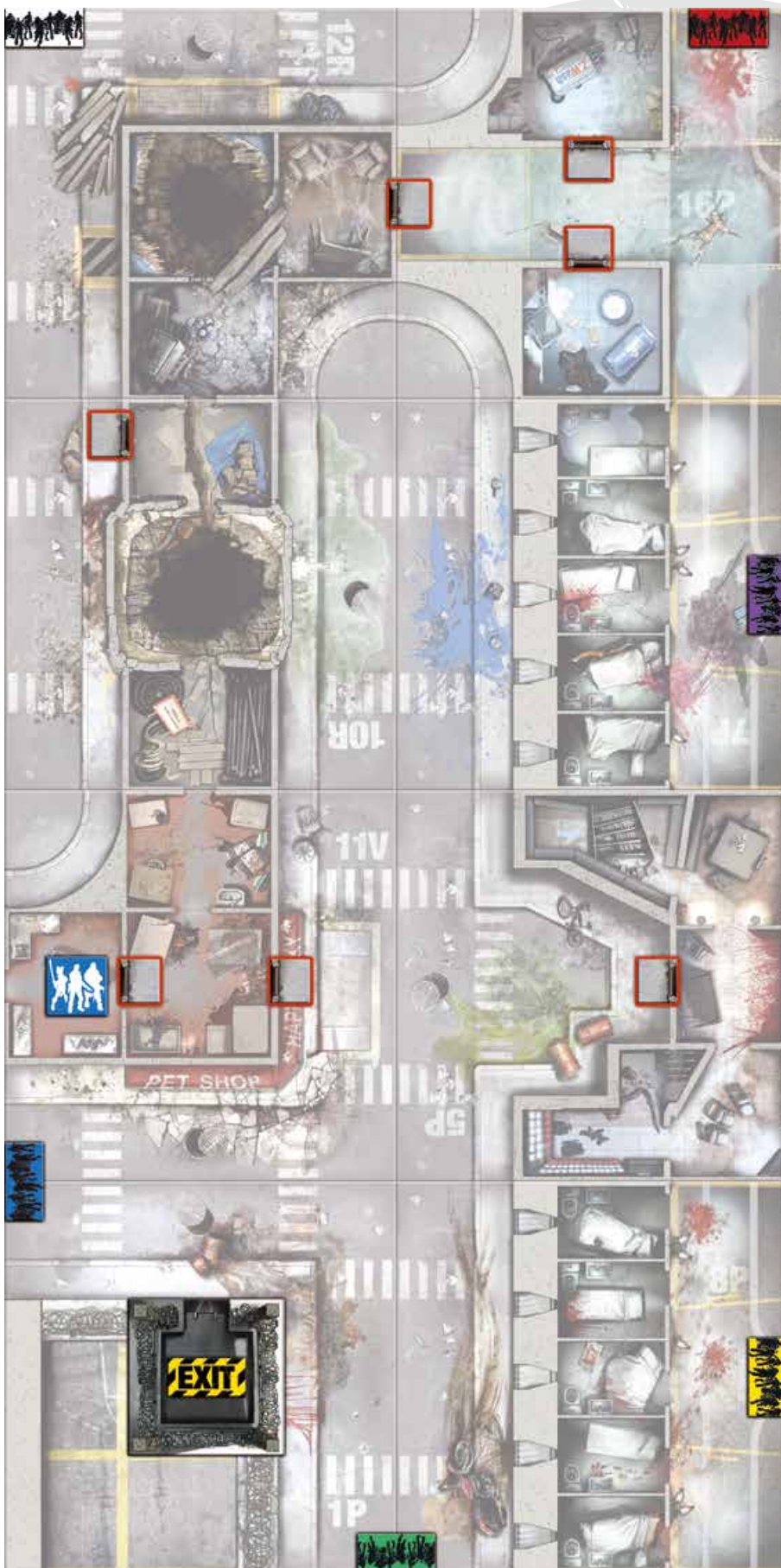
HARD / 6 TO 8 SURVIVORS / 150 MINUTES

East Yates Asylum is a huge place held by a handful of people. It was a hot battleground in the first months of the invasion, and it's still not completely safe. Some courageous survivors periodically try to clean out the whole place, but without success so far. Either more zombies are coming to the asylum for some unknown reason, or there are some unexplored sections packed with infected. Last night, a sizeable survivor group found shelter in East Yates. We woke up this morning hearing gunshots and screams. We have to go and see for ourselves. Something went really, really wrong.

Material needed: Season 2: Prison Outbreak, Angry Neighbors.

Tiles needed: 1P, 5P, 7P, 8P, 10R, 11V, 12R & 16P.

12R	16P
10R	7P
11V	5P
1P	8P



OBJECTIVES

Save these folks from the slaughter. Each Survivor must reach the Exit with at least one Companion. Any Survivor (and his Companions) may escape through this Zone at the end of his turn, as long as there are no Zombies in it.

SPECIAL RULES

- **Danger Zones.** Only the red Spawn Zones are active.

- **Fresh meat.** Shuffle 2 Gunman, 2 Handyman, 2 Searcher, and 2 Sniper Companion cards into the ZOMBIE deck (yes, the *Zombie* deck—you'll see them when they appear on the top of the pile). Drawing a Companion card from the Zombie deck replaces the Zombie card you should have drawn:

- Put the Companion miniature displayed on the card on a colored Spawn Zone of your choice. The chosen Spawn Zone token is flipped to its red side and is now active.

- If all Spawn Zones are active, put the Companion miniature in the Zone (or Spawn Zone) for which the Companion card was drawn.

Drawn Companion cards are not put in the Zombie discard pile but are removed from the game until someone collect them. Yep, you have only eight Companions to save. Be careful!

Fleeing Companions can be taken in the same way as Companion tokens, giving 5 experience points to the Survivor who takes them.

- **Fleeing the horde.** Companions without a Leader move like Standard Walkers. They can't move if a Zombie stands in their Zone.



M11 THE CLEANERS

EASY / 10 SURVIVORS / 90 MINUTES

The town is getting more dangerous, and the supplies more scarce, by the week. We decided to ask around if anyone wanted to go with us to anywhere else, and the trip has been good so far. That is, until now. The dispensary shelter has been attacked and failed to resist. The bodies are still warm, and we hear zombies moaning behind the barred windows. We have to clean this place. If it's not for potential survivors trapped inside, it's for vengeance. Zombicide!

Material needed: Season 3: Rue Morgue, Angry Neighbors.
Tiles needed: 6V, 10V, 11V & 12R.

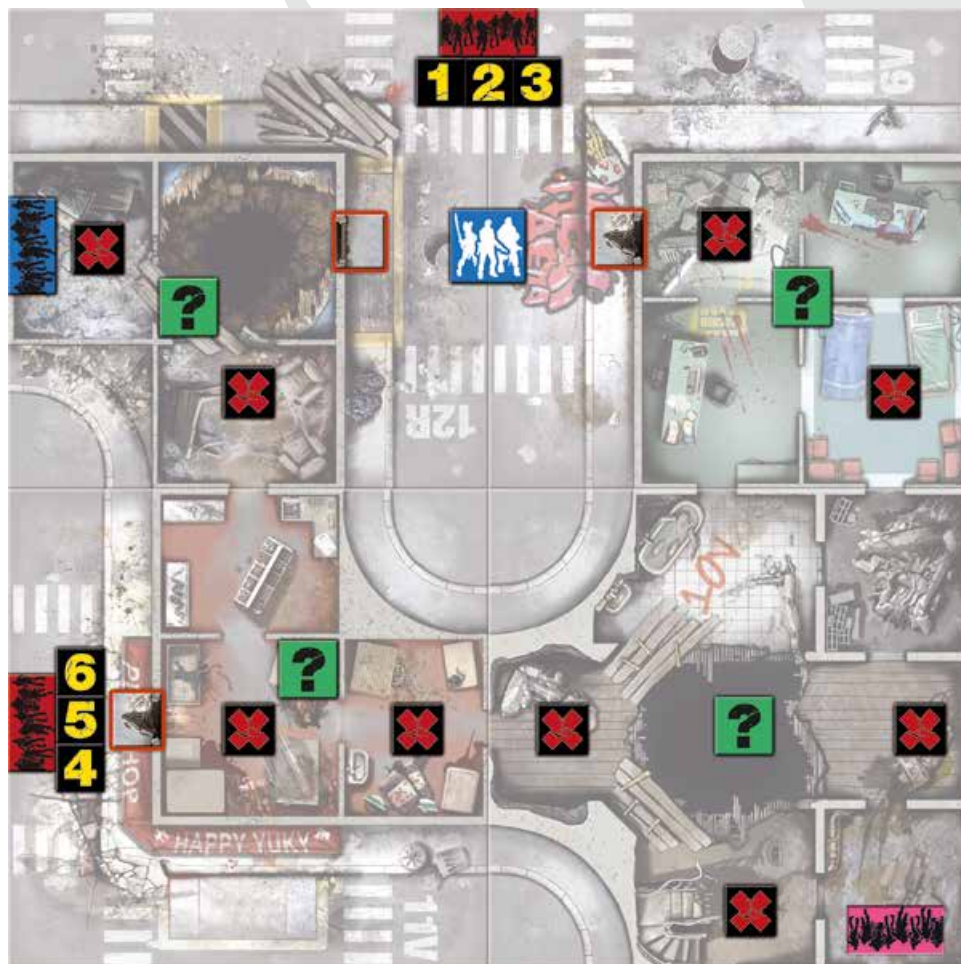
OBJECTIVES

Clean the dispensary. Explore the place and then secure it:
 1 – Explore the area. Trigger all the Event Triggers.
 2 – Secure the area. Build a complete barricade on every open door. You win the Mission if there are no Zombies left in the building (even in the Hole Zones).

12R	6V
11V	10V

SPECIAL RULES

- **Pleasant surprises.** Each Objective gives 5 experience points to the Survivor who takes it. Put the blue Objective randomly among the Objectives, face down. The Survivor taking the blue Objective gets the La Guillotine Equipment card for free. Survivors taking red Objectives get a random Companion card (without additional experience gain) and its matching Companion miniature for free.
- **Construction permit.** Barricades can be built on both the blue and pink Spawn Zones and on every open door (even the closed one if you open it during the game). Each colored Spawn Zone is discarded as soon as a barricade is built upon it.



M12 PLACE YOUR BAITS

MEDIUM / 6+ SURVIVORS / 90 MINUTES

We've just opened a way to a hospital section we didn't see before. This explains the random zombie encounters we've had the past few days, and the huge A-Bomb we saw yesterday morning near the mall. We're sure the monster is lurking around, along with what remains of the infected army we decimated to secure the rest of the area. Fortunately, we found a nice trap. All we have to do now is go deeper into this gloomy aisle, lure out the A-Bomb, and live to see another day.

Child's play.

Material needed: Season 3: Rue Morgue, Angry Neighbors.

Tiles needed: 1V, 2V, 5V & 10V.

OBJECTIVES

Trap the A-Bomb Abomination. Don't worry, we have a plan!

1 – Explore the Abomination's nest. Activate all the Event Triggers.

2 – Trap your prey. Make the A-Bomb Abomination fall in the Hole Zone on tile 10V.

SPECIAL RULES

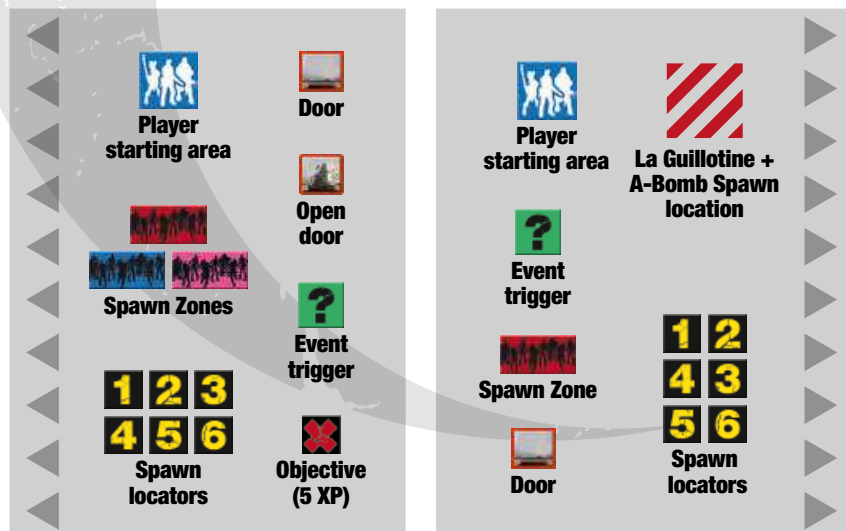
- **Reinforcements!** Shuffle 2 Gunman, 2 Handyman, 2 Searcher, and 2 Sniper Companion cards into the Equipment deck.

- **Allons enfants de la patrie.** Set the La Guillotine card in the marked Zone. Any Survivor Searching in this Zone can take it instead of an Equipment card.

- **Waiting for the bomb to drop.**

- Until all Event Triggers are activated, replace all spawning A-Bomb Abominations with a Skinner Fatty and its two Skinner Walker escorts.

- As soon as the last Event Trigger is activated, place an A-Bomb Abomination in the mortuary Zone of tile 5V (where the Guillotine is located).



HARD / 6+ SURVIVORS / 120 MINUTES

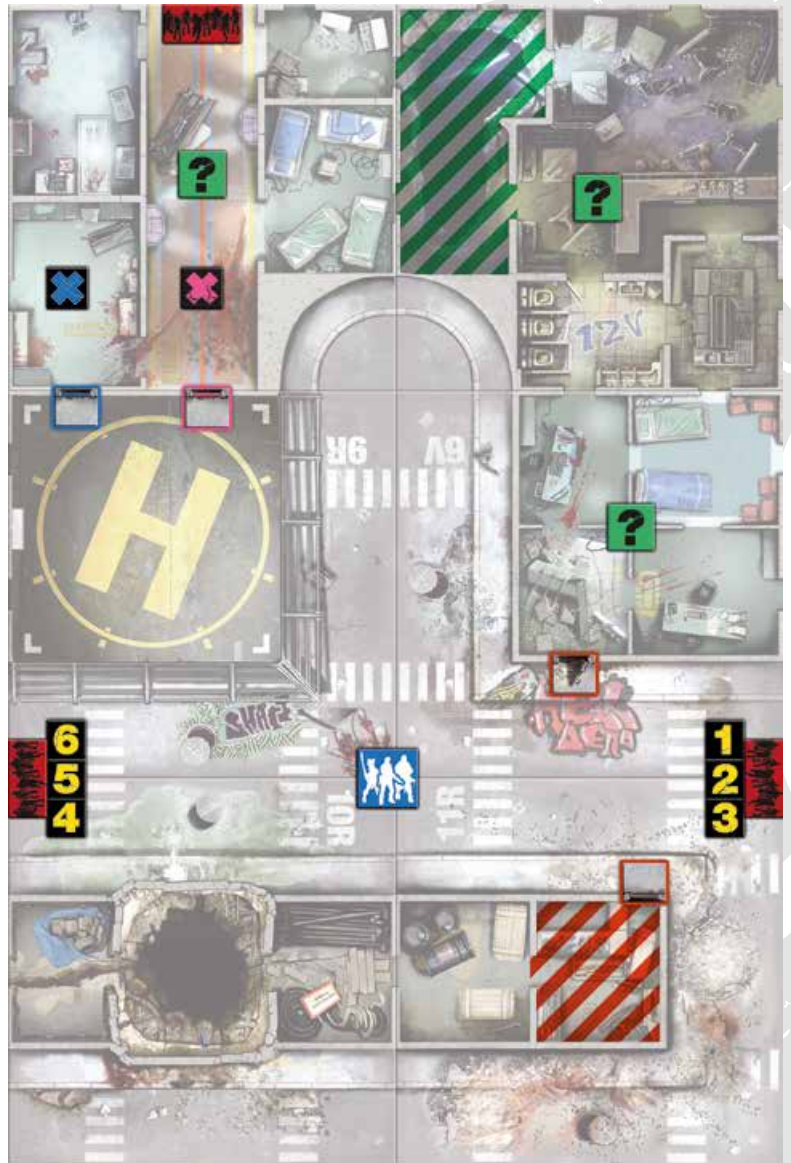
Now I can't help but think about it every time I see a fatty. I'm sure we all do. That's why we're going to help Parker to trap a few fatties for experimentation. I just don't want to see the probes she will use. No, no.

Tiles needed: 3V, 6V, 9R, 10R, 11R & 12V.

3V	12V
9R	6V
10R	11R

- At least four Skinner Fatty miniatures, and Skinner Fatties *only*, are in the Hole Zone of tile 12V (“Fatty trap”).
- There are no Zombies on tile 3V.

- **Here is your scientific team.** Place 2 Gunman, 2 Handyman, 2 Searcher, and 2 Sniper Companion miniatures in the indicated Zone. They can be taken in the same way as Companion tokens, giving 5 experience points to the Survivor who takes them.



▲ ▲ ▲ ▲ ▲ ▲ ▲ ▲ ▲

 Player starting area	 Spawn locators	 Event trigger	 Spawn Zone
 Doors	 8 Companions + La Guillotine	 Fatty trap	 Open door
			 Objectives (5 XP)

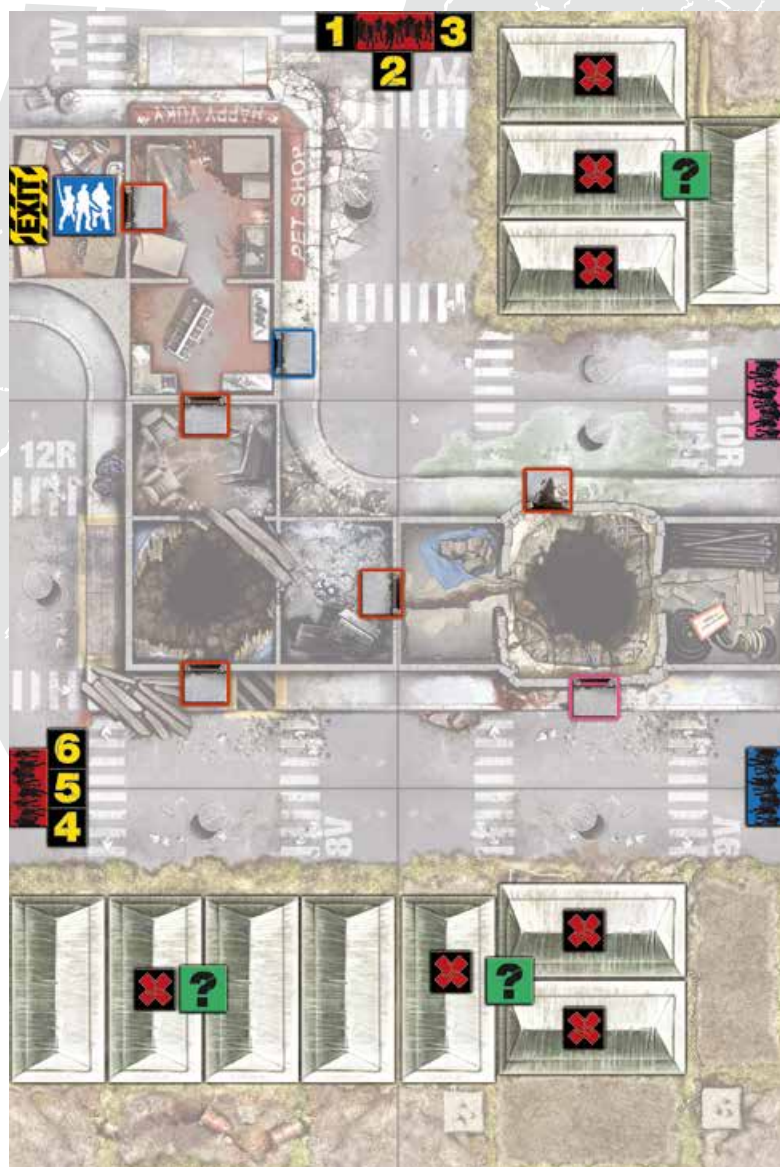
- **The armory's prize.** Set the La Guillotine card in the marked Zone. Any Survivor Searching in this Zone can take it instead of an Equipment card.
- **Hospital invasion.** The Spawn Zone on tile 3V doesn't have a Spawn locator.

M14 CAMP NIGHTMARE

HARD / 6+ SURVIVORS / 150 MINUTES

Each time we get to a new area, we do our best to explore thoroughly, just to avoid unwanted competition and nasty surprises. We found a great place to rest for a few weeks, but there is a camp nearby that gives me the creeps. There are dried cadavers and blood traces everywhere. I guess many wounded people from the hospital a few blocks away came here, and things got nasty. Whatever. Night will fall soon, we found a nice place, and we have to secure the area. Let's do it quick and get some sleep.
Wait. Something just moved, and it wasn't a zombie. Are some living people hiding there?

Material needed: Season 3: Rue Morgue, Angry Neighbors.
Tiles needed: 7V, 8V, 9V, 10R, 11V & 12R.



OBJECTIVES

A trip to Camp Nightmare. Find your new friends and retreat to your resting place.

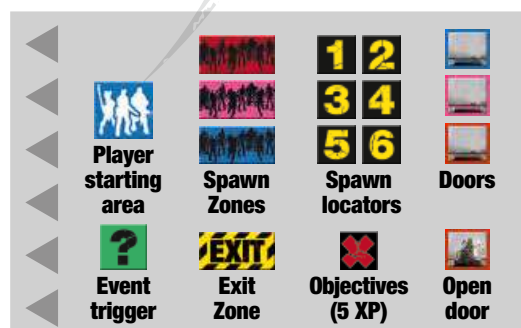
1 – Find the inhabitants. Each “X” indicates where you have seen something moving. Take Objectives until you find the six Companions.

2 – Retreat with your new friends. Reach the Exit with the six Companions. Any Survivor (and his Companions) may escape through this Zone at the end of his turn, as long as there are no Zombies in it.

SPECIAL RULES

- Something is moving. Put the blue and pink Objectives randomly among the Objectives, face down. Each Objective give 5 experience points to the Survivor who takes it.
- Taking a red Objective grants the Survivor a random Companion card (without additional experience gain) and its matching Companion miniature.
- Taking the blue Objective activates the blue Spawn Zone. The blue door cannot be opened until the blue Objective has been taken.
- Taking the pink Objective activates the pink Spawn Zone. The pink door cannot be opened until the pink Objective has been taken.
- Pull the trigger. Activating the first Event Trigger in the game activates all Event Triggers on the board as well. Reveal all the tents and spawn in them. An Event Trigger on its “activated” side is removed as soon as a Survivor stands in one of its Tile's Zones at the end of an Action (meaning the first Event Trigger is removed as soon as it is activated). Until then, revealed Event Triggers count as Survivors for bed invasion purposes only.

11V	7V
12R	10R
8V	9V



M15 NED'S KEY

HARD / 6+ SURVIVORS / 180 MINUTES

At last. Three years after the initial outbreak, Crazy Ned finally has a clue about his bunker key's whereabouts. He's almost sure he left it with his antiquarian friend to get a duplicate made, just in case he might, you know, lose it. Could the mystery be finally solved?

Material needed: Season 3: Rue Morgue, Angry Neighbors.
Tiles needed: 1R, 2R, 4R, 5R, 7R, 9R, 10R, 11V & 12V.

OBJECTIVES

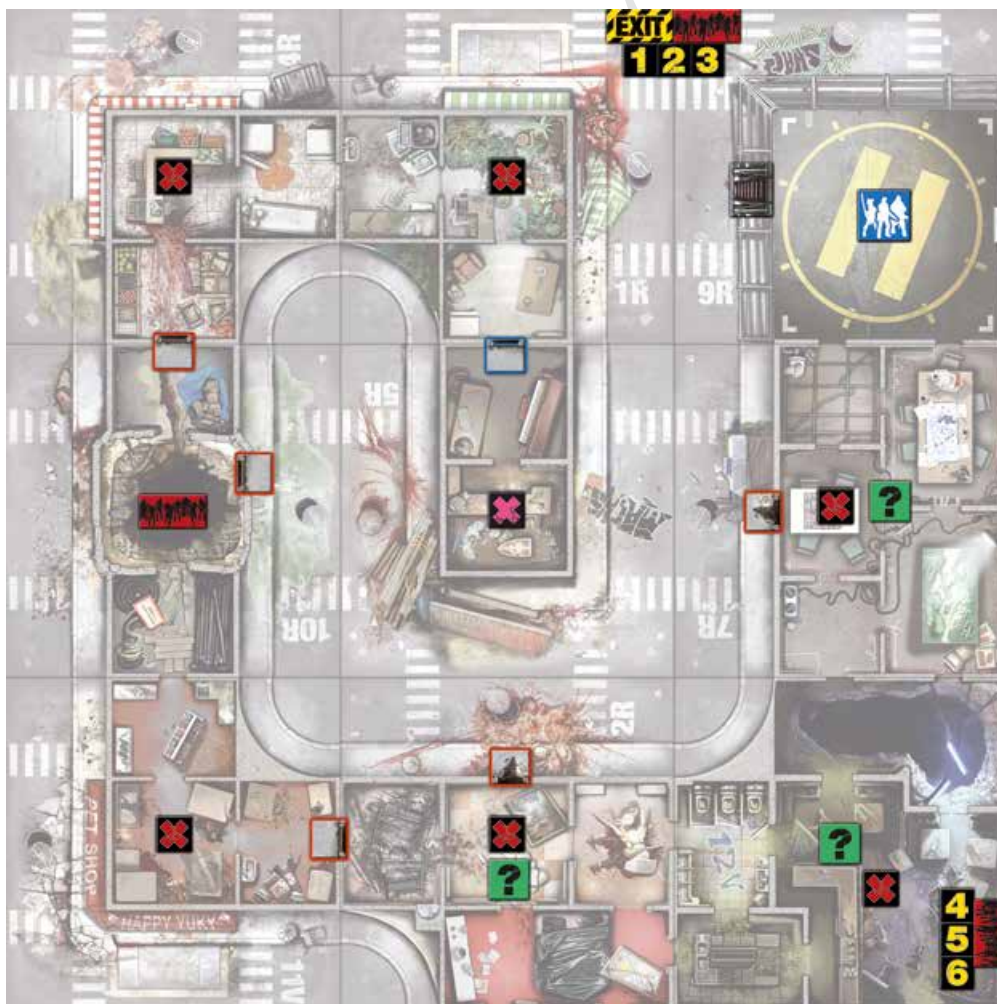
Is it the key? After all this time, we can't believe it, but it's worth a try. So let's try, and do this in the right order:

1 – Find a way to enter the antique shop. In fact, there is only one way in: find the shop's key. Ned has marked red "X"s where it might be hidden. Take the red Objectives until you find the blue one.

2 – Take Ned's duplicated key. Take the pink Objective.
3 – Go back home with Ned's key. It may not open the bunker, but you sure had fun finding it! Reach the Exit with all starting Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.

SPECIAL RULES

- **Keys.** Keys? KEYS! Each Objective gives 5 experience points to the Survivor who takes it. Put the blue Objective randomly among the red Objectives, face down. The blue door cannot be opened until the blue Objective has been taken.
- **Infected trampling.** The Spawn Zone on tile 10R doesn't have any Spawn locator.
- **Zombies overflow.** As soon as there are at least fifteen Zombies in a Hole Zone, Zombies (NOT Survivors) treat this Hole Zone as a standard building Zone and can leave it like it's an ordinary Zone (even if by doing so they reduce the Zombie numbers in the Hole Zone below fifteen). The Hole Zone reverts back to its normal status and rules if it holds less than fifteen Zombie miniatures.



4R	1R	9R
10R	5R	7R
11V	2R	12V

Player starting area

Event trigger

Objectives (5 XP)

Doors

Stairs

Open door

Exit Zone

Spawn Zones

Spawn locators

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Not suitable for children under 36 months
due to small parts. Actual components
may vary from those shown.

Made in China.

Expansion for Zombicide :
Angry Neighbors
First Edition: January 2015

**THIS PRODUCT IS NOT A
TOY. NOT INTENDED FOR
USE OF PERSONS 13 YEARS
OF AGE OR YOUNGER.**

TURN SUMMARY

**GAME RULES
OVERRIDE
THIS TURN SUMMARY
RULES.**

1 FIRST STEP

Choose the first player (he receives the "first player" token)

**EACH TURN
BEGINS WITH:**

2 PLAYERS' PHASE

The first player activates all of his or her Survivors, one after the other, in any order. When he or she's done, the next player's turn begins. Play clockwise. Each Survivor initially has three Actions to spend, chosen from the following list. Unless stated otherwise, each Action may be performed several times per turn.

- * **MOVE:** Move one Zone.
- * **SEARCH:** Indoor only. Draw a card in the Equipment deck (always only one Search per turn per Survivor).
- * **OPEN A DOOR:** Special Equipment or Skill required. Spawn Zombies inside a building if it's the first door.
- * **REORGANIZE INVENTORY:** Equipment exchange with another Survivor (in the same Zone) is possible.
- * **RANGED COMBAT:** Equipped Ranged weapon required.
- * **MELEE COMBAT:** Equipped Melee weapon required.
- * **HELICOPTER ACTIONS:** See Rue Morgue rulebook, page 16.
- * **TAKE AN OBJECTIVE TOKEN OR ACTIVATE AN OBJECT** (in the Survivor's Zone).
- * **MAKE NOISE.** Gotta need it to risk it.
- * **DO NOTHING** (and live with it).

**WHEN EVERY
PLAYER'S FINISHED:**

3 ZOMBIES' PHASE

- 1. ACTIVATION** All Zombies spend one Action doing one of these two things:
- ▶ **ATTACK** • Zombies in the same Zone as a Survivor attack them.
 - ▶ **OR MOVE** • The Zombies who didn't Attack, Move. The others are having a brunch.
 - Each Zombie favors visible Survivors, then noise.
 - Choose the shortest path. If needed, split groups and add Zombies to make the groups even.

NOTE: Runners get two Actions per turn. Once all Zombies have taken their first Action, Runners go through the Activation step again to resolve their second Action.

- 2. SPAWN**
- Always draw Zombie cards for all Spawn Zones in the same order (play clockwise).
 - Danger Level used = highest Danger Level among active Survivors.
 - Fatties spawn with two Walkers.
 - No more minis of specified type? All Zombies of specified type get an extra activation!

4 END PHASE

- Remove all Noise tokens from the board.
- The next player receives the "first player" token (play clockwise).

TARGETING PRIORITY

- (1) Each Fatty comes with two Walkers of the same type when it spawns (Standard, Skinner, Toxic & Berserker).
- (2) Toxic Abomination: Toxic. Turns Standard Zombies into Toxic Zombies.
- (3) A-Bomb Abomination: Impervious. Grabbing.
- (4) Berserker Abomination: Berserker. 2 Zones per Move.

TARGETING PRIORITY	NAME	ACTIONS	MIN DMG TO DESTROY	EXPERIENCE POINTS
1	SURVIVOR (EXCEPT SHOOTER)	-	-	-
2	TOXIC WALKER	1	1	1
3	STANDARD WALKER / SEEKER / SKINNER WALKER	1	1	1
4	BERSERKER WALKER	1	1	1
5	TOXIC FATTY (1)	1	2	1
	TOXIC ABOMINATION (2)	1	3	5
6	STANDARD FATTY (1)	1	2	1
	STANDARD ABOMINATION	1	3	5
	SKINNER FATTY (1)	1	2	1
	A-BOMB ABOMINATION (3)	1	A lot	5
7	BERSERKER FATTY (1)	1	2	1
	BERSERKER ABOMINATION (4)	1	3	5
8	TOXIC RUNNER	2	1	1
9	STANDARD RUNNER	2	1	1
	SKINNER RUNNER	2	1	1
10	BERSERKER RUNNER	2	1	1
11	ZOMBIE DOG	3	1	1
	CRAWLER	1	1	1