

#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? Mmmmh.
-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.

		
Player starting area	Abomination	Complete barricade
		
Objective (5 XP)	Companion (5 XP)	
		
Exit Zone	Spawn Zone	Door
		
		Open door

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

