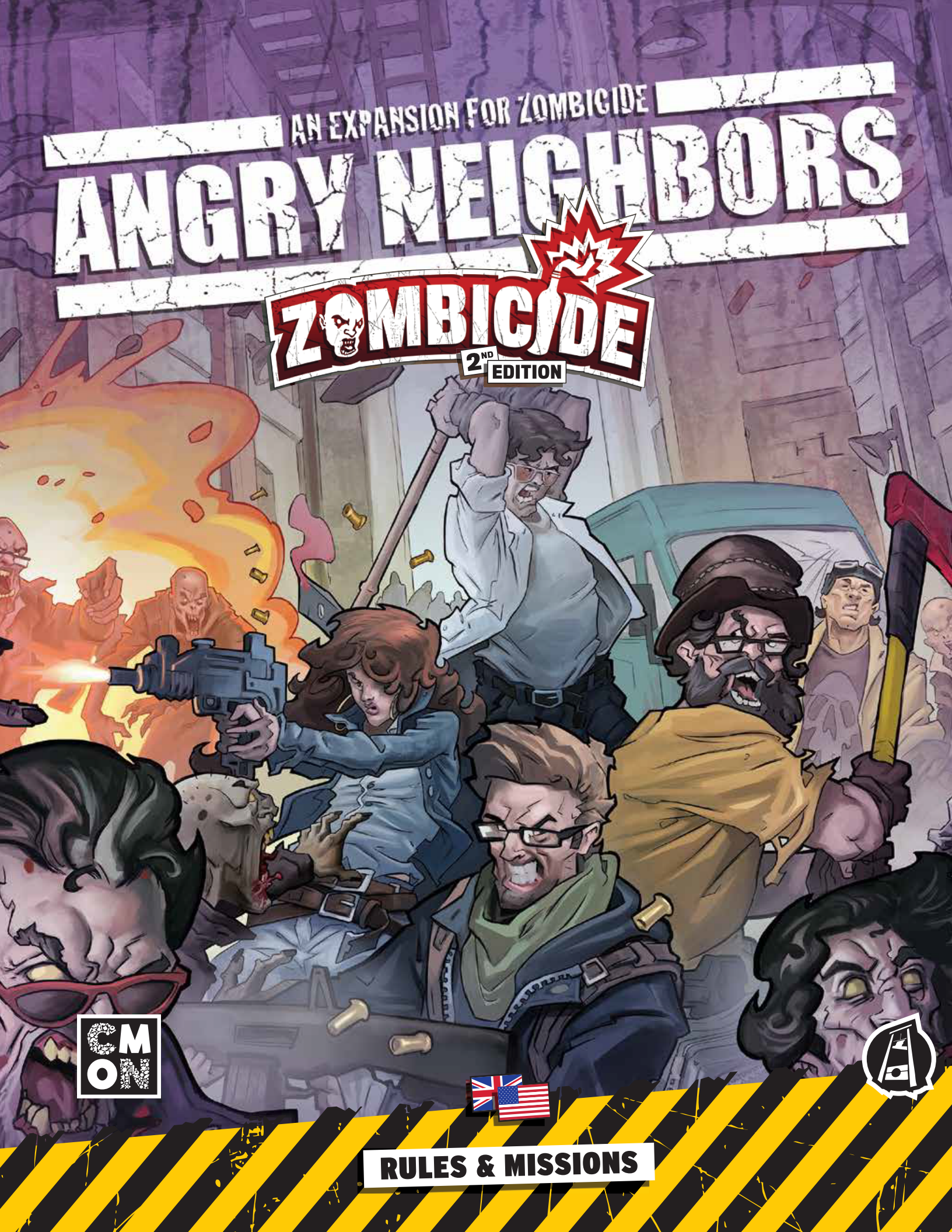


AN EXPANSION FOR ZOMBICIDE

# ANGRY NEIGHBORS

**ZOMBICIDE**  
2<sup>ND</sup> EDITION



**RULES & MISSIONS**



# CHAPTERS

• INTRODUCING ANGRY NEIGHBORS.....	3
• COMPONENTS NEEDED.....	3
• NEW ZOMBIES: SEEKERS.....	4
• SKILLS.....	4
• NEW TILES: DAMAGED BUILDINGS.....	4
HOLE ZONES.....	7
PLANKS.....	7
• BARRICADES.....	6
• ZOMBIVORS.....	7
RESURRECTION MODE.....	7
• COMPANIONS.....	8
ACQUIRING A COMPANION.....	8
COMPANION GENERAL TRAITS.....	9
ANGRY NEIGHBORS COMPANIONS.....	9



• MISSIONS.....	10
M01 - WITH A LITTLE HELP.....	10
M02 - THE SIEGE.....	11
M03 - A DRAMATIC RESCUE.....	12
M04 - GHOSTS ON BIRCH STREET.....	13
M05 - CONSTRUCTION PERMIT.....	14
M06 - UNITED WE STAND.....	15
M07 - BEST FRIENDS FOREVER.....	16
M08 - WHEELS OF FIRE.....	17
M09 - DOWN IN A HOLE.....	18
M10 - ZOMBIE MUTATION.....	19
M11 - THE MECHANICS.....	20
M12 - THE LIGHTHOUSE.....	21
M13 - RAID ON THE NEST.....	22
M14 - FLASH FLOOD.....	23
M15 - EAST YATES ASYLUM.....	24
M16 - YOU GOT THE KEYS?.....	25
M17 - COMMON ENEMIES.....	26
M18 - BELLE'S BUMRUSH.....	27
M19 - RECESS.....	28
M20 - JUST A NIGHTMARE.....	29
M21 - THE RED CAP'S LAIR.....	30
M22 - MA'S RECIPE.....	31
M23 - CLOSING OPERATION.....	32
M24 - THE TUNNEL PART 1.....	33
M25 - THE TUNNEL PART 2.....	34
M26 - THE CLEANERS.....	35
M27 - PLACE YOUR BAITS.....	36
M28 - THE PARKER EXPERIENCE.....	37
M29 - CAMP NIGHTMARE.....	38
M30 - NED'S KEY.....	39



# #01 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.

You'd like to play with Angry Neighbors? Unless stated otherwise in the Mission's briefing, add all Zombicide Expansion: Angry Neighbors Zombie cards (#157-168) to the Zombicide 2.0 Zombie Spawn deck. In some Mission's briefing you will be instructed to add Angry Neighbors Companion cards to the Equipment Deck.

## #02 COMPONENTS NEEDED

Angry Neighbors is an expansion for Zombicide: 2nd Edition. This book features a new zombie type as well as new tile types with new ways to interact with them. New ways to spawn zombies, new skills and rules for barricades. This book also features missions to be played with these new rules.

To play these missions you will need the components from the original Zombicide Angry Neighbors box set.



Angry Neighbors Expansion box is required to use this book

To play missions 1 through 10 you will need the Equipment Deck, Tiles, Zombie Deck and Zombie miniatures from Zombicide 2nd Edition.

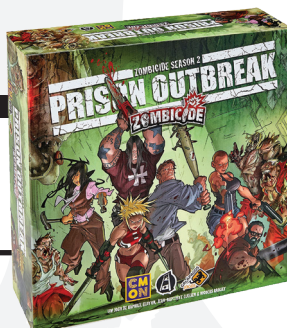
To play missions 11-20 you will need the Equipment Deck, Zombie Deck and Zombie miniatures from Zombicide 2nd Edition along with the Tiles, Zombie Deck from Zombicide 2nd Edition Complete Upgrade Kit for Zombicide Season 2 Prison Outbreak, and Zombie miniatures from Zombicide Season 2 Prison Outbreak.

To play missions 21-30 you will need the Equipment Deck, from Zombicide 2nd Edition along with the Tiles, Zombie Deck from Zombicide 2nd Edition Complete Upgrade Kit for Zombicide Season 3 Rue Morgue, and Zombie miniatures from Zombicide Season 3 Rue Morgue.

You will need the rules found in Zombicide 2nd Edition for any rules not covered in this book.



Zombicide Angry Neighbors is an expansion to Zombicide: 2nd Edition.



Prison Outbreak Expansion box is required to use this book



Zombicide Season 3 Rue Morgue is required to use this book.

For the updated Seekers spawn cards you will need the Complete Upgrade Kit.



Zombicide: 2nd Edition. Complete Upgrade Kit is required to use this book.

And finally you will need the Angry Neighbors tile sticker overlays. These are provided in a separate PDF. Print these files on label or stickerback paper and place over the existing Angry Neighbor tiles. This new artwork adds Objective and Epic Weapon Crates as well as **Dark Zones** to instruct you in where to spawn zombies.



## #03 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.

Zombicide Angry Neighbors introduces Seeker Zombies.



Seeker Zombie cards are easily identified by the logo in the upper right, their background color, and the Seeker silhouettes at each Danger Level. Don't miss these features if you mix them with Zombie cards from other Zombicide boxes!

1- Seekers have the same Targeting Priority Level as Standard Walkers. Choose your targets among them! Killing a Seeker earns 1 Adrenaline 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).

## SEEKERS



It stinks, it's angry, and it's vicious.

**Wounds dealt:** 1  
**To eliminate:** Damage 1  
**Adrenaline provided:** 1

## #04 SKILLS

**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.

**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.

## #05 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.

This influences:

- **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:** Hole Zones are Dark Zones but don't spawn Zombies in a Hole Zone when a Survivor opens the door of its building or when stepping onto a tile with an Event Trigger.

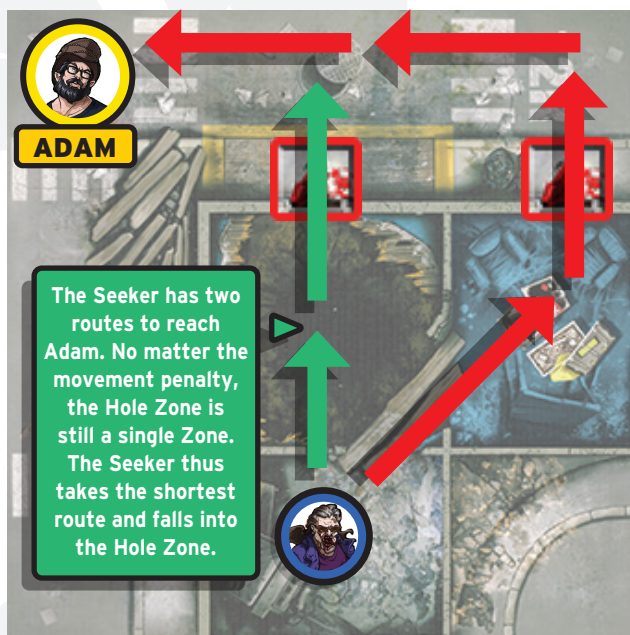
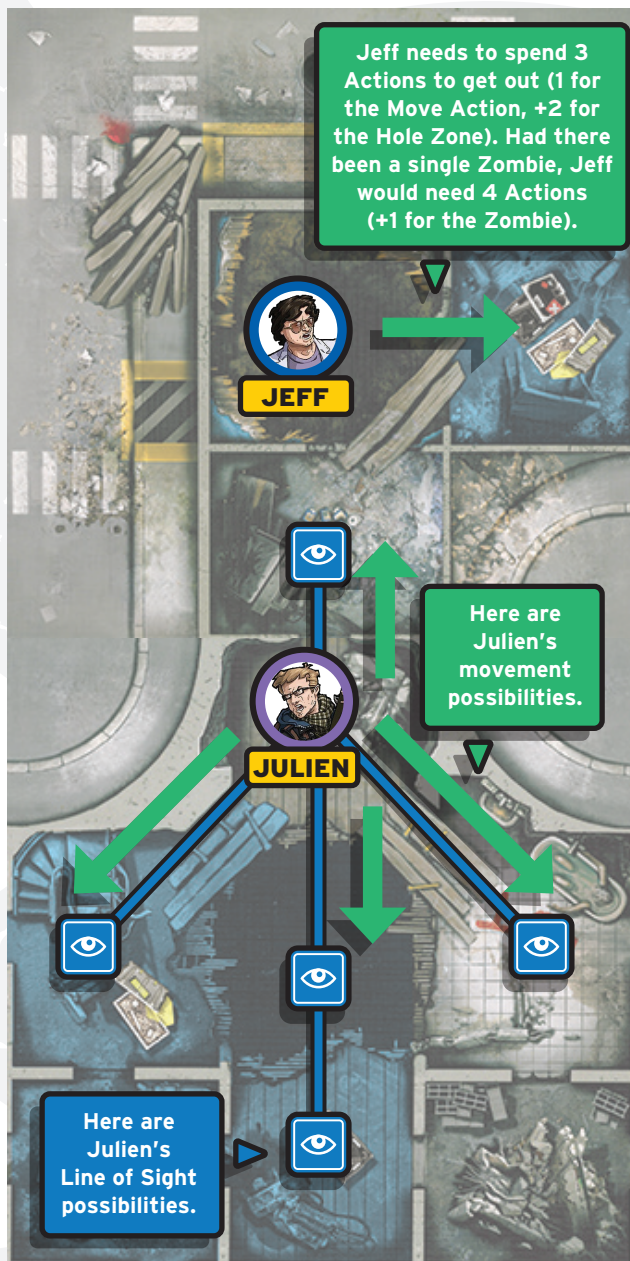
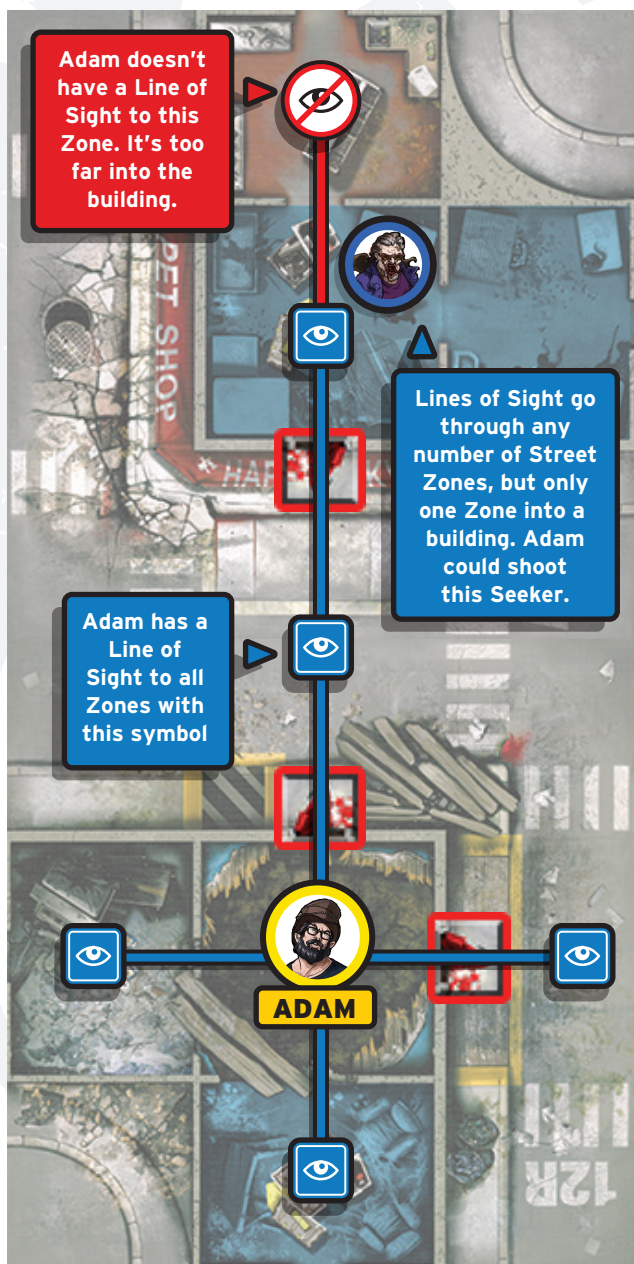
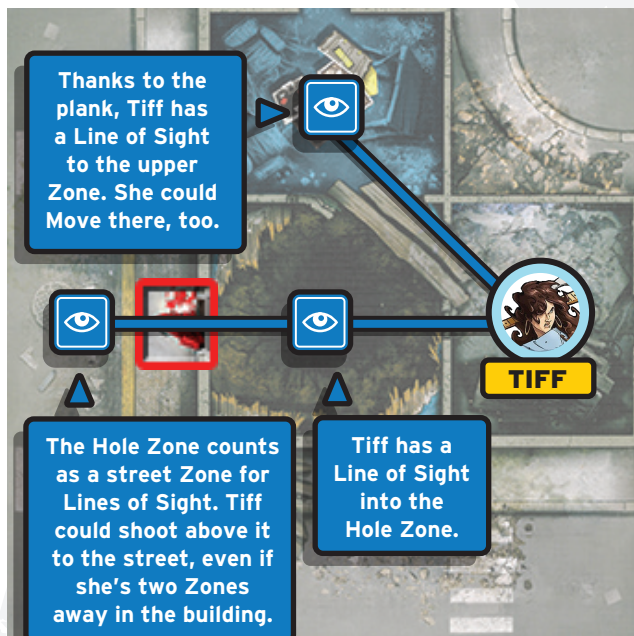
### PLANKS

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

This influences:

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







## #06 BARRICADES

We've all heard about a survivor named Jericho piling up tons of junk to put a wall between the zombie world and him. And we can all guess how it ends. He finally feels safe. He lets his guard down. And then the wall falls under some undead weight.

### 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 when it's broken down.

Barricade tokens have two facings indicating their two states, "incomplete" and "complete". On their turn, any Survivor can spend 3 Actions at once to start or finish building a barricade in the Zone they stand in. The Zone must be free of Zombies.

1- To start building a barricade, a single Survivor spends 3 Actions at once. Put a Barricade token, with its "incomplete" face showing, over a straight border of the Zone the Survivor stands in. 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 they stand 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, then the second Survivor spends 3 Actions to complete it.

### Here's how barricades work:


- 1- 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 mall double door and standard street Zones need two complete barricade tokens to be blocked. A single barricade in a Zone that needs two has no effect.
- 2- Barricades can't be crossed but don't block line of sight. You can shoot over them! Zombies can see over barricades.
- 3- Complete barricades aren't considered doors for spawning. They don't isolate rooms from the rest of the building.
- 4- A Survivor can entirely break a barricade in the same way they could open a door. They still need to have a door-opening weapon (Axe, Chainsaw, etc.) in hand to do so.
- 5- Whenever Zombies get an extra activation (because of a card, miniatures lacking or another game effect), remove all barricades tokens from Zones where at least one Zombie of the indicated type stands. These Zombies spend their entire activation to destroy the barricade, even if they have several Actions to spend. If a Runner gets an extra activation that moves it into a Zone with a barricade on it's first Action, it will use it's second Action to destroy the barricade.
- 6- 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.





## #07 ZOMBIVORS

*These guys are infected but somehow managed to keep their free will. Most of them grow a strange sense of humor helping them to cope with an overwhelming urge for murder. Yes, we all agree they don't smell very nice, but their sheer resilience and willpower are awe-inspiring.*

Toxic City Mall introduces a new kind of Survivor: Zombie Survivors called "Zombivors". The Zombivors' status is indicated with  on the Survivors' Identity Card. All Survivor rules apply to them.

The killer feature about Zombivors is their incredible endurance: **a Zombivor is only eliminated by five wounds** (instead of three for a standard Survivor).

Zombivors are great tanks. There's a serious drawback, though (besides the foul breath): 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. You'll see!

## RESURRECTION MODE

The 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! You can also "play dead" and begin the game with a Zombivor.

The Resurrection mode is great for beginners, campaign-driven players, and super-heroic Missions.

**Resurrection mode:** When any standard Survivor gets their third Wound, lay down their miniature. Getting killed by a team member doesn't grant a resurrection. A standard Survivor can't receive more than three Wounds. If they receives more Wounds than needed to kill them, distribute these Wounds to other Survivors, or ignore them if nobody can take them. Ignore the downed Survivor for all game effects until their resurrection, as if they were removed from the board. At the beginning of any following Players' Phase, before the first player acts, resurrect the Survivor. Replace their downed miniature by their standing Zombivor miniature. Flip their Survivor Identity Card to its Zombivor version side. The new Zombivor immediately gains:

- Any remaining Equipment cards their standard version had. The inventory is reorganized for free.

- As many Adrenaline 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, all rules affect Zombivors the same way they do Survivors.

**EXAMPLE:** Elsa and Raoul stand in a Zone with six Walkers.

Elsa is unharmed, has 21 Adrenaline points and two Equipment cards: a Chainsaw and a Sub-MG.

Raoul has a single Wound, 27 Adrenaline points, and four Equipment cards: a Katana, Plenty of Bullets, a Sniper Rifle, and some Water. An unexpected extra activation allows the four Walkers to attack, inflicting six wounds to share between Elsa and Raoul.

The first, second and third Wounds go to Elsa. The player is eliminated, and her miniature is laid down in the Zone.

The fourth and fifth Wound lands on Raoul. As Raoul now has three Wounds and is eliminated, lays the miniature down. Raoul keeps his remaining Equipment cards (Katana, Plenty of Bullets, Sniper Rifle and Water).

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

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

Both players lose their Yellow Extra Activation skill. The players can choose a new Orange level Skill if they choose.





## #08 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.

Angry Neighbors introduces a new kind of Companion. When playing the missions in this document, ignore all rules for Companions found on page 33-34 of the Zombicide 2nd Edition rule book and use the following rules instead.

Note: 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 Adrenaline 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.

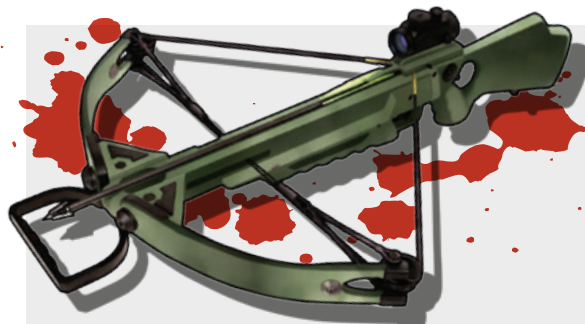
- A Survivor can have up to two Companion cards in his inventory and thus may lead up to two Companions. Choose your buddies wisely!

- 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.

- Unless otherwise stated, losing a Companion does not mean you have lost the mission.

- 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 TRAITS

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 one Action for a Pistol Ranged Action with all Gunman Companions in the Zone. 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: 3+  
Damage: 1



### HANDYMAN

**Active effect:** Spend one Action to silently open a door or break a Barricade. Special prerequisites still apply, such as taking a designated Objective to open a colored door.

**Passive effect:** Barricades can be built anywhere and cost one less Action to build (min. one).



### 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 one Action for a Sniper Rifle Ranged Action (Accuracy 4+) with all Sniper Companions in the Zone. 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: 2



## M01 - WITH A LITTLE HELP

Medium / 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!

Tiles needed: 3R, 5R, 6V, 10V, 11R & 12R.

### • OBJECTIVES

**1- We won't leave anybody behind.** Get all Objectives and at least one Companion for each Survivor.

**2- Evacuate!** 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 Adrenaline points to the Survivor who takes it.

• **People to evacuate.** Place Companion tokens in the indicated Zones. Each Companion gives 5 Adrenaline points to the Survivor who takes him.

• **A monster in the closet.** Place an Abomination in the indicated Hole Zone.

• **Bring the heat!** Each Epic Weapon Crate gives a random Epic Weapon, among those still available, to the Survivor who takes it. They can reorganize their inventory for free.



11R	12R
5R	3R
6V	10V





## M02 - THE SIEGE

Medium / 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!

Tiles needed: 3V, 5R, 9R, 10V, 11V & 12R.

### • OBJECTIVES

**1- 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

• **Construction materials.** Each Objective gives 5 Adrenaline points to the Survivor who takes it.

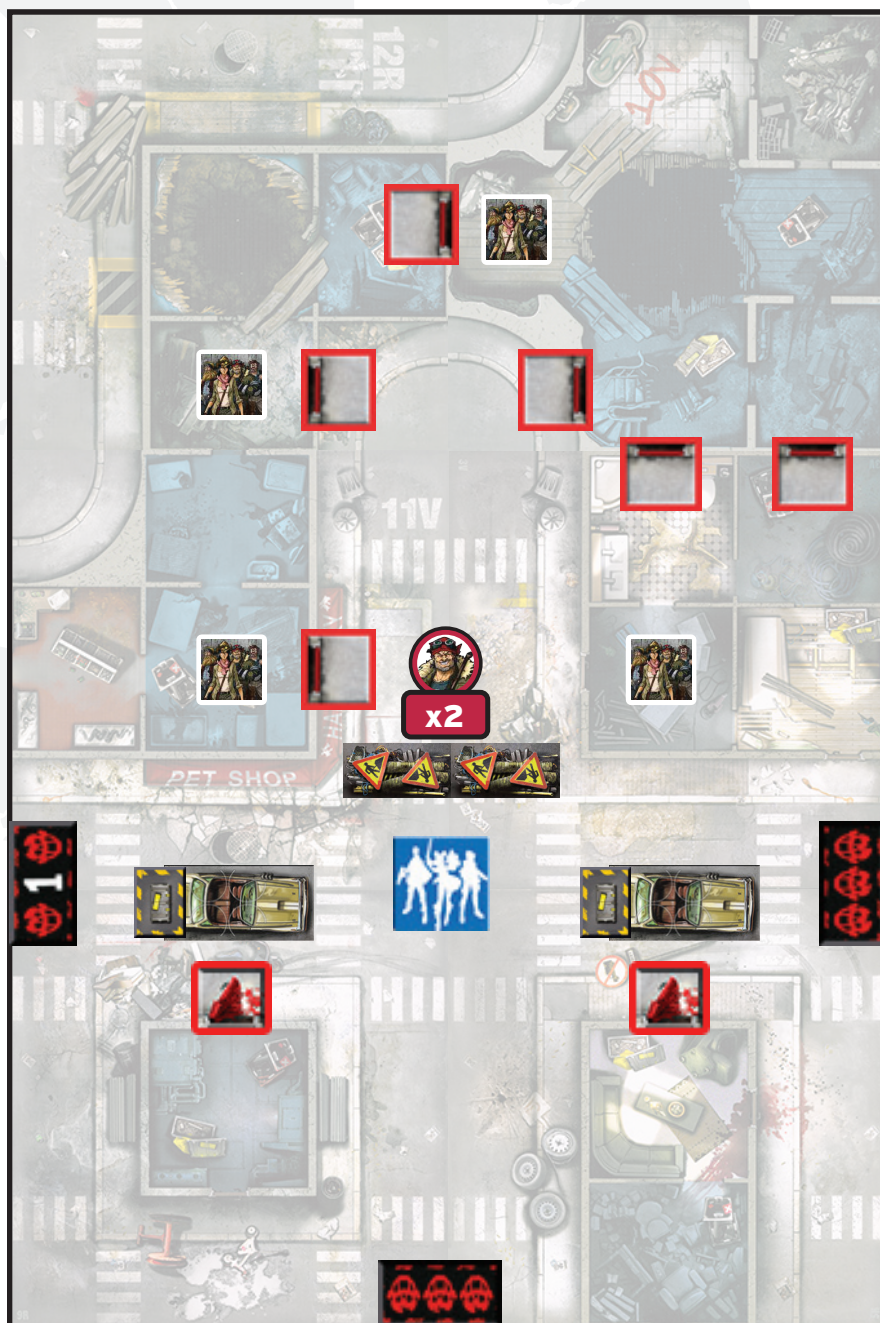
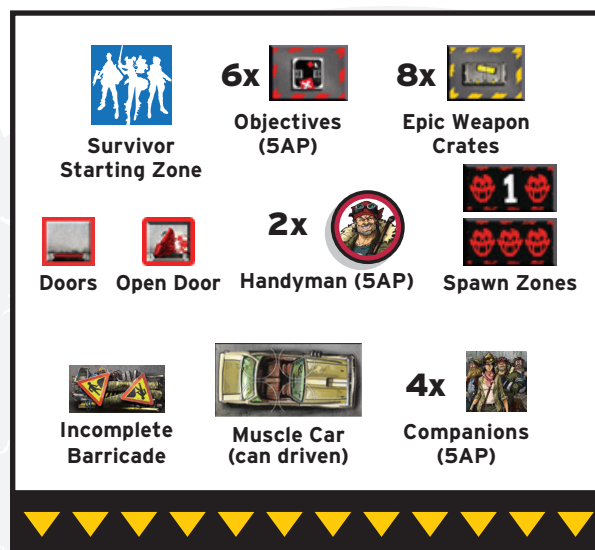
• **Your garrison.** Place two Handyman miniatures in the indicated Zones. They can be taken in the same way as Companion tokens. Each Companion token (and revealed Companion) gives 5 Adrenaline points to the Survivor who takes it.

• **The end is near.** Once all Companions have been taken, the Zombie deck is no longer reshuffled when exhausted.

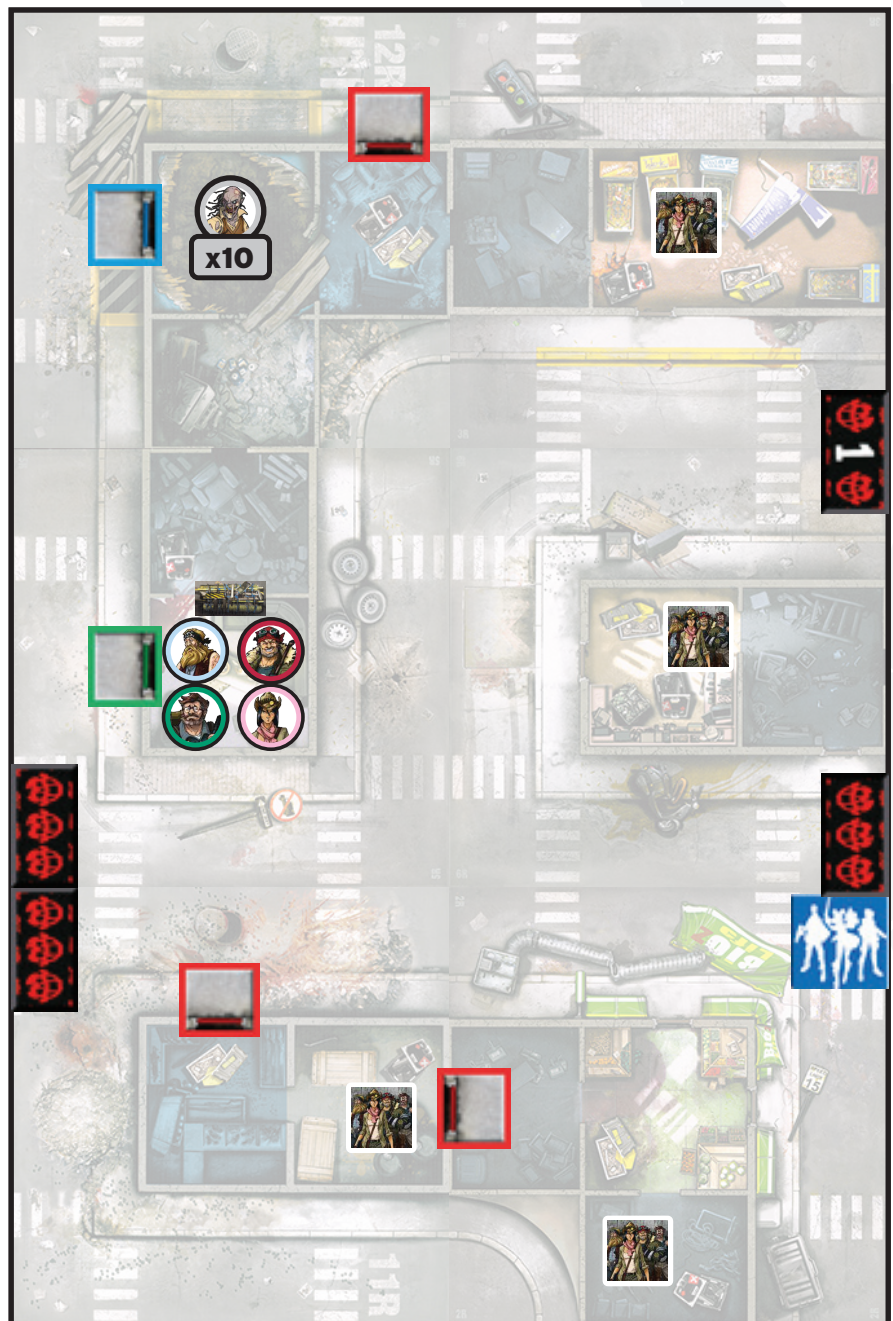
• **The cavalry is here!** The Muscle Cars can be driven (see P. 31). Each one contains a single Epic Weapon. Place an Epic Weapon Crate on top of each Muscle Car. The Epic Weapon Crate gives a random Epic Weapon, among those still available, to the Survivor who takes it. They can then reorganize their inventory for free.

• **Not hammers and nails.** Each Epic Weapon Crate gives a random Epic Weapon, among those still available, to the Survivor who takes it. They can reorganize their inventory for free.

12R	10V
11V	3V
9R	5R









## M04 - GHOSTS ON BIRCH STREET

Medium / 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.

Tiles needed: 2V, 3R, 4R, 5R, 6R, 7R, 9R, 10V, & 11R.

### • OBJECTIVES

**1- To live happily, live in hiding.** Get all Objectives and at least one Companion of each type (Gunman, Handyman, Searcher, and Sniper).

**2- Or run away!** 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

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

• **The Ghosts of Birch Street.** Shuffle 2 Gunman, 2 Handyman, 2 Searcher, and 2 Sniper Companion cards into the Equipment deck. Any kept Companion card awards the Survivor who found the Companion card 5 Adrenaline points.

• **The ghost cars.** The Muscle Cars can be driven (see P. 31). Each one contains a single Epic Weapon. Place an Epic Weapon Crate on top of each Muscle Car. The Epic Weapon Crate gives a random Epic Weapon, among those still available, to the Survivor who takes it. They can then reorganize their inventory for free.

• **These will make some ghosts!** Each Epic Weapon Crate gives a random Epic Weapon, among those still available, to the Survivor who takes it. They can reorganize their inventory for free.

7R	9R	5R
4R	6R	2V
11R	3R	10V



Survivor Starting Zone



Exit Zone

9x



Objectives (5AP)

11x



Epic Weapon Crates



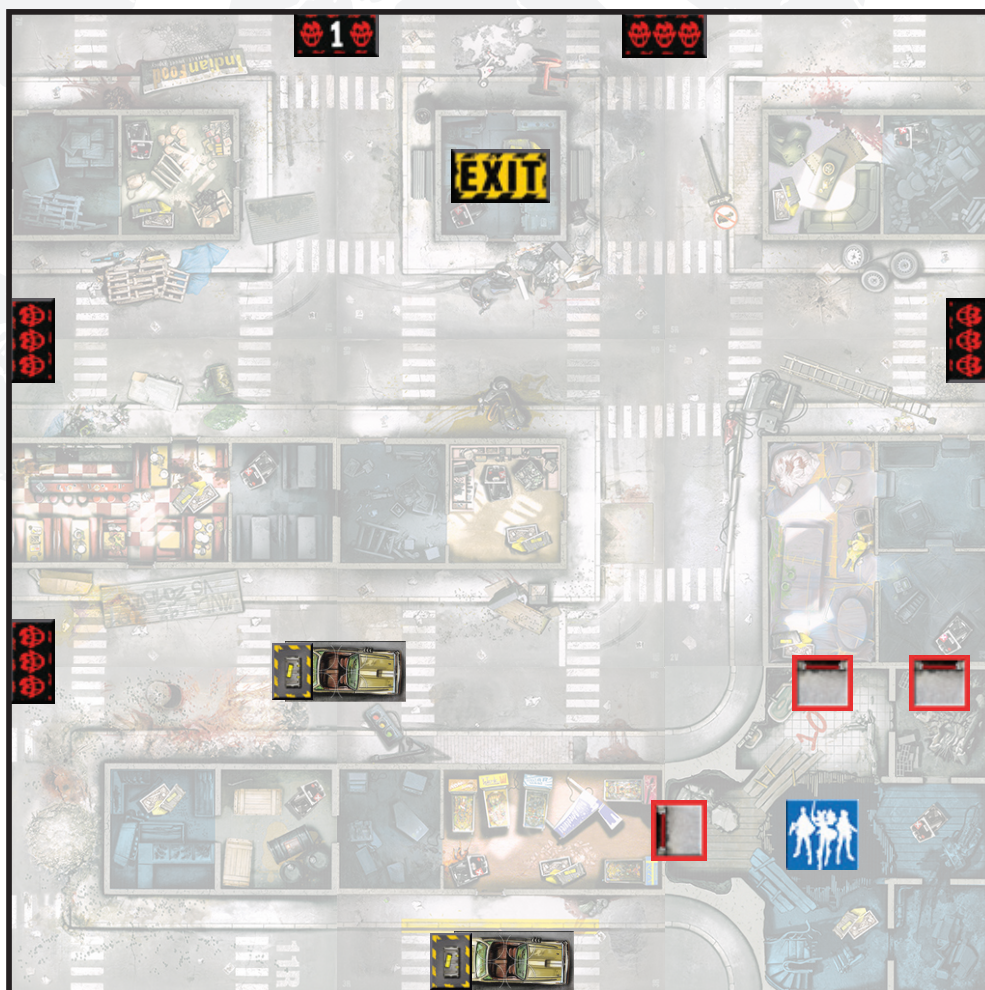
Muscle Car (can be driven)



Doors



Spawn Zones





## M05 - CONSTRUCTION PERMIT

Hard / 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?

Tiles needed: 1V, 2V, 3R, 10R, 11V & 12R.

### • OBJECTIVES

**1- Barricade the doors.** You win the game when a complete barricade is built on every open door of the main building (tiles 3R, 10R, 11V, and 12R). **Note: Saving the Handymen on tile 1V is optional.**

### • SPECIAL RULES

• **Farm to table never seemed this good.** Each Objective gives 5 Adrenaline points to the Survivor who takes it.

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

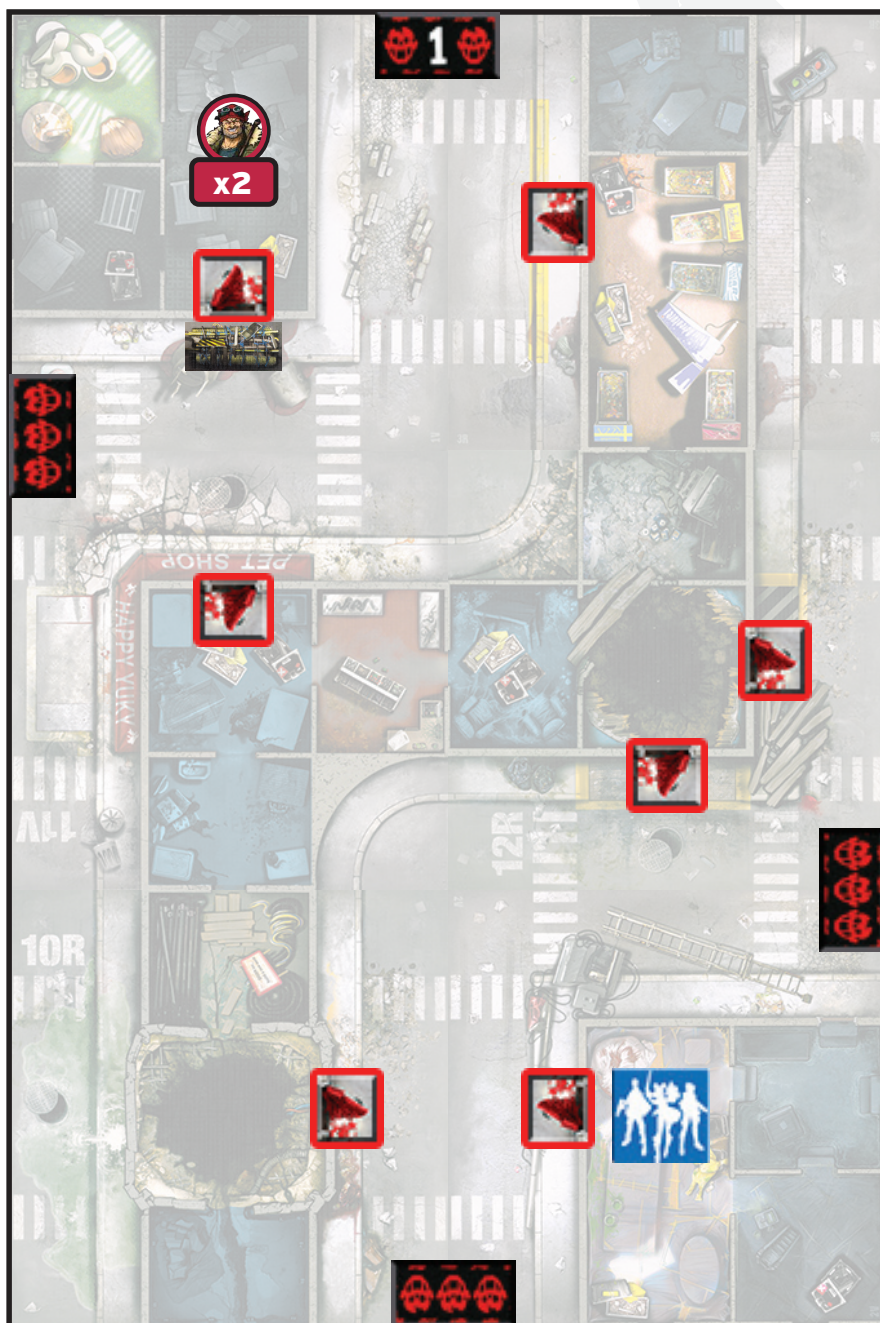
• **Not the handiest of people.** Shuffle 2 Gunman, 2 Searcher, and 2 Sniper Companion cards into the Equipment deck. Any kept Companion card awards the Survivor who found the Companion card 5 Adrenaline points.

• **Construction permit.** Barricades can be built on every open door.

• **The secret cache.** Each Epic Weapon Crate gives a random Epic Weapon, among those still available, to the Survivor who takes it. They can reorganize their inventory for free.

1V	3R
11V	12R
10R	2V

 Survivor Starting Zone	5x  Objectives (5AP)	5x  Epic Weapon Crates
 Open Doors	2x  Handyman (5AP)	
 Complete Barricade	 Spawn Zones	

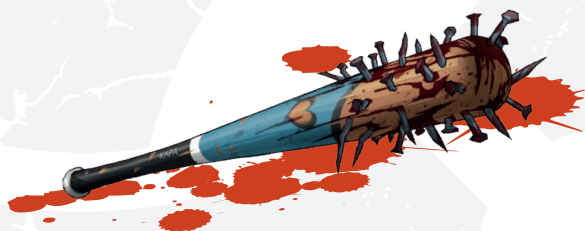




## M06 - UNITED WE STAND

Medium / 45 minutes

We thought it would be a good idea to try something new, something like separating to raid a cozy district in the fastest possible way. We go in, plunder the place, and get out in under 15 minutes. But noooo. We got carried away and enjoyed the wonders we found for a little too long. A disco ball falling on the floor, a squealing toy you put your foot upon, a muffled laugh or two, and the zombies are here. We must gather and regroup into the safest building around. Now!



Tiles needed: 2R, 3V, 4R, 5R 6R, 7R, 8V, 9R & 12R.

### • OBJECTIVES

**Plunder the district.** Accomplish these Objectives in any order to win the game.

- Rally all Companions (see P. 33).
- Take all Objectives and Epic Weapon Crates in the building straddling tiles 3V and 8V.

The game is lost whenever a Survivor (including a Companion) is eliminated.

### • SPECIAL RULES

- **Setup.** Place 1 random Survivor and 1 Companion token in each Survivor Starting Zone.

- **Keep on fighting!** Each Objective gives 5 Adrenaline Points to the Survivor who takes it.

- **Follow me if you want to live.** Each Companion gives 5 Adrenaline points to the Survivor who takes him.

- **Shiny new toys.** Each Epic Weapon Crate gives a random Epic Weapon, among those still available, to the Survivor who takes it. They can then reorganize their inventory for free.

12R 2R 8V

4R 9R 3V

7R 5R 6R



Survivor Starting Zone

9x



Objectives (5AP)

9x



Epic Weapon Crates

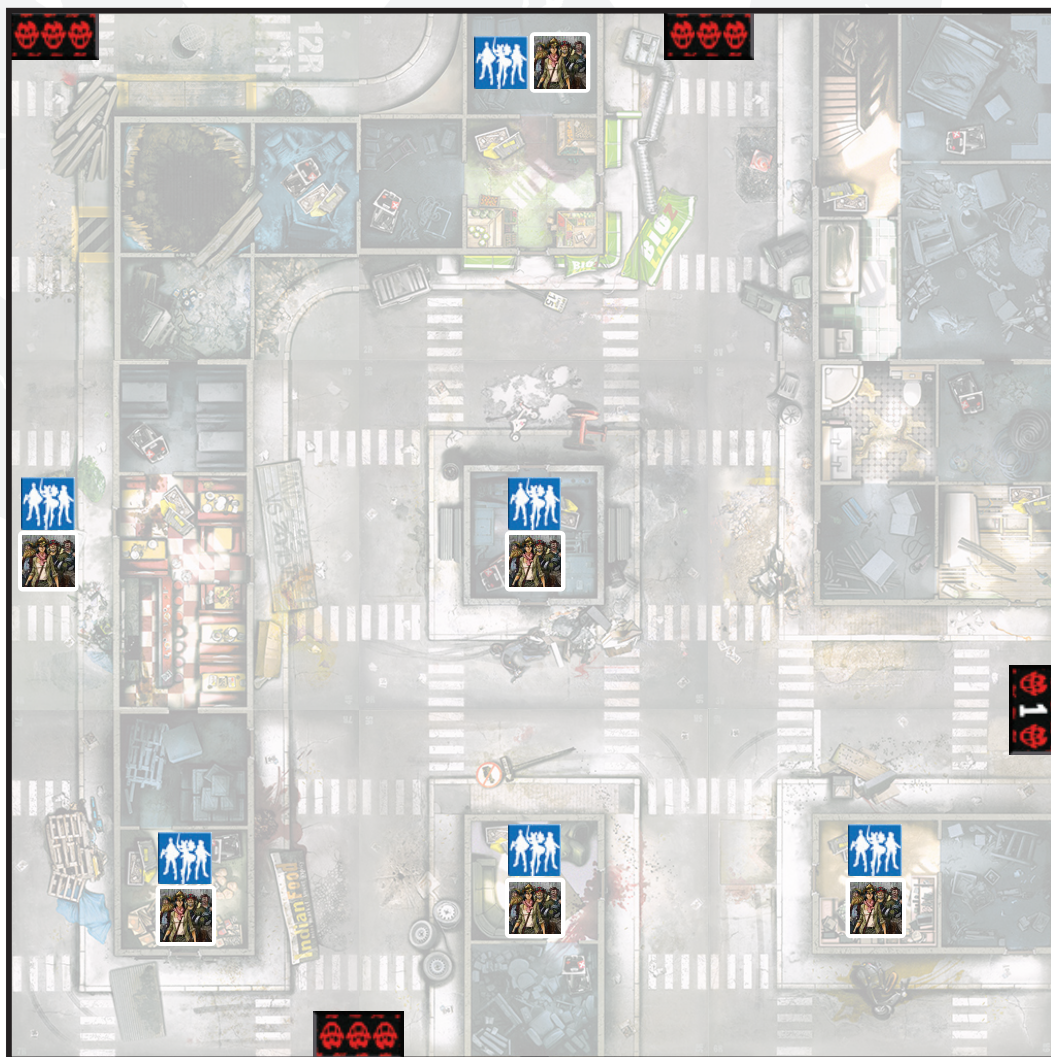
6x



Companions (5AP)



Spawn Zones






# M07 - BEST FRIENDS FOREVER


Medium / 45 minutes

The temperatures are getting colder and we'll need a greater amount of supplies to survive the coming nights. We already plundered this place and need to take another, deeper look. The surroundings are crowded with zombies and we won't be left alone for long. BUT we have secret weapons: we came in numbers, with friends to double-check for goods while we purge the district. There is a catch, though. They agreed to come if we let them take part on the body count. Life is tough, sometimes.


6V	9V
3V	7R
11V	12R




Survivor Starting Zone




7x Objectives (5AP)




7x Epic Weapon Crates



Muscle Car (cannot driven)



Doors



1 Spawn Zones

Tiles needed: 3V, 6V, 7R, 9V, 11V, & 12R.

## • OBJECTIVES

**Get a second look.** The game is won as soon as both these Objectives are met.

- Every Survivor picks up an Objective.
- There is an Epic Weapon on each Survivor Dashboard (up to the number of available Epic Weapons).

## • SPECIAL RULES

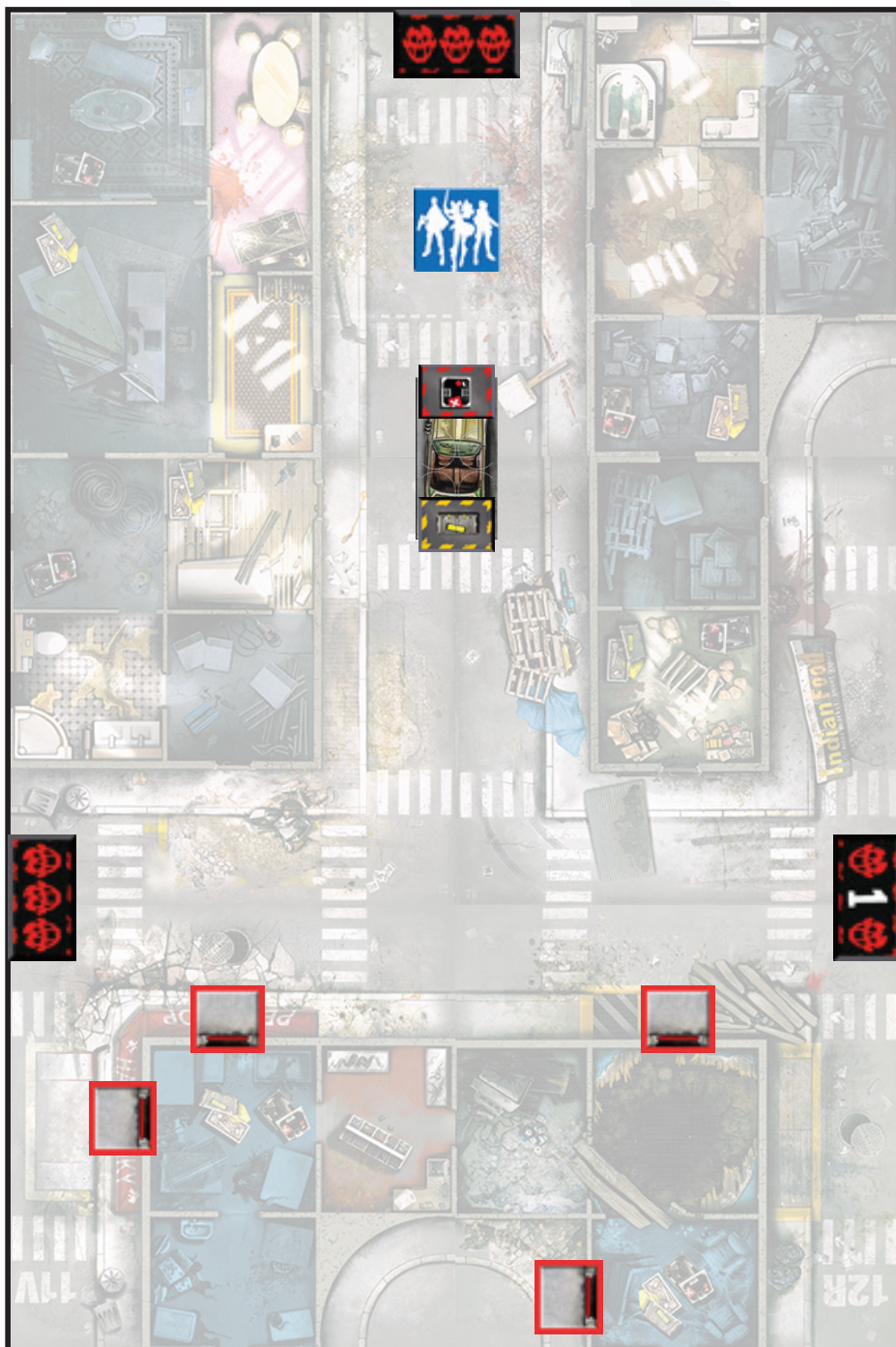
• **Setup.** Each Survivor starts with a random rallied Companion (see P. 33). Trading Companions is not allowed for this game.

- Note the Objective token in the Muscle Car.

• **My turn.** Only Survivors at Yellow Danger Level (or above) can take Objectives. Each Objective gives 5 Adrenaline Points to the Survivor who takes it. **A Survivor can only take a single Objective during the game.**

• **Bigger guns.** Each Epic Weapon Crate gives a random Epic Weapon, among those still available, to the Survivor who takes it. They can then reorganize their inventory for free.

• **A wreck full of gifts.** The Muscle Car **CANNOT** be driven. It contains a single Epic Weapon. Place a Epic Weapon Crate on top of it. The Epic Weapon Crate gives a random Epic Weapon, among those still available, to the Survivor who takes it. They can then reorganize their inventory for free.





## MO8 - WHEELS OF FIRE

Hard / 60 minutes

Without proper support, civilization crumbles. We didn't realize our shelter had suffered more damage than we thought. A fire occurred as we tried using a generator, burning most of our goods. The fire is out, but things are even worse. The mess attracted all the zombies from the surrounding areas. We need to escape as fast as possible before we get overwhelmed. We could use the cars parked outside. And we won't leave without getting some weapons, too. I feel naked without my gun!

Tiles needed: 2R, 3V, 4R, 5R, 6R, 7R, 8R, 9R, & 12R.

### • OBJECTIVES

**Break through.** Accomplish the Objectives in this order to win the game:

**1- Get as many Epic Weapons as Survivors.** (up to the number of available Epic Weapons).

**2- Fasten your seatbelts.** In a single Game Round, throw Molotovs at all three non-Starting Spawn Zones, then escape through these Zones with all Survivors and rallied Companions aboard cars. A car (along with its driver and passengers) may escape through either Zone at the end of its driver's Turn, as long as there are no Zombies in it.

### • SPECIAL RULES

• **Setup.** Place the Blue and the Green Objectives randomly among the Red Objectives, facedown.

• **Who called shotgun?.** Shuffle 2 Gunman, 2 Handyman, 2 Searcher, and 2 Sniper Companion cards into the Equipment deck. Any kept Companion card awards the Survivor who found the Companion card 5 Adrenaline points. You may discard any kept Companion cards in order to be able to fit into the cars.

• **Need a light?** Each Objective gives 5 Adrenaline Points to the Survivor who takes it. Taking the Blue or the Green Objective also grants the Survivor a Molotov card. Take it from the Equipment deck or the Equipment discard pile, player's choice. If the card is taken from the Equipment deck, shuffle the deck afterwards.

• **War gifts.** Each Epic Weapon Crate gives a random Epic Weapon, among those still available, to the Survivor who takes it. They can then reorganize their inventory for free.

• **Mean machines.** Cars can be driven (see P. 31). When Searching the Police Car, draw cards until a weapon card is drawn. Discard the other cards. The Aaahh!! card triggers the appearance of a Walker as usual and interrupts the Search.

3V	6R	8R
9R	7R	4R
12R	2R	5R



Survivor  
Starting Zone

9x



Objectives  
(5AP)

9x



Epic Weapon  
Crates



Police Car  
(can be driven)



Doors



Spawn Zones





## M09 - DOWN IN A HOLE

Medium / 60 minutes

Our friends got trapped in a hole while out seeking supplies. We can not possibly leave them to their fate, we must rescue them. To do so we may need to find some tools of our own.

Tiles needed: 4R, 5V, 6V, 7V, 10R & 11R.

### • OBJECTIVES

**Break through.** Accomplish the Objectives in this order to win the game:

**1- It's Halloween time.** Rally all Companions (see P.33) and find the Blue and Green Objective.

**2- Reach the Exit with all Survivors.** Any Survivor may escape through this Zone at the end of their Turn as long as there are no Zombies in it.

### • SPECIAL RULES

• **Setup.** Place the Blue and the Green Objectives randomly among the Red Objectives, facedown.

- Note the Blue Spawn Zone on tile 4R.
- Note the Green Door on tile 4R.

• **Hopefully these are tools we can use to save our friends.** Each Objective gives 5 Adrenaline points to the Survivor who takes it.

• Taking the Green Objective gives 10 Adrenaline points to the Survivor who takes it instead.

• Taking the Blue Objective also spawns an Abomination in the Zone it was taken (if an Abomination is already on the board, it gets an extra Activation instead). From then on, the Blue Spawn Zone becomes active.





• **There is no key!** The Green Door can never be opened.

• **Trapped in a hole!** Place the 4 Companions in the Hole Zone of tile 10R. Rallying a Companion gives 5 Adrenaline points to the Survivor who takes them.


• **Closed rooms.** Closed doors isolate parts of the building. These parts are considered like separate buildings for Zombie spawning purpose only.

• **Just rewards!** Each Epic Weapon Crate gives a random Epic Weapon, among those still available, to the Survivor who takes it. They can reorganize their inventory for free.




11R	7V
10R	6V
4R	5V


**4x**

**1x**

**1x**







Survivor Starting Zone      Objectives (5AP)

**6x**


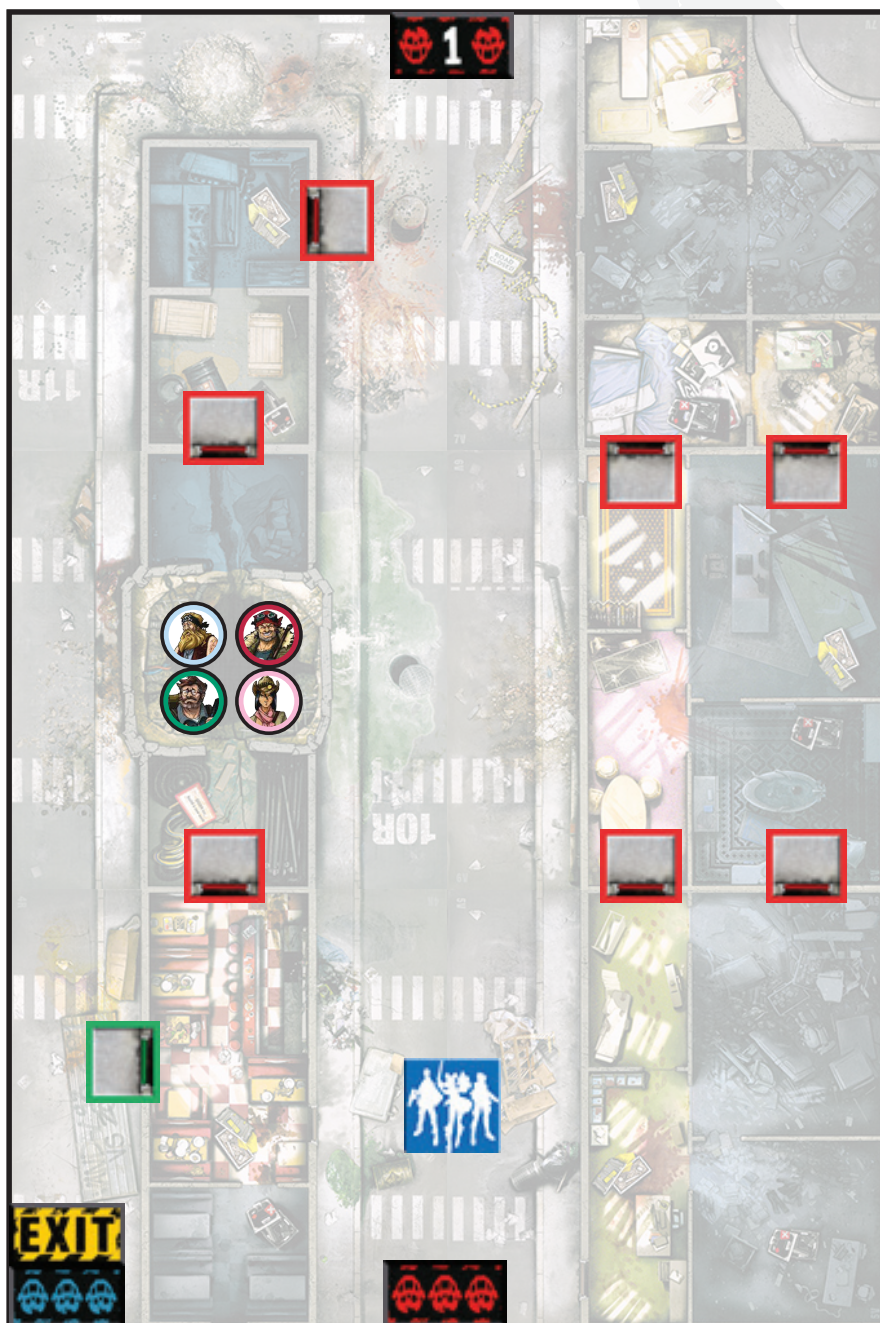
Epic Weapon Crates


**1**



Spawn Zones

Doors      Gunman (5AP)      Handyman (5AP)      Searcher (5AP)      Sniper (5AP)





## M10 - ZOMBIE MUTATION

Medium / 45 minutes

Dr. Yuval - Journal.

September 17th - The Supply Gathering team reported a new creature, what seems to be a new mutation of zombie. Apparently, the creature tore Jimmy to pieces with a single blow.

I'm really worried. This means the zombies may never stop mutating...

Tiles needed: 1V, 2V, 3V, 4V, 5R & 7R.

### • OBJECTIVES

**1- Assemble a cure.** Gather at least three Objective Tokens.

**2- Horror Explodes.** Kill the Mutated Abomination (see special rules).

### • SPECIAL RULES

• **Zombie Mutation.** Place the Patient 0 Abomination miniature in the indicated Zone. The Patient 0 Abomination figure represents the Mutated Abomination.


• **Bigger and Stronger!** The Mutated Abomination has the same rules as the Patient 0 Abomination except it cannot be killed in any way. If it attacks any Survivor, the Survivor is immediately eliminated.

• **Assembling.** Each Objective gives 5 Adrenaline points to the Survivor who takes it. When taking an Objective, place it on the Survivors dashboard, this does not take up a slot in the Survivors inventory. A Survivor may spend one Action to drop an Objective token in a Zone. If three Objective tokens are dropped in the same Zone as the Mutated Abomination in the same Player phase, the Mutated Abomination is eliminated. This is not a Molotov effect and will only eliminate the Mutated Abomination.


• **Poor Jimmy, or a sacrifice in the name of science.** If a Companion is eliminated the mission is not lost.

• **Might not stop the mutation but could still help.** Each Epic Weapon Crate gives a random Epic Weapon, among those still available, to the Survivor who takes it. They can reorganize their inventory for free.


5R	7R
2V	3V
4V	1V




Survivor Starting Zone




Spawn Zones



6x Objectives (5AP)



6x Epic Weapon Crates



Abomination





## M11 - THE MECHANICS

Medium / 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!

Tiles needed: 5P, 10V, 11V, 12R, 16P, & 18P.

### • OBJECTIVES

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

- It's not a spark plug, but it's useful anyway.** Each Objective gives 5 Adrenaline points to the Survivor who takes it.
- 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.
- Men at work.** Put three Noise tokens in the marked Zone. These tokens are never removed.
- Not mechanics but should be helpful.** Shuffle 2 Gunman, 2 Searcher, and 2 Sniper Companion cards into the Equipment deck. Any kept Companion card awards the Survivor who found the Companion card 5 Adrenaline points.
- 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 door and deactivates the Violet Spawn Zone. The Survivor activating the Violet Switch also takes the Violet Objective and gains 5 Adrenaline points. Once activated, the Violet Switch cannot be brought back to its original position, and the Violet 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.
- Spare time pimpin'.** Each Epic Weapon Crate gives a random Epic Weapon, among those still available, to the Survivor who takes it. They can reorganize their inventory for free.

10V	11V
5P	18P
16P	12R



Survivor Starting Zone

3x



1x



Objectives (5AP)

1x



6x



Epic Weapon Crates



Doors



Open Doors



Noise Tokens

2x



Handyman



Spawn Zones



Complete Barricade



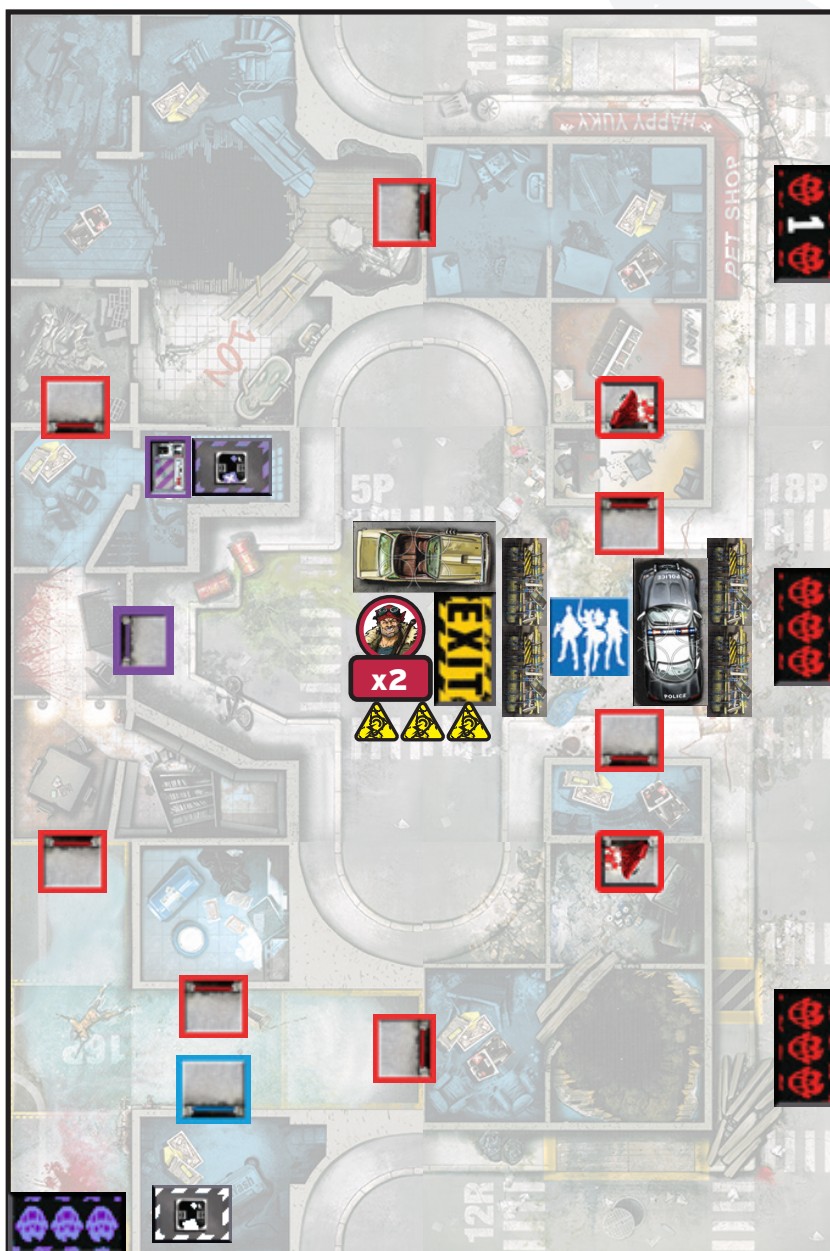
Exit Zone



Muscle Car (cannot driven)



Police Car (cannot driven)





# M12 - THE LIGHTHOUSE

Medium / 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?

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

## • OBJECTIVES

**1- Save the inhabitants.** Find and take all Companions. The mission is lost as soon as any Companion is killed. Survivors also need to collect all Objectives.

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

**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

• **Valuable items.** Each Objective gives 5 Adrenaline points to the Survivor who takes it.

• **Lighthouse inhabitants.** Place Companion miniatures in the indicated Zones. They can be taken in the same way as Companion tokens, giving 5 Adrenaline points to the Survivor who takes them.

• **Construction permit.** Barricades can be built in indicated areas.

• **Is that your car?** The Muscle Cars **can** be driven (see P. 31). Each contains a single Epic Weapon. Place an Epic Weapon Crate on top of it. The Epic Weapon Crate gives a random Epic Weapon, among those still available, to the Survivor who takes it. They can then reorganize their inventory for free.

• **Better than hammer and nails.** Each Epic Weapon Crate gives a random Epic Weapon, among those still available, to the Survivor who takes it. They can reorganize their inventory for free.

Survivor Starting Zone

Complete Barricade

6x

Objectives (5AP)

8x

Epic Weapon Crates

Torn Barbwire

Muscle Car (can be driven)

Area where barricades must be built

Spawn Zones

Doors

Open Door

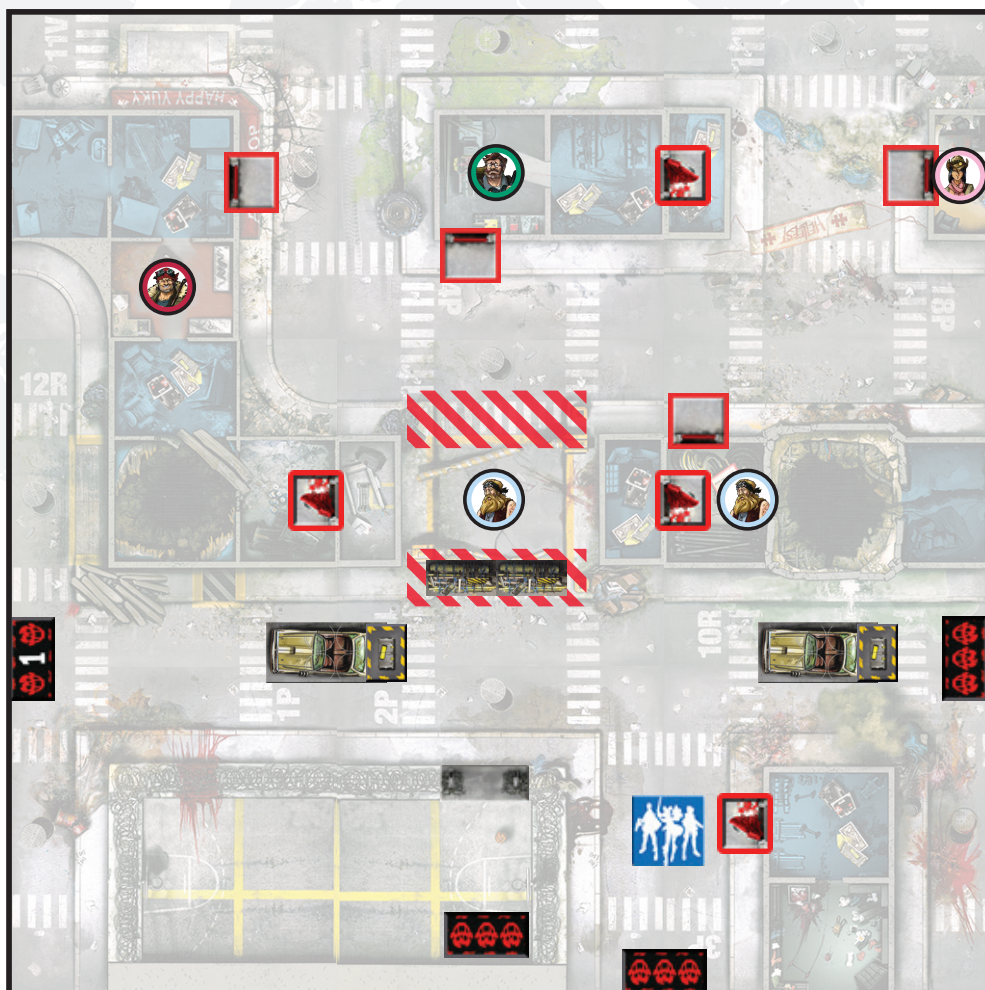
2x

Gunman (5AP)

Handyman (5AP)

Searcher (5AP)

Sniper (5AP)







## M13 - RAID ON THE NEST

Hard / 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.

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

### • OBJECTIVES

**1- Raid the place!** Take all Objectives.

**2- Run like hell!** Reach the Exit with all 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

• **Raid Objectives.** Each Objective gives 5 Adrenaline points to the Survivor who takes it.

• **Maybe this place is not haunted?** Shuffle 2 Gunman, 2 Handyman, 2 Searcher, and 2 Sniper Companion cards into the Equipment deck. Any kept Companion card awards the Survivor who found the Companion card 5 Adrenaline points.

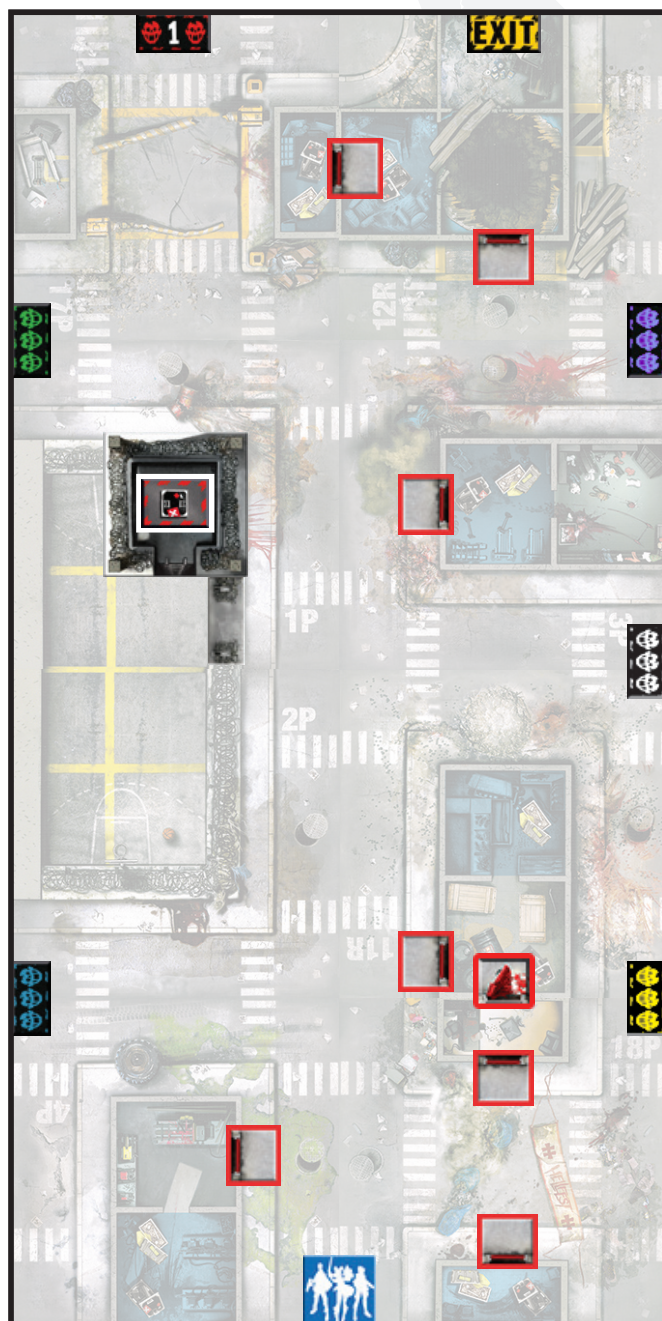
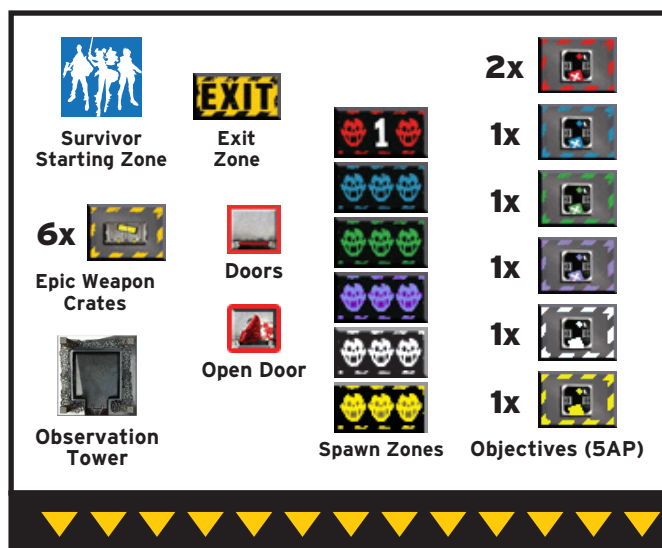
• **Danger Zones.** Only the Red Spawn Zones are active.

• **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.** Each Epic Weapon Crate gives a random Epic Weapon, among those still available, to the Survivor who takes it. They can reorganize their inventory for free.



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





## M14 - FLASH FLOOD

Easy / 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.

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

### • OBJECTIVES

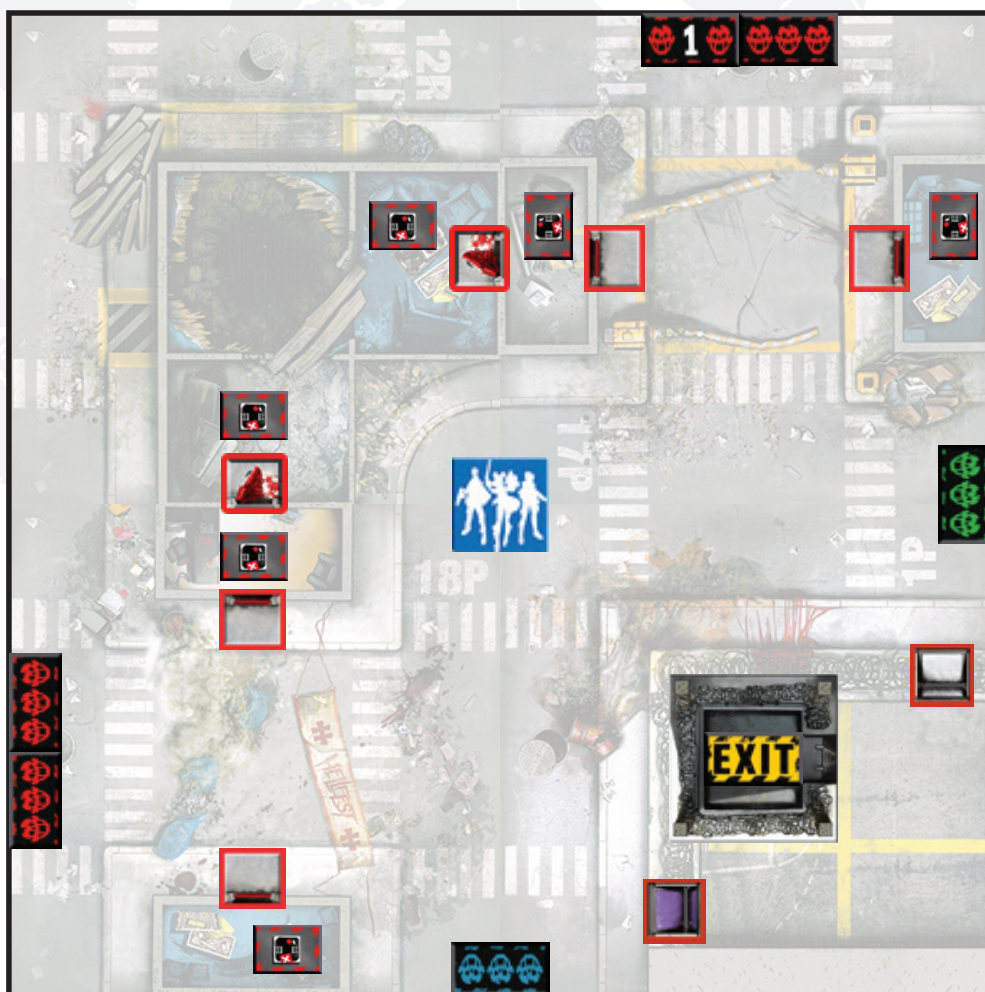
**Zombicide them all!** You win the game if all starting Survivors are in the Observation tower when the Zombie deck is exhausted. Keep on reshuffling the Zombie deck until this condition can no longer be met.

12R	17P
18P	1P

### • SPECIAL RULES

- **Unexpected but useful stuff.** Each Objective gives 5 Adrenaline points to the Survivor who takes it.
- **About to be over run!** All Spawn Zones are active at the start of the game.
- **Reinforcements!** Shuffle 2 Gunman, 2 Handyman, 2 Searcher, and 2 Sniper Companion cards into the Equipment deck. Any kept Companion card awards the Survivor who found the Companion card 5 Adrenaline points.
- **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.** Each Epic Weapon Crate gives a random Epic Weapon, among those still available, to the Survivor who takes it. They can reorganize their inventory for free.

	
Survivor Starting Zone	Exit Zone
2x 	
1x 	
1x 	
1x 	Spawn Zones
1x 	
Objectives (5AP)	Doors
3x 	
Epic Weapon Crates	Open Doors
	
	Violet Prison Entry Door
	
Observation Tower	White Prison Entry Door





## M15 - EAST YATES ASYLUM

Hard / 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 sizable 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.

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

### • 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

• **Some things you can't take with you.** Each Objective gives 5 Adrenaline points to the Survivor who takes it.

• **Danger Zones.** Only the Red Spawn Zones are active.

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

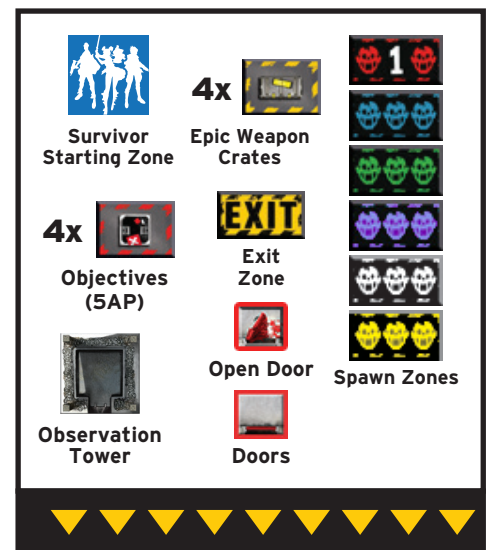
• **Fresh meat.** Shuffle 2 Gunman, 2 Handyman, 2 Searcher, and 2 Sniper Companion cards into the ZOMBIE deck (yes, the Zombie deck—you'll see them when they appear on the top of the pile). Drawing a Companion card from the Zombie deck replaces the Zombie card you should have drawn:

- 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 collects 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 Adrenaline points to the Survivor who takes them.

• **Stuff to go crazy over.** Each Epic Weapon Crate gives a random Epic Weapon, among those still available, to the Survivor who takes it. They can reorganize their inventory for free.

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





## M16 - YOU GOT THE KEYS?

Hard / 120 minutes

Guns and ammo sure are useful in a Zombie apocalypse. Surely, we can find some in this police station. Hold on... That police car looks pristine! I bet the keys are somewhere in the station. We may even find some friends along the way. If we can get this car started, getting out of here will be duck soup!

Tiles needed: 3P, 4P, 5P, 10P, 10R, 11V, 12R & 17P.

### • OBJECTIVES

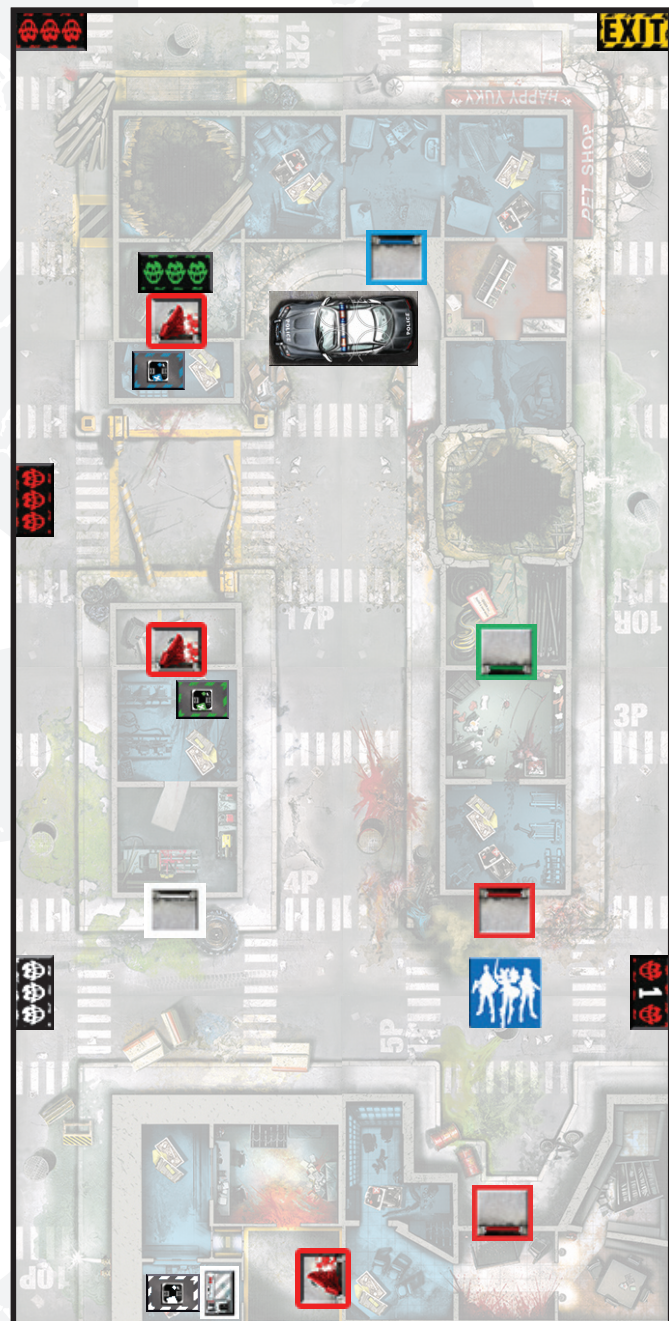
**Get out!** Reach the Exit Zone with all Survivors and the Police Car. Any Survivor may escape through this Zone at the end of their Turn (or as a Passenger of the Police Car), as long as there are no Zombies in it.

**Note:** Losing Companions in this Mission will not result in a loss.

### • SPECIAL RULES

- **I found something different here.** Each Objective gives 5 Adrenaline points to the Survivor who takes it.
- **The precinct office is locked.** Survivors may not open the White Door until they Activate the White Switch. Activating the White Switch allows any Survivor to open the White Door. The Survivor who activates the White Switch for the first time also takes the White Objective and gains 5 Adrenaline points. When the White Switch is Activated, the White Spawn Zone becomes active. The White Switch may not be Activated again.
- **Finding the precinct storage keys.** The Green door cannot be opened until the Green Objective is taken. When the Green Door is opened, the Green Spawn Zone becomes active. When the Green Objective is taken, all Survivors gain 5 AP.
- **Finding the car keys.** The Blue door cannot be opened until the Blue Objective is taken. When the Blue Objective is taken, all Survivors gain 5 AP. The Blue Objective is considered as an equipment by the Survivor taking it, but doesn't occupy an inventory slot. It can be traded like an Equipment.
- **Do you know how to drive?** The Police Car can only be driven after the Survivor owning the Blue Objective enters it, either as the Driver or as a Passenger.
- **Those guys were tough!** When Searching the Police Car, draw cards until a weapon card is drawn, discarding all other cards. Any Aaahh!! card drawn interrupts the search and triggers the appearance of a Walker as usual.
- **These people may help us escape.** Shuffle 2 Gunman, 2 Handyman, 2 Searcher, and 2 Sniper Companion cards into the Equipment deck. Any kept Companion card awards the Survivor who found the Companion card 5 Adrenaline points.
- **These look as pristine as the cop car.** Each Epic Weapon Crate gives a random Epic Weapon, among those still available, to the Survivor who takes it. They can reorganize their inventory for free.

12R	11V
17P	10R
4P	3P
10P	5P





# M17 - COMMON ENEMIES

Hard / 120 minutes

Grudges may be carried beyond reason, even throughout a zombie apocalypse. Anger, and the growing scarcity of resources, have reignited the spark of war between old rivals. They made a real mess in the area, crashing cars all around the place and firing everything they had at each other. Now, the streets are on fire and these idiots are stranded in an abandoned building, surrounded by zombies. We have to stop this petty war right now, or they will get killed!

We all have common enemies now.

Tiles needed: 3P, 5P, 9P, 10P, 11R, & 12R.

## • OBJECTIVES

**Rescue your next friends.** Accomplish the Objectives in this order to win the game.

**1- Rescue the cop and the thug.** Take the White Objective (see Special Rules).

**2- Evacuate!** Reach the Exit with all Survivors. Any Survivor may escape through this Zone at the end of their Turn as long as there are no Zombies in it.

## • SPECIAL RULES

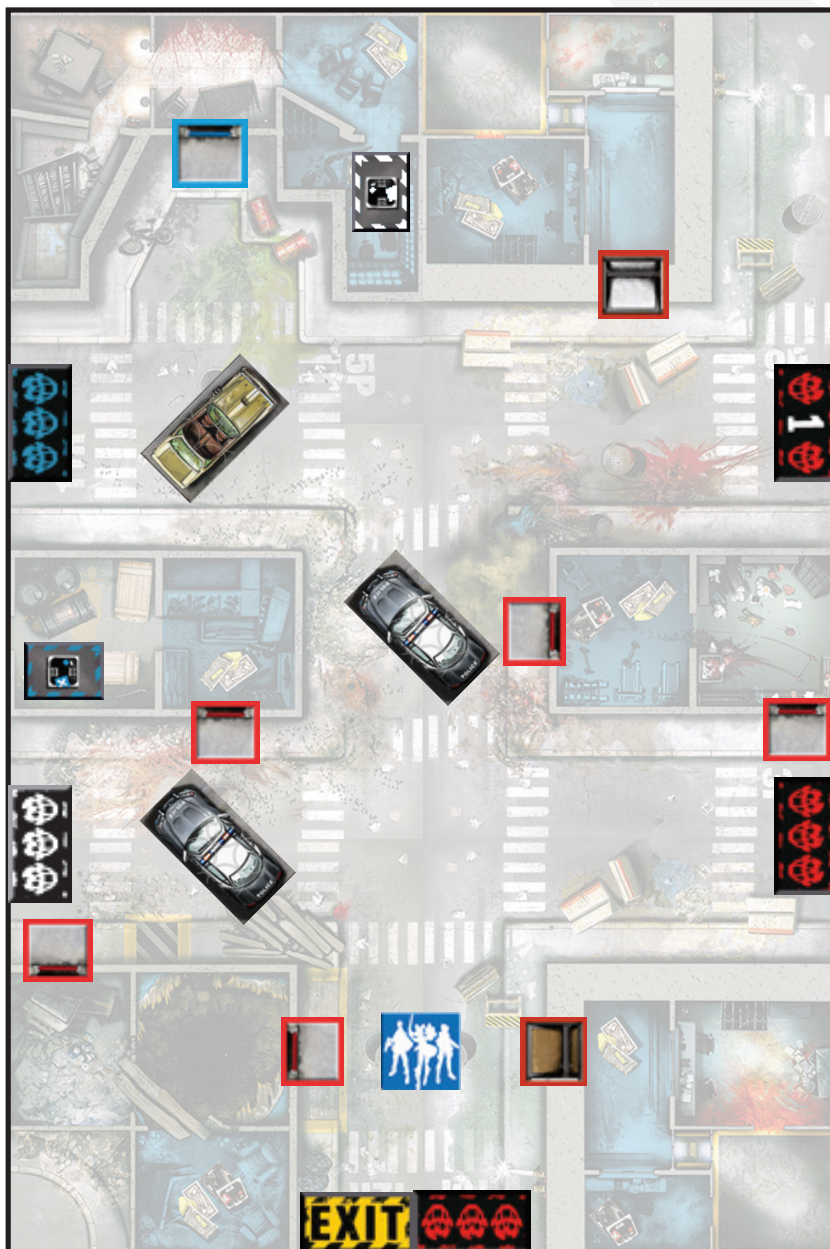
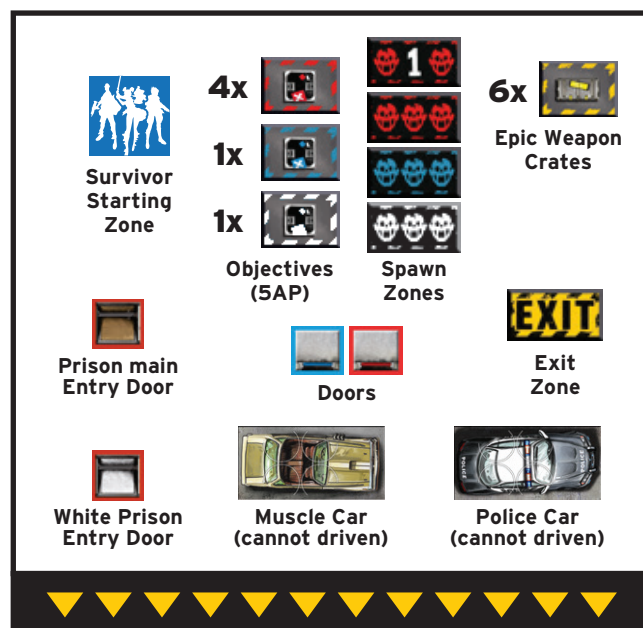
**• Flaming cars.** Survivors cannot enter or cross a Zone with a car token in any way (with the Jump or Sprint Skills, for example). Zombies are not affected by this rule. Of course, cars cannot be used or Searched.

**• Rescue material.** Each Objective gives 5 Adrenaline Points to the Survivor who takes it.

- Taking a Red Objective also grants the Survivor a fire extinguisher. Place the Objective token on the Survivor's Dashboard. It doesn't take up an inventory slot. By spending 1 Action at Range 1 from a car, a Survivor may use it to put out the flames. Discard both the Red objective token from the Survivor's Dashboard and the car token. The Zone the flaming car occupied can now be entered or crossed normally.
- The Blue door cannot be opened until the Blue Objective has been taken. The Blue Spawn Zone becomes active as soon as the Blue Objective is taken. Then, remove the Spawn Zone token next to the Survivor Starting Zone.
- The White door cannot be opened until the White Objective has been taken. The White Spawn Zone becomes active as soon as the White Objective is taken. Then, remove the Spawn Zone token straddling tiles 3P and 10P.

**• We found them.** When a Survivor takes the White Objective, they may pick any two Companion cards from the Equipment deck, then shuffle the deck. The new Companion cards do not grant additional AP.

**• Weapons of a new era.** Each Epic Weapon Crate gives a random Epic Weapon, among those still available, to the Survivor who takes it. They can reorganize their inventory for free.





## M18 - BELLE'S BUMRUSH

Medium / 90 minutes

"We MUST go! It's huge! Full of BOXES! Full of...of... things! No one ever goes there. Everybody was turned into zombies in the first hours. Can you imagine what we could find in a warehouse that big, from the big, big, big e-commerce Am..."

"Ok, Belle. We'll go. But remember, other survivors have tried and were forced to retreat, leaving everything behind..."

"Even better! More things for us! Imagine... We just bumrush the place! We appear suddenly, rush for the boxes, and get away before the zombies react. It's a plan! Let's go! Let's Go! LET'S GOOOOO!!"

Tiles needed: 4P, 9R, 10P, 11V, 12P & 12V.

### • OBJECTIVES

**Bumrush.** Accomplish the Objectives in this order to win the game:

1- Get all Epic Weapon Crates.

2- Exit with all Survivors. Any Survivor may escape through any eligible street Zone (See Bumrush Exit Special Rules below) at the end of their Turn, as long as there are no Zombies in it.

### • SPECIAL RULES

• **Setup.** Split the Survivors as evenly as possible between the 3 Starting Zones.

• **The Storage Alarm is still Working.** The U-shaped building represents a storage building. As soon as a door leading inside this building is opened:

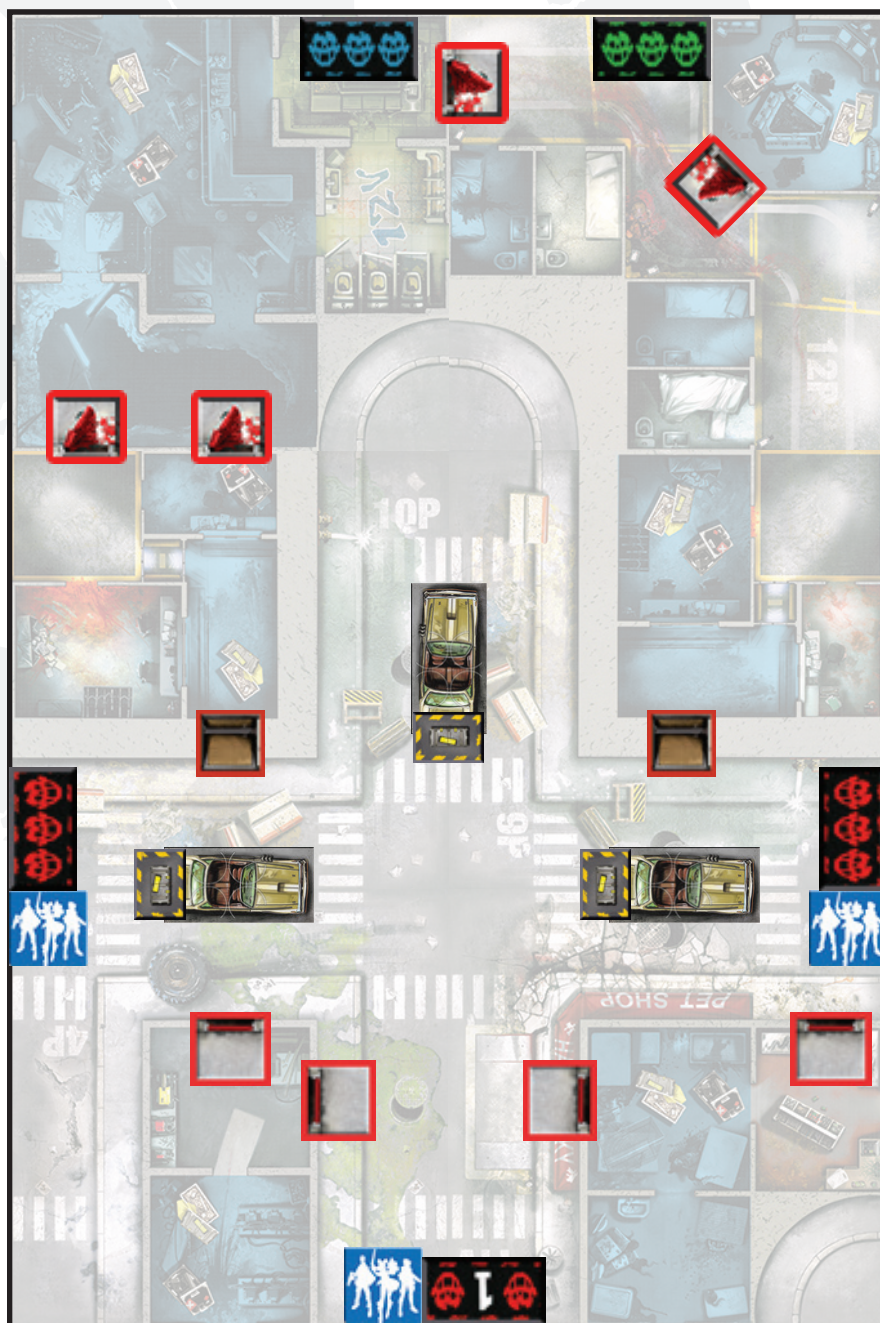
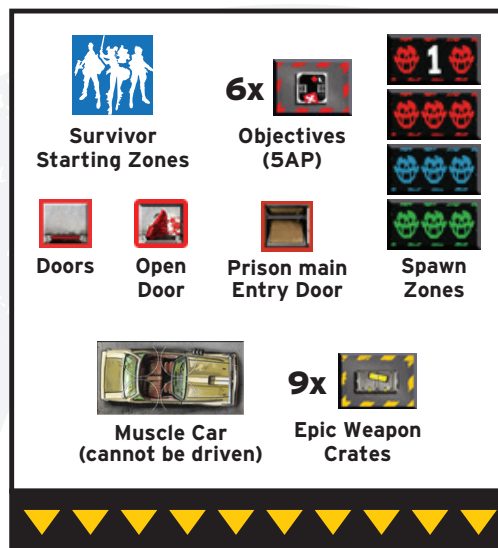
- ALL other doors of this building also open.
- The green and the blue Spawn Zones become active.

• **The Cars are Out of Order.** The Muscle Cars cannot be driven. Each one contains a single Epic Weapon. Place an Epic Weapon Crate on top of each Muscle Car. The Epic Weapon Crate gives a random Epic Weapon, among those still available, to the Survivor who takes it. They can then reorganize their inventory for free.

• **Goodies.** Each Epic Weapon Crate gives a random Epic Weapon, among those still available, to the Survivor who takes it. They can reorganize their inventory for free.

• **Bumrush Exit.** Once all the Epic weapon Crates have been taken, any street Zone on the edge of the board is considered an Exit Zone.

12V	12P
10P	9R
4P	11V





## M19 - RECESS

Hard / 120 minutes

Our friends are trapped inside this prison. The only way we can all escape is through the prison yard. The other problem is that our friends also took the bolt cutters with them. I guess we need to save them so that we can get out of here, and play with their toys. Time for recess!

Tiles needed: 1P, 2P, 5P, 7P, 9P, 10V, 11R, 12R, & 12V.

### • OBJECTIVES

**Save our friends and get to play.** Accomplish the Objectives in any order to win the game:

**1- Save all your friends.** You must take all 8 Companion tokens.

**2- Find the keys.** Take all Objectives until you find the White Objective.  
Then

**3- Go play!** Reach the Exit with all Survivors and Companions. Any Survivor and their Companion may escape through this Zone at the end of his turn, as long as there are no Zombies in it.

### • SPECIAL RULES

• **Setup.** Place the White Objective randomly among the Red Objectives, facedown.

• **These are not toys, bumper.** Each Objective gives 5 Adrenaline Points to the Survivor who takes it. Taking the White Objective allows any Survivor to open the White Prison Entry Door. Taking the White Objective also activates the White Spawn zone.

• **Friends to play with.** Place Companion tokens in the indicated Zones. Each Companion gives 5 Adrenaline points to the Survivor who takes him.

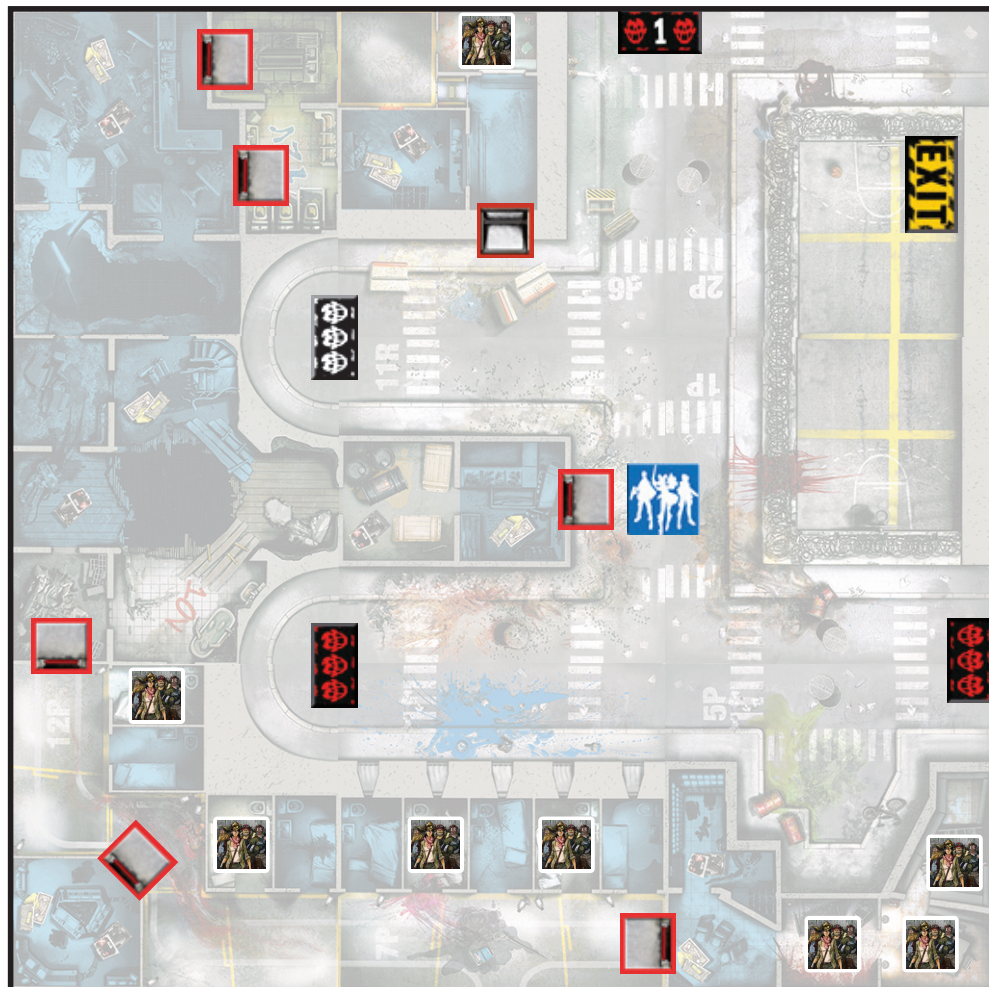
• **Its more fun to play with others.** Any Survivor with a Handyman in their inventory, that is standing in a Zone with Barbwire Fences, may spend 2 Actions to cut a hole in the fence. Place a Torn Barbwire token in the zone.

• **Toys to make your friends jealous.** Each Epic Weapon Crate gives a random Epic Weapon, among those still available, to the Survivor who takes it. They can then reorganize their inventory for free.



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

Survivor Starting Zone	Exit Zone
White Prison Entry Door	Epic Weapon Crates
5x	
Objectives (5AP)	Spawn Zones
1x	
Companions (5AP)	Doors





## M20 - JUST A NIGHTMARE

Hard / 150 minutes

Night after night, I wake up from this horrible nightmare. I'm in a prison. All the doors are wide open. Zombies are coming from everywhere. I can't see an exit. No escape. I don't need to explain how it ends, right? Last night, I woke up with an idea. I'm a survivor. I zombicide. I don't escape the zombie invasion, I face it-and it's fun! This is a zombie nightmare, so I don't have to fear it. I will go to bed, face it, and it will be fun!

Tiles needed: 8P, 12P, 12V, 13P, 14P & 15P.

### • OBJECTIVES

**You aren't trapped with a bunch of Zombies. They are trapped with you!**

Accomplish the Objectives in this order to win the game:

- 1- Reach the Orange Danger Level with all Survivors.** Zombicide time!
- 2- Find the exit.** Take the Objectives until you find the Yellow one. Replace it with the Exit token.
- 3- Get out of this nightmare.** Reach the Exit Zone 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. **Losing a found Companion will not cause you to lose this mission.**

12P	13P
8P	14P
12V	15P

### • SPECIAL RULES

#### • Setup: A prison for your soul.

- Place one Yellow and three Red Objectives randomly, face down. These Objectives can't be taken until all Survivors have reached the Orange Danger Level. Each Objective gives 5 Adrenaline points to the Survivor who takes it.
- Spawn Zombies in the Dark Zones of the starting tile (14P).

#### • From the black depths of your imagination.


- Each Game Round, before the First Player begins, spawn Zombies in every Dark Zone on the starting tile (14P).
- Each time a Survivor enters a tile without another Survivor on it, Spawn Zombies in every Dark Zone on the tile.

**• I see rotten people!** The Violet and the White Spawn Zones are inactive from the beginning. Flip the corresponding token to its active Red side whenever a Zombie enters its Zone.

#### • Switches of triumphant will.


- Activate the Violet Switch to flip the Violet Spawn Zone token to its inactive Violet side.
  - Activate the White Switch to flip the White Spawn Zone token to its inactive White side.
- Activating a Switch gives 5 Adrenaline points to the Survivor who activates it, each time they spend an Action to activate it. A Switch cannot be activated if the corresponding colored token already shows its colored side.

**• Dream weapons!** Each Epic Weapon Crate gives a random Epic Weapon, among those still available, to the Survivor who takes it. They can reorganize their inventory for free.




**Survivor**  
Starting Zone


**3x**



**1x**




Objectives (5AP)

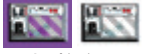


**Open Doors**

**4x**




**Epic Weapon Crates**





**Switches**


**1**



**1**







Spawn Zones





## M21 - THE RED CAP'S LAIR

Medium / 45 minutes

We had an unusual encounter while looking for supplies: Red Cap Ben\*, a moody guy renowned for being a hardcore and paranoid survivalist, came to us asking for help. We're always wary about traps, but we know Ben and saw how much of a pain it is for him to ask for a favor. It was clear on his face it was not a lie. Ben's shelter was assaulted by zombies, and he left in a hurry after barricading it. Three days has passed and the zombies are still hanging around.

He desperately needs "something" he left inside, and can't get access on his own. After a small talk, he even offered to share. What could a guy like him need so desperately?

Perhaps this little raid could earn us the Red Cap's sympathy. That would prove invaluable.

Tiles needed: 1R, 4R, 11V, & 12R.

### • OBJECTIVES


**Raid and loot:** Activate all Event triggers and take all Objectives.

1R	12R
4R	11V


 Survivor Starting Zone


 Event triggers

6x  Objectives (5AP)

 1  
Spawn Zones

4x  Epic Weapon Crates

 Open Doors

 Complete Barricade

 1 2 3  
4 5 6  
Spawn locators

### • SPECIAL RULES

- **...Antiseptics, a dynamo, handmade soap, a water purifier.** Each Objective gives 5 Adrenaline points to the Survivor who takes it.
- **Looking for...** Each Event token gives 5 Adrenaline points to the Survivor who activates it.
- **Anti-survivor barricades.** Barricades can only be destroyed by Zombies.
- **Who knew Red Cap would have these?** Each Epic Weapon Crate gives a random Epic Weapon, among those still available, to the Survivor who takes it. They can reorganize their inventory for free.





## M22 - MA'S RECIPE

Medium / 60 minutes

Our secret for survival? Ma's recipe. Ma is Ned's mother. She taught him many useful things about survival, even if I admit the method to eat larvae was a little too much. She also left her secret recipe for the ultimate weapon: Ma's Shotgun. Of course Ned forgot everything but his mother left the recipe in... in her kitchen? Or in a case, at the full-contact club she was training in. Or it could be at the neighbor's, next door, or she gave it to the cashier who helped her with the shopping... well, you know Ned. The kind of guy to forget his bunker keys on the inside. We're on the way to explore the whole street where Ma used to live to get her "recipe".

Tiles needed: 1R, 4R, 5R, 8R, 11R, & 12R.

### • OBJECTIVES

Accomplish the following tasks in this order:

**1- Where is this damn recipe?** The recipe is represented by the Blue Objective, hidden among not-so-useful things: Red Objectives.

**2- Build Ma's Shotgun!** See special rules.

**3- On the move!** After building Ma's Shotgun, reach the Exit Zone with all Survivors and Companions. A Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies.

### • SPECIAL RULES

• **Set up.** Set aside the Ma's Shotgun.

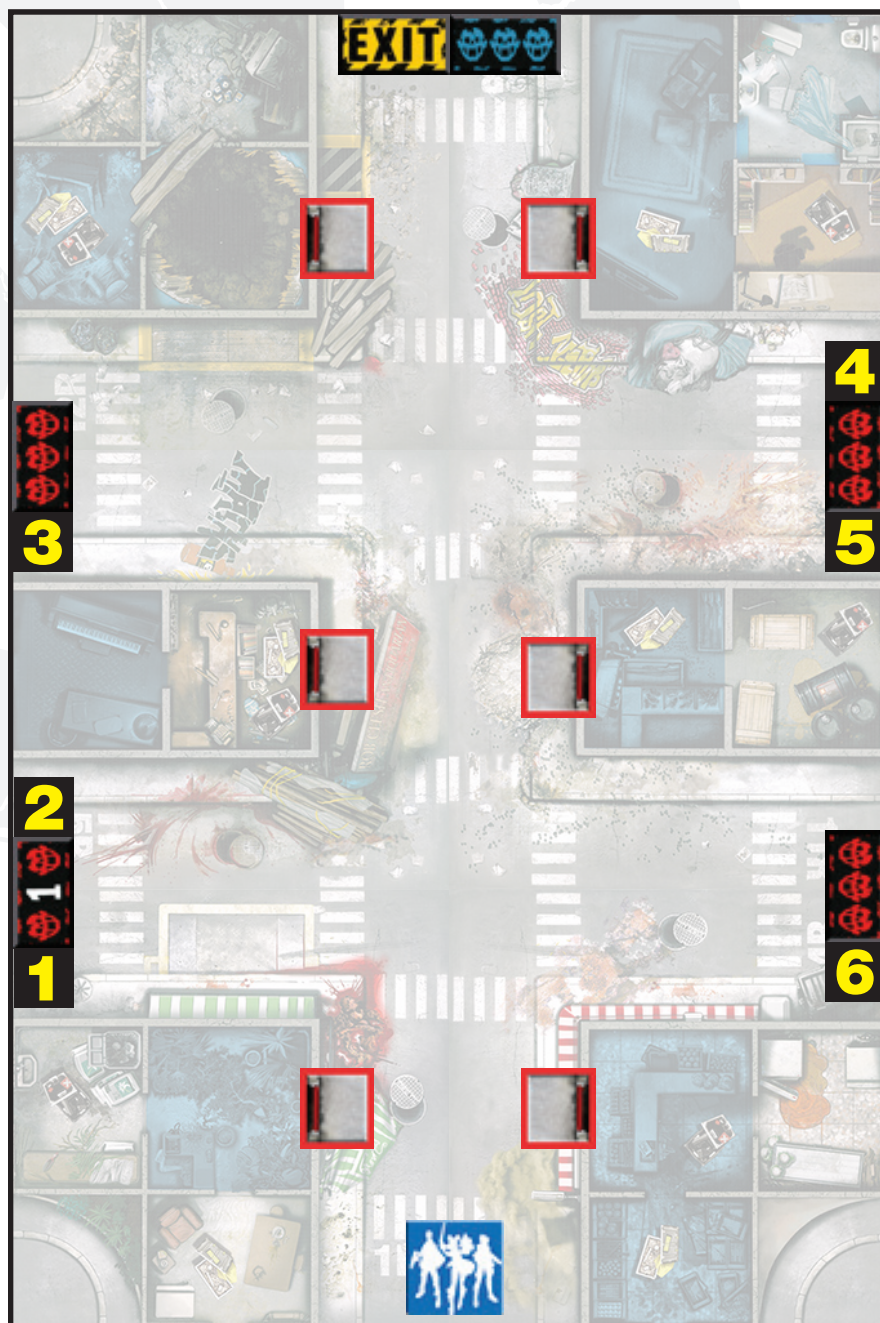
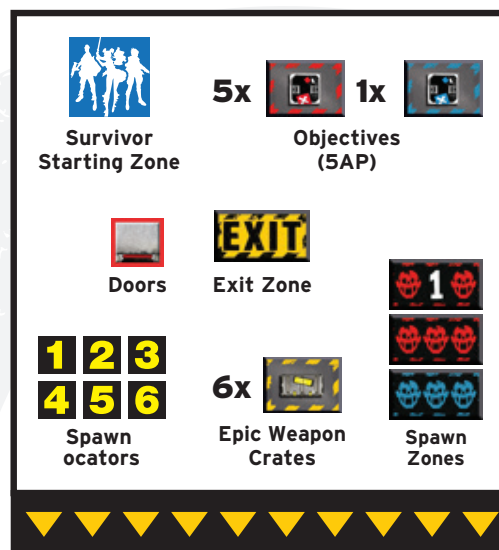
• **Looking for Ma's recipe.** Put the Blue Objective randomly among the Objectives, face down. Each Objective give 5 Adrenaline points to the Survivor who takes it. Once the Blue Objective has been found:

- The Blue Spawn Zone activates.
- A Survivor whose Inventory holds at least a Sawed-Off and a Machete can spend an action to build Ma's Shotgun. Discard the Sawed-Off and the Machete cards and give him Ma's Shotgun card. His inventory can be reorganized for free.

• **These are from a different recipe.** Each Epic Weapon Crate gives a random Epic Weapon, among those still available, to the Survivor who takes it. They can reorganize their inventory for free.

**NOTE:** If you are playing with an Equipment deck that does not include a Machete or Sawed-off, then before the game begins, select a Melee and Ranged weapon that has the Dual symbol as the ingredients to the recipe.

12R	8R
5R	11R
1R	4R





# M23 - CLOSING OPERATION

Hard / 150 minutes

As usual this hospital is a zombie paradise. The corpses are completely dessicated, and you can hear the moaning from a mile away. It's like old leather creaking. The noise is slowly driving us mad, so we're going to stop it. The hospital will burn!

Tiles needed: 3V, 5R, 6V, 9R, 10R, & 12V.

## • OBJECTIVES

**1- Find the keys to the hospital's doors and use them.** Take the Objectives until you find the Blue and Pink ones. Use them to lock both hospital doors.

**2- Fill the hospital.** Kill Zombies until there are no more Zombies on the board except in the hospital. Victory! Your team sets the hospital on fire and walks away, enjoying the silence.

## • SPECIAL RULES

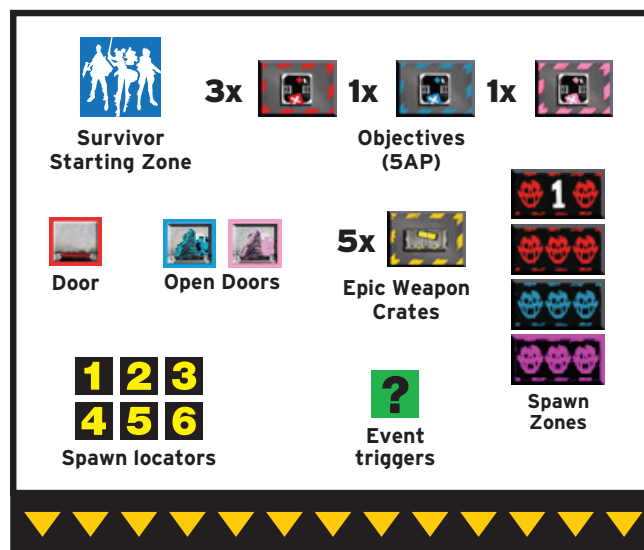
• **Laboratory equipment.** Put the Blue and Pink Objectives randomly among the Objectives, face down. Each Objective give 5 Adrenaline points to the Survivor who takes it.

• **Hospital closing.** Once the Blue Objective has been taken, any Survivor next to the Blue Door can spend one Action to open or close it. Once the Pink Objective has been taken, any Survivor next to the Pink Door can spend one Action to open or close it. No Equipment is required. Opening the hospital again doesn't spawn Zombies.

• **Zombies knocking at the door.** When the Blue Door is closed, the Blue Spawn Zone activates. When the Pink Door is closed, the Pink Spawn Zone activates. When Spawning, begin with these Spawn Zones (if they are activated, of course!), and finish with the ones with Spawn locators.

• **These are not beakers...** Each Epic Weapon Crate gives a random Epic Weapon, among those still available, to the Survivor who takes it. They can reorganize their inventory for free.

3V	2V
6V	8R
1R	7V





## M24 - THE TUNNEL PART 1

Medium / 180 minutes

We don't know who dug this tunnel, and that's quite intriguing. We're going down to get answers. Who knows? There might be survivors on the other side. A shelter, friends perhaps... maybe even food!

Tiles needed: 1R, 3R, 4R, 6R, 10R & 11V.

### • OBJECTIVES

**Take all the Objectives.** Be careful! You definitely don't want to fight zombies in a tunnel.

**The Mission fails as soon as a Zombie reaches the Player Starting Area.**

### • SPECIAL RULES

• **Hey, look what I found!** Each Objective give 5 Adrenaline points to the Survivor who takes it.

• **We could use some help.** Each Survivor begins the game with a Companion (see P. ??) of their player's choice.

• **This is no heaven.** You'll soon discover why they barricaded the doors. Destroyed barricades can be rebuilt.

• **These will be great to take into the tunnel with us.** Each Epic Weapon Crate gives a random Epic Weapon, among those still available, to the Survivor who takes it. They can reorganize their inventory for free.



1R	11V
6R	10R
3R	4R

Survivor Starting Zone

8x

Objectives (5AP)

5x

Epic Weapon Crates

Doors

Open Doors

1 2 3

4 5 6

Spawn locators

Complete Barricade

1

Spawn Zones





## M25 - THE TUNNEL PART 2

Hard / 180 minutes

Okay, I admit that exploring the tunnel was a bad idea. Turns out this isn't one tunnel but a whole bunch of underground passages. And... we got lost on our way home. To make matters worse, zombies are close on our heels. I can see some light! Let's get out, wherever we are, and seal this maze forever! I prefer finding my way home in broad daylight.

Tiles needed: 2R, 4R, 7R, 8R, 10V & 12V.

### • OBJECTIVES

**Shut the tunnels!** Use Molotov Cocktails on the Blue and the Pink Spawn Zones to collapse the tunnels (see the Special Rules).

### • SPECIAL RULES

• **Oooh shiny!** Put the Blue and Pink Objectives randomly among the Objectives, face down. Each Objective give 5 Adrenaline points to the Survivor who takes it. Taking the Blue or Pink Objective grants the Survivor a Molotov Cocktail. If no Molotov Cocktail card is available, the Survivor only gets the experience points.












• **Crawling out.** 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.

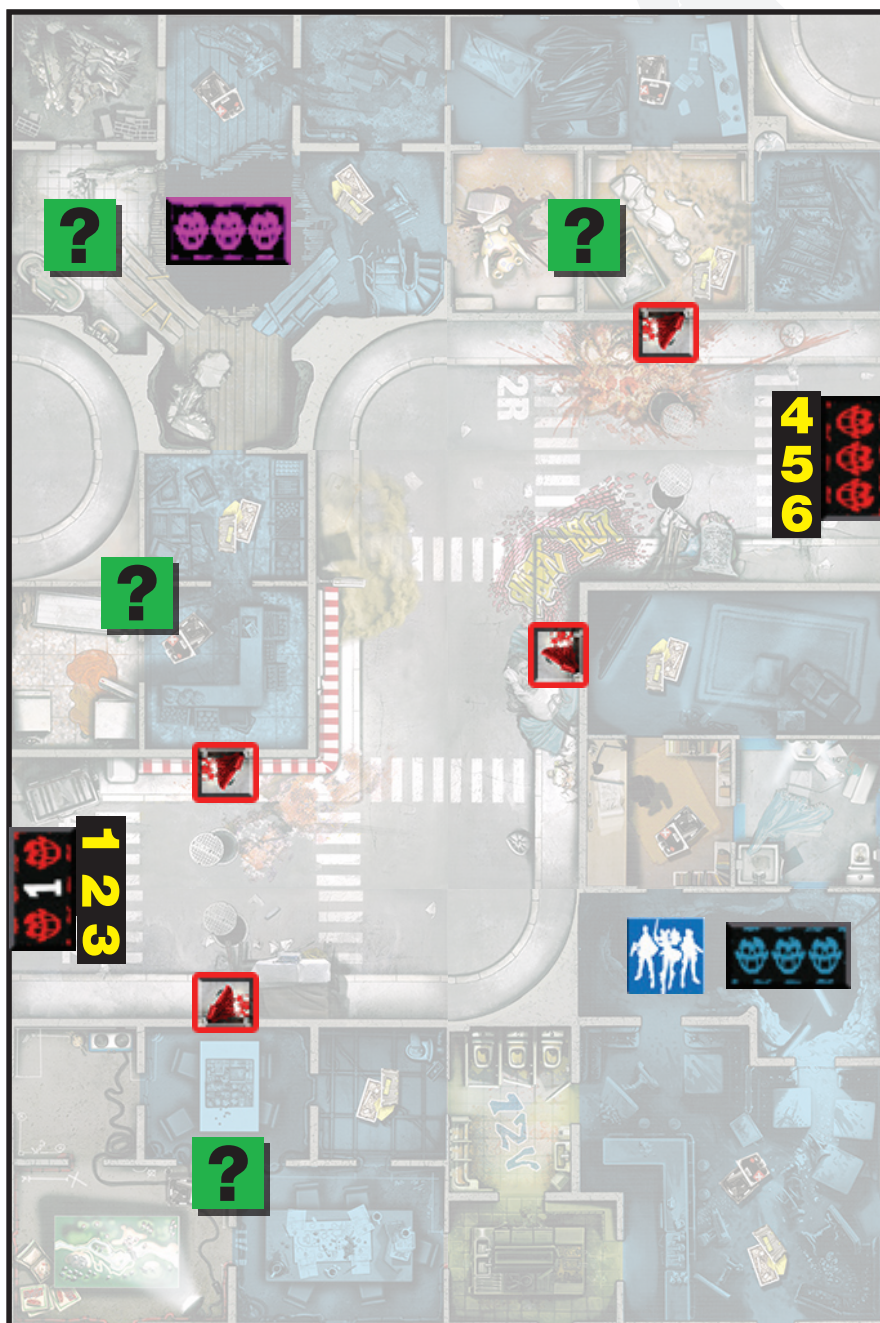
• **Noises in the dark.** The Blue and the Pink Spawn Zones are active from the start.

• **Fire in the hole!** Throwing a Molotov on a Hole Zone removes the Spawn Zone as well. The Survivor gets an additional 10 experience points.

• **Lets take these home.** Each Epic Weapon Crate gives a random Epic Weapon, among those still available, to the Survivor who takes it. They can reorganize their inventory for free.

10V	2R
4R	8R
7R	12V

 Survivor Starting Zone	 Event triggers	6x  Epic Weapon Crates
 Open Doors	4x  1x  1x 	 1   Spawn Zones
 Spawn locators	Objectives (5AP)	





## M26 - THE CLEANERS

Medium / 120 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!**

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

### • OBJECTIVES

**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).

### • SPECIAL RULES

• **Pleasant surprises.** Each Objective gives 5 Adrenaline 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 adrenaline gain) and its matching Companion miniature for free.

• **Danger Zones.** All Spawn Zones are active at the start of the game.

• **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.

• **Not usually found in a dispensary.** Each Epic Weapon Crate gives a random Epic Weapon, among those still available, to the Survivor who takes it. They can reorganize their inventory for free.

12R 6V

1R 10V



Survivor  
Starting Zone



Event  
triggers

3x



1x



Objectives  
(5AP)

4x



Epic Weapon  
Crates



Spawn  
Zones



Spawn  
Zones



Door

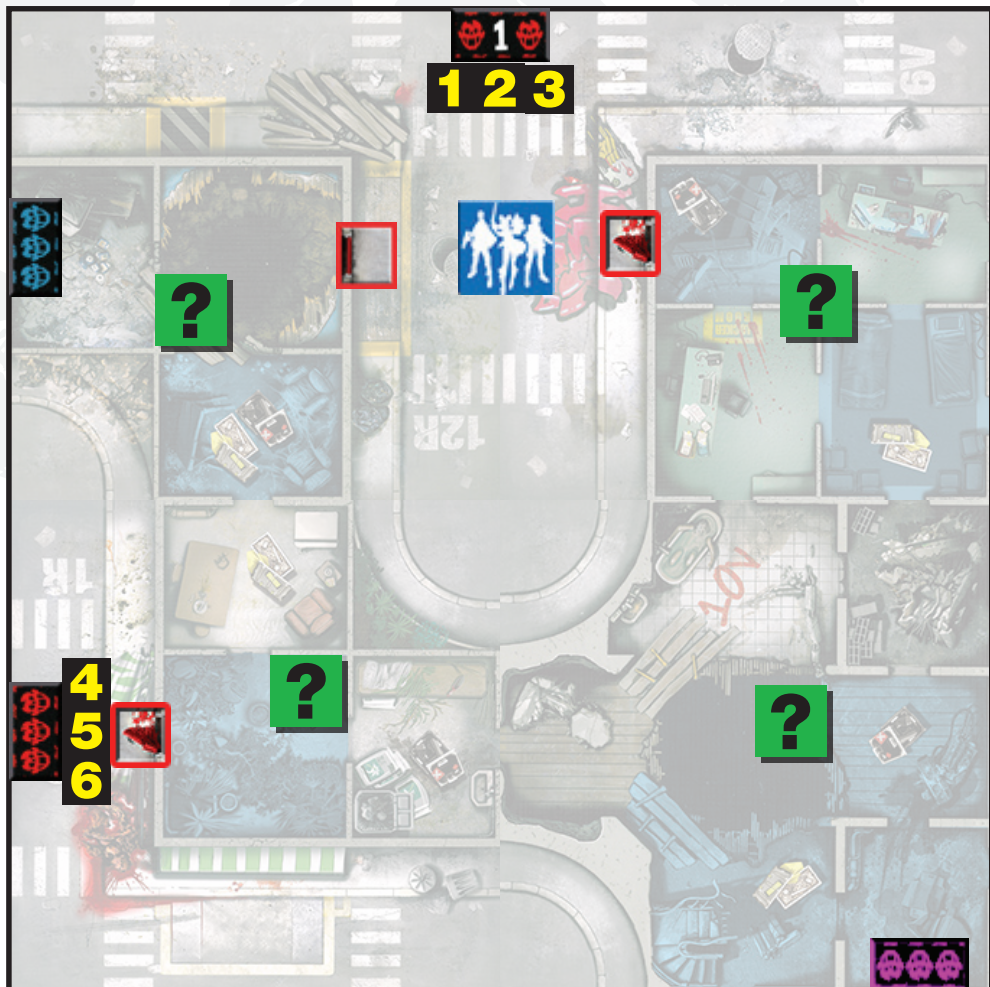


Open Door

1 2 3

4 5 6

Spawn locators





## M27 - PLACE YOUR BAIT

Medium / 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.

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

### • OBJECTIVES

**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

• **Things that have to be done.** Each Objective gives 5 Adrenaline points to the Survivor who takes it.






• **Better than cheese.** Shuffle 2 Gunman, 2 Handyman, 2 Searcher, and 2 Sniper Companion cards into the Equipment deck. Any kept Companion card awards the Survivor who found the Companion card 5 Adrenaline points.

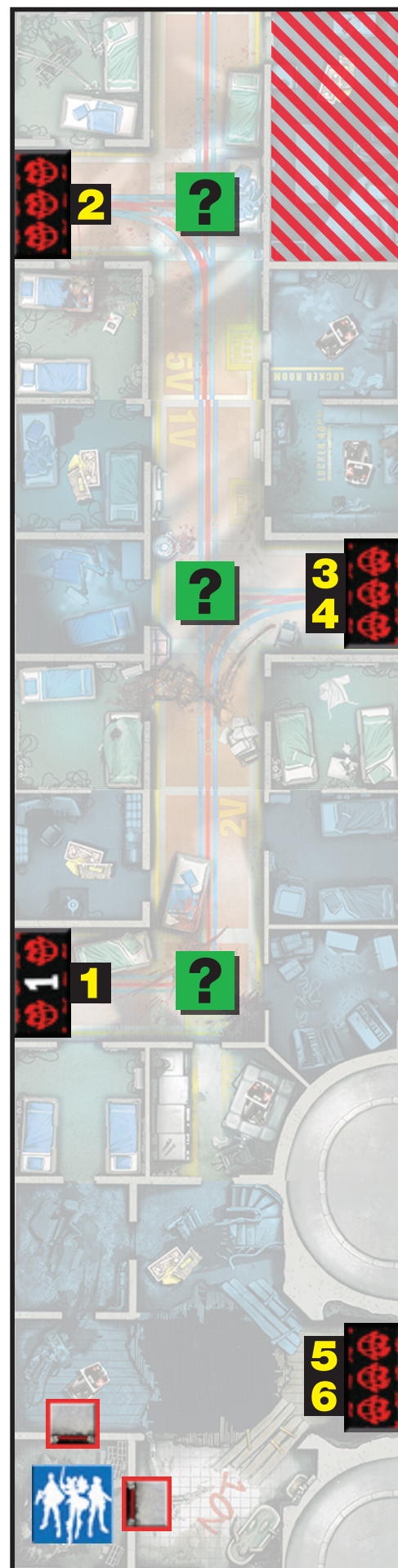
• **Allons enfants de la patrie.** Any Survivor taking the Epic Weapon crate on tile 5V takes a La Guillotine card instead of an Epic Weapon card.

• **Waiting for the bomb to drop.** Until all Event Triggers are activated, replace all spawning A-Bomb Abominations with a Skinner Brute and two Skinner Walkers.  
- As soon as the last Event Trigger is activated, place an A-Bomb Abomination in the mortuary Zone of tile 5V.

• **I knew I forgot more than my socks.** Each Epic Weapon Crate gives a random Epic Weapon, among those still available, to the Survivor who takes it. They can reorganize their inventory for free.



 Survivor Starting Zone	4x  Objectives (SAP)	4x  Epic Weapon Crates	 A-Bomb Spawn location
 Spawn locators	 Spawn Zones	 Event triggers	





## M28 - THE PARKER EXPERIENCE

Hard / 120 minutes

We never really wondered why brutes were, well, brutes, or how they became the zombies' underbosses, but Parker does. Everyone guessed they were bullies of some kind when human, and the infection simply strengthened this aspect of their personality. Why, then, Parker asks, are they larger and bulkier, and how do they attract walkers to them? Now I can't help but think about it every time I see a brute. I'm sure we all do. That's why we're going to help Parker to trap a few brutes for experimentation. I just don't want to see the probes she will use. No, no.

Tiles needed: 3V, 5R, 6V, 9R, 10R, & 12V.

### • OBJECTIVES

**1- Get a few Brutes for Parker to toy with.** At least four Skinner Brute miniatures, and Skinner Brutes only, are in the Hole Zone of tile 12V ("Brute trap").

**2- Clear the Lab.** There are no Zombies on tile 3V.

### • SPECIAL RULES

• **Laboratory equipment.** Each Objective gives 5 Adrenaline points to the Survivor who takes it. The Blue and Pink doors cannot be opened until the corresponding Objectives have been taken.



• **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 Adrenaline points to the Survivor who takes them.

• **The armory's prize.** Set the La Guillotine card in the marked Zone. Any Survivor taking the Epic Weapon Crate in this Zone takes this instead of an Epic Weapon card.

• **Hospital invasion.** The Spawn Zone on tile 3V doesn't have a Spawn locator.

• **These are not beakers...** Each Epic Weapon Crate gives a random Epic Weapon, among those still available, to the Survivor who takes it. They can reorganize their inventory for free.

3V	12V
9R	6V
10R	5R

	2x		1x		1x	
Survivor Starting Zone		Objectives (5AP)				
				4x		
Doors		Open Door		Epic Weapon Crates	Spawn Zones	
						
8 Companions & La Guillotine		Brute trap		Event triggers		
            						






## M29 - CAMP NIGHTMARE




Hard / 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?


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




 **6x**  
Survivor Starting Zone


 **1x**
 **1x**
 **1x**  
Objectives (5AP)




  
Doors


  
Open Door

 **?**  
Event triggers

 **1**
 **2**
 **3**  
Spawn locators

 **EXIT**  
Exit Zone

 **2x**  
Epic Weapon Crates

 **1**  
Spawn Zones

Tiles needed: 7V, 8V, 9V, 10R, 11V & 12R.

### • OBJECTIVES

**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 Adrenaline points to the Survivor who takes it.

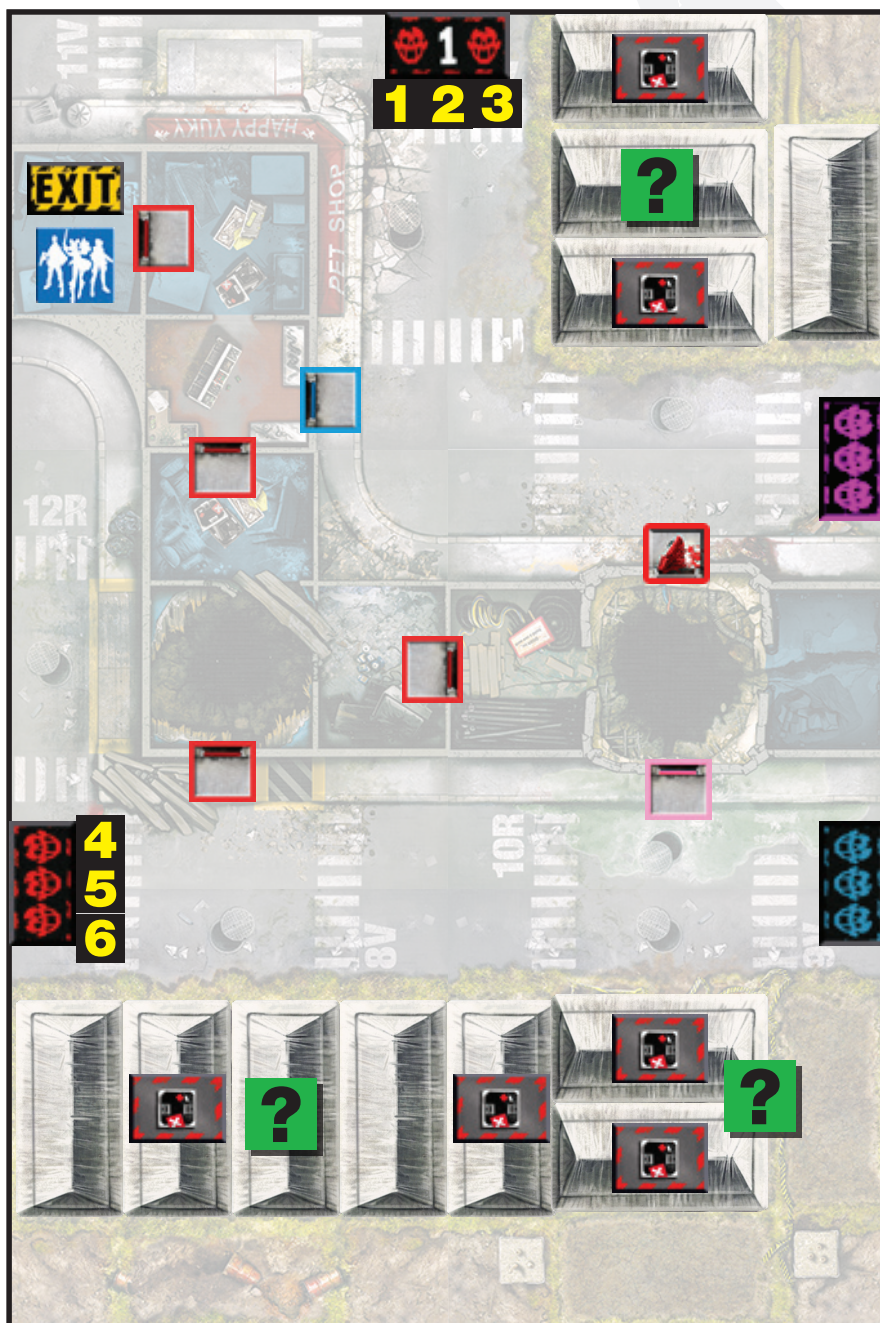
- Taking a Red Objective grants the Survivor a random Companion card (without additional Adrenaline gain) and its matching Companion miniature.

- 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.

• **Friends are great but these are better!** Each Epic Weapon Crate gives a random Epic Weapon, among those still available, to the Survivor who takes it. They can reorganize their inventory for free.





## M30 - NED'S KEY

Hard / 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?

Tiles needed: 1R, 2R, 4R, 5R, 7R, 9R, 10R, 11V & 12V.













### • OBJECTIVES

**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.

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

	
Survivor Starting Zone	Spawn Zones
5x 	
1x 	Stairs
1x 	
Objectives (5AP)	Exit Zone
	
Doors	Open Door
7x 	
Epic Weapon Crates	
	
Spawn locators	Event triggers

### • SPECIAL RULES

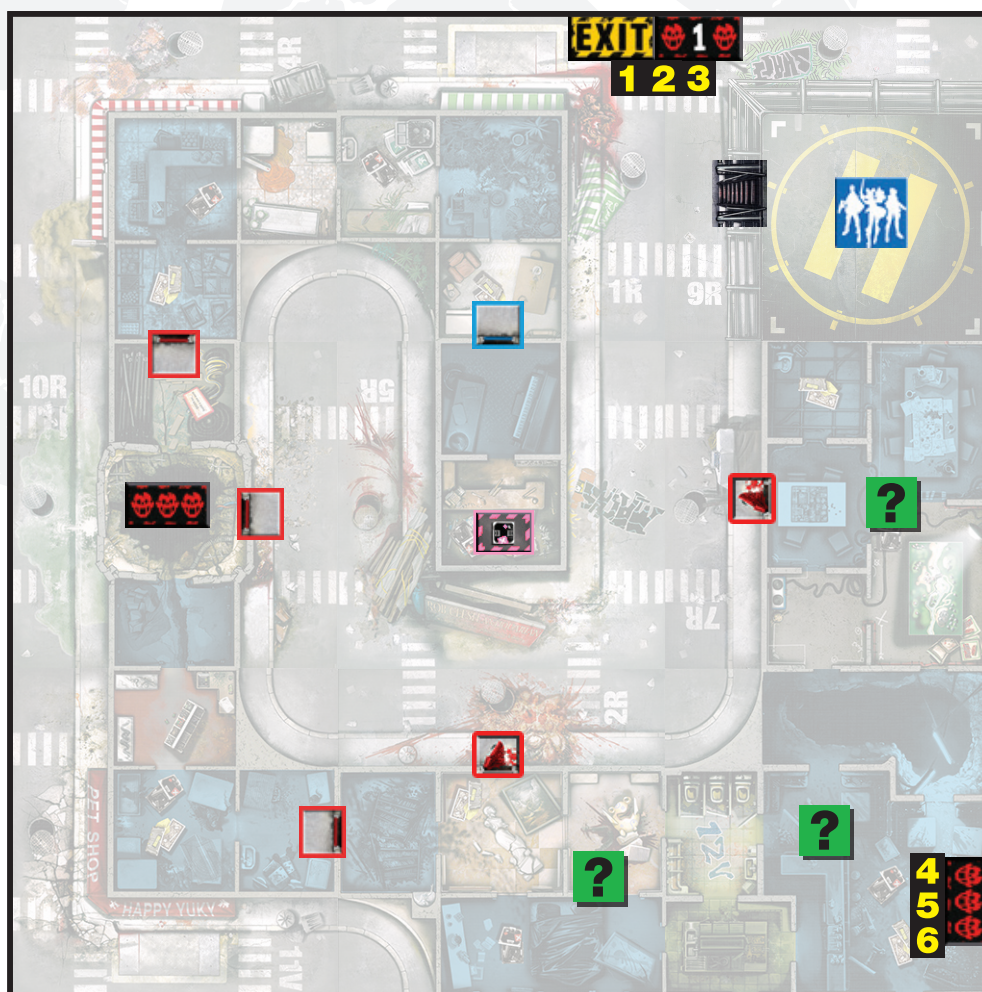
**• Keys. Keys? KEYS!** Each Objective gives 5 Adrenaline points to the Survivor who takes it. Put the Blue Objective randomly among the Red Objectives, face down. The Blue door cannot be opened until the Blue Objective has been taken.

**• Will these people make it to the bunker?** Shuffle 2 Gunman, 2 Handyman, 2 Searcher, and 2 Sniper Companion cards into the Equipment deck. Any kept Companion card awards the Survivor who found the Companion card 5 Adrenaline points.

**• Infected trampling.** The Spawn Zone on tile 10R doesn't have a Spawn locator and activates after numbered Spawn Zones.

**• 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.

**• Unearthed treasures.** Each Epic Weapon Crate gives a random Epic Weapon, among those still available, to the Survivor who takes it. They can reorganize their inventory for free.





# GAME ROUND SUMMARY

EACH ROUND BEGINS WITH:

## 01 - PLAYER PHASE

The player with the First Player token activates all of their Survivors, one after the other, in any order. When they're done, the next player's Turn begins. Play clockwise. Each Survivor has 3 Actions to spend, chosen from the following list. Unless otherwise stated, each Action may be performed several times per Activation.

- **MOVE:**

Move 1 Zone (spend extra Actions if there are Zombies in the starting Zone).

- **SEARCH (1 x per Turn)**

In a building Zone free of Zombies only. Draw a card from the Equipment deck.

- **OPEN DOORS:**

The Survivor uses Door-opening Equipment to open a door in their Zone. No roll is required.

*NOTE: Open Doors cannot be closed again.*

- **REORGANIZE/TRADE:**

The Survivor can reorganize the cards in their inventory in any way the player wishes. The Survivor can simultaneously exchange any number of cards with 1 other Survivor currently in the same Zone. This other Survivor may reorganize their own inventory for free.

- **COMBAT ACTION:**

**Melee Action:** Equipped Melee weapon required.

**Ranged Action:** Equipped Ranged weapon required.

- **TAKE OR ACTIVATE AN OBJECTIVE** in the Survivor's Zone. If taking an Epic Weapon Crate, pick a card from the Epic Weapon deck.

- **MAKE NOISE:** Put a Noise token in the Survivor's Zone.

- **DO NOTHING:** All remaining Actions are lost.

WHEN EVERY PLAYER HAS FINISHED

## 02 - ZOMBIE PHASE

### STEP 1: ACTIVATION

Each Zombie activates and spends its Action on either an Attack or a Move, depending on the situation. Resolve all the Attacks first, then all the Moves. Each Zombie performs either an Attack OR a Move with a single Action.

- **ATTACK:**

Each Zombie in the same Zone as Survivors performs an Attack. A Zombie's Attack is always successful and does not require any die rolls.

- **MOVE:**

The Zombies that have not Attacked use their Action to Move 1 Zone toward Survivors.

*NOTE: Runners get 2 Actions, so they can attack twice, attack and move, move and attack, or move twice.*

### STEP 2: SPAWN

Using Zombie Spawn tokens, the Mission maps show where Zombies appear at the end of each Zombie Phase. These are the Spawn Zones.

- The **Starting Spawn Zone** is always the first one to spawn.

- Always draw Zombie cards for all Spawn Zones in a clockwise order starting with the Starting Spawn Zone.

- Zombies spawn following the **highest Danger Level** among Survivors (Blue, Yellow, Orange, or Red).

## 03 - END PHASE

- Remove all Noise tokens from the board.
- The first player hands the First Player token to the player to their left. Another Game Round then begins.

# TARGETING PRIORITY ORDER

When several targets share the same Targeting Priority Order, the players choose which ones are eliminated first.

Targeting Priority	Name	Actions	Min.Damage to kill	Adrenaline earned
1	TOXIC BRUTE/TOXIC ABOMINATION	1	2/3	1/5
2	BESERKER BRUTE/BRUTE/SKINNER BRUTE/ABOMINATION	1	2/3	1/5
3	TOXIC WALKER	1	1	1
4	BESERKER WALKER/SEEKER/SKINNER WALKER/WALKER	1	1	1
5	TOXIC RUNNER	2	1	1
6	BESERKER RUNNER/RUNNER/SKINNER RUNNER	2	1	1