

NIGHTMARE HORSE ABOMINATION

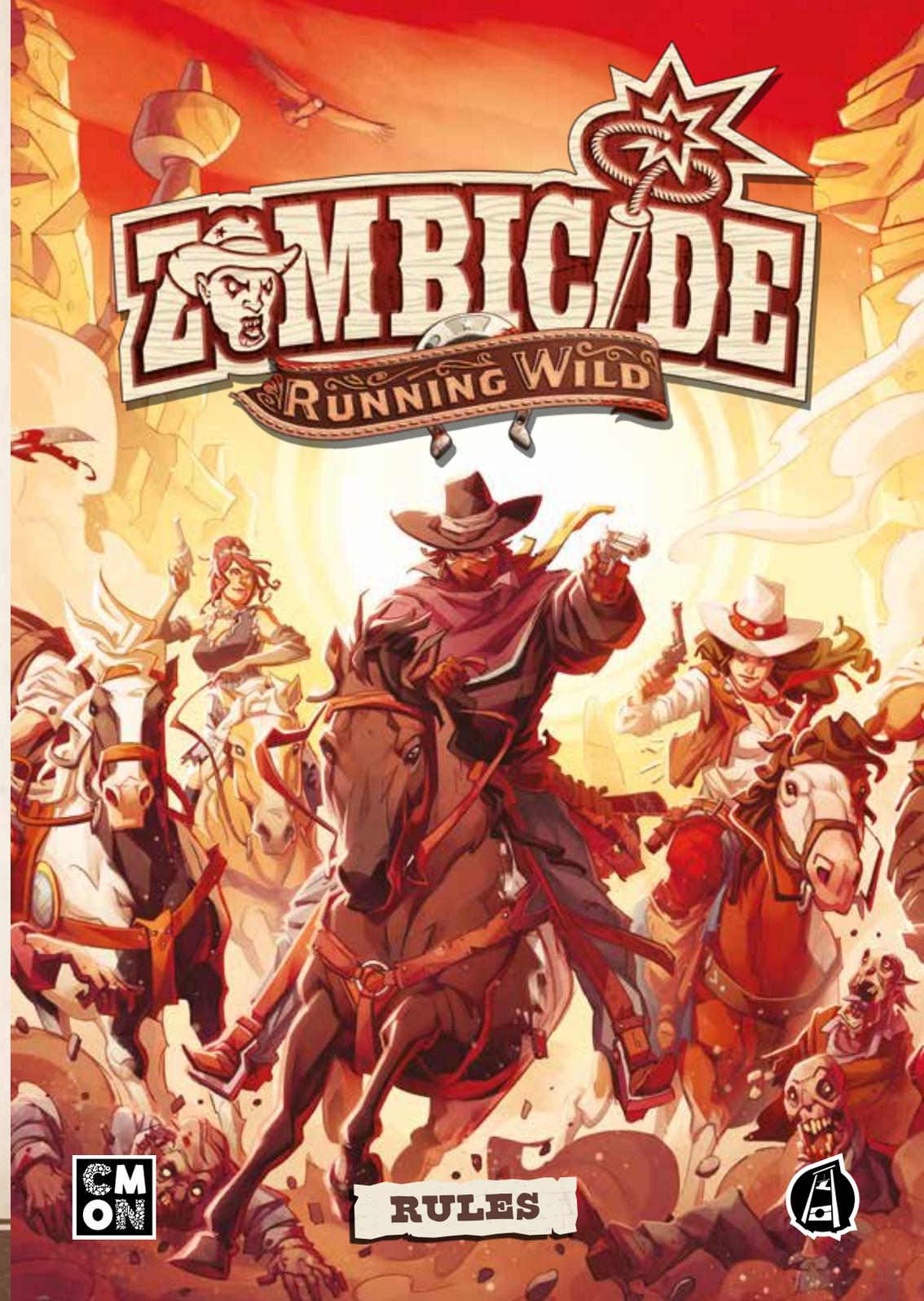
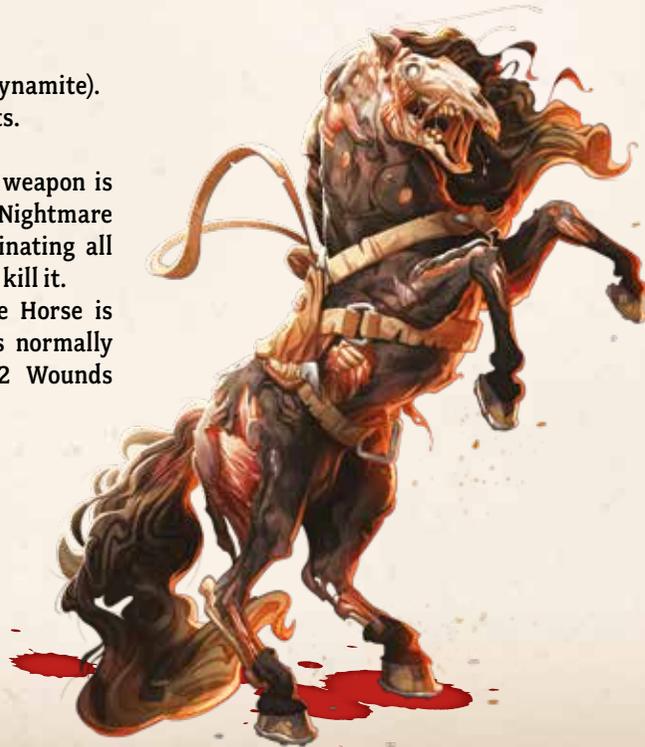
Horses were the zombies' starter dishes. Unfortunately, one of these noble companions suffered a fate worse than death. It came back as an Abomination, a grim version of its former self, but for its strength.

Even today, the smell of a horse is enough to drive a zombie nuts. That's how the Nightmare Horse got its name. Every zombie in its vicinity becomes bloodthirsty, sensing their favorite meal, yet being unable to hunt it, as it is one of their own! Guess who's now the main course...

To add the Nightmare Horse Abomination to Zombicide games, simply add its Abomination card to the Abomination deck during setup.

The Nightmare Horse is an Abomination.

- **Actions:** 1
- **Wounds dealt:** 2
- **To eliminate:** Damage 3 (or Dynamite).
- **Adrenaline provided:** 5 points.
- **Special rules:**
 - A Dynamite or Damage 3 weapon is required to eliminate the Nightmare Horse. Game effects eliminating all Actors in the Zone can also kill it.
 - As long as the Nightmare Horse is on the board, all Zombies normally dealing 1 Wound, deal 2 Wounds instead.



RULES



RUNNING WILD

We were travelling far away from civilization, running after fame and glory, when the zombies attacked. Upon return, we discovered our world had changed in the worst way. The horses had been among the first victims. We chose to stand and fight beside the other survivors. Now, we have a sacred duty: protecting the last trained horses. As long as horses are alive, the Western spirit will live on!

Running Wild is an expansion for *Zombicide: Undead Or Alive*. It features:

- 6 new Survivors, each with 2 miniatures: 1 standard version (on foot) and 1 Rider version (on horse). Standard versions use, of course, standard rules. Riders, on the other hand, have their own set of special rules, detailed in this leaflet.
- The Nightmare Horse Abomination, a potent Abomination whose power affects all Zombies on the board, granting them extra strength!

RIDER SURVIVORS

SETUP

Survivors using Rider rules are selected in the same way as standard Survivors during Setup, undergoing the same steps. The player takes both miniatures (Standard and Rider) and chooses a given color for the color bases, trackers, and Lone Horse token. Fit the color bases on both miniatures. The trackers are used with the Survivor's Dashboard.



Ollie comes with both her Standard and Rider miniatures, which share the same base color, Dashboard trackers, and Lone Horse token. Ollie starts the game using her Rider miniature.

SWITCHING MODES: STANDARD & RIDER

Unless otherwise stated, the Survivor starts the game in Rider Mode.

A Survivor may switch from Rider Mode to Standard Mode (and the other way around) during their Turn. It is free and can be done an unlimited number of times.

Rider Mode: The Survivor now uses their Rider miniature. In this mode, the Survivor gets these traits:

- Skill: +1 die: Melee.
- Skill: +1 Zone per Move.
- Skill: Slippery (can only be used **once per Turn**).
- Riders cannot use Move-related Skills (like +1 free Move Action, Hit & run, Jump, or Sprint). Class Abilities, like the Brawlers' Charge, still apply.
- Riders need to dismount before they can use the Gatling Gun.
- Riders cannot get on Balconies, move into building Zones (**except those having an Exit Zone**), or on the Wagon or the Locomotive tile (10R). However, they can get on train cars (Tiles 11R and 12R).
- If the Survivor has any Companions, they stay together in Rider Mode. All special rules, Move-related Skills, and Class Abilities also apply to the Companions.
- Riders cannot be Companions.

Standard Mode: The Survivor now uses their standard miniature. Put the Lone Horse token of the corresponding color in the Survivor's Zone. The Survivor can move away from their horse (to go in buildings, for example).

The Lone Horse is considered to be a Survivor. It has no inventory and cannot perform any Actions. *The game is lost whenever a Lone Horse endures a Wound.*

The Survivor can switch to Rider mode only when standing in their Lone Horse's Zone (their own token, not another Survivor's!). Switch the miniature to Rider Mode and remove the Lone Horse token.

NEW SKILL

Rider: [Skill] – The Survivor benefits from the indicated Skill whenever they are in Rider Mode.