



ABOMINABEASTS RULES

GENERAL RULES

This pack features two Abominations: Abominalpha and Abominarats. Getting them into your game is easy: simply add the corresponding Zombie cards to the standard Zombie pile.

These Abominations share the same general rules.

Min. Damage to destroy: Damage 3

Experience provided: 5 points

Special rules:

- Abominalphas and Abominarats are Abominations.
- Wounds inflicted by Abominations can't be prevented by Armor rolls.
- A Damage 3 (or more) weapon or Dragon Fire is required to kill an Abomination.



ABOMINALPHA

We all heard recurring stories about shapeshifters, outsiders being able to get a human appearance to mingle in the society and execute vile deeds. Whatever the old books and inquisitors said, we all took the lot as a bunch of child stories. People don't need an excuse to behave like animals, believe me. What we just discovered could prove otherwise. Survivor stories talk about giant wolves running on two legs, and leading entire packs of zombie wolfz against humans. Well, we didn't believe in werewolves? Whatever! Abominalphas, as we name them, give us the answer to the question we never asked: what would happen if a shapeshifter got infected with the zombie plague?

- As long as an Abominalpha is on the board, when Runners (of any type) are spawned, spawn the same amount of Zombie Wolfz instead.
- Abominalphas have 3 Actions per Game Round. After all Zombies (including the Runners and Abominalphas) have gone through their Activation step and resolved their first Action, the Runners and Abominalphas go through the Activation step again, using their second Action to Attack a Survivor in their Zone or Move if there is nobody to Attack. Then the Abominalphas go through the Activation step for a third time, using their third Action to attack a Survivor in their Zone or Move if there is nobody to attack.

ABOMINARAT

Rats are long-time friends and enemies of mankind. We should have imitated them as they flew in a panicked manner when the zombie plague began, as if they instinctively knew Death was in the air. for a few weeks, we got rid of rats and didn't have to fear them to steal our food or worse, to bite us. The respite could soon be over, though, as some rats got infected and turned into giant monstrosities. The Abominarats lurk around tunnels, floors and ceilings, laying ambushes to catch the unwary off-guard. I don't know what scares me the most: their nasty fangs, the nightmarish diseases they carry, or the way they lurk around, remaining unseen despite their size... and stench!

When its Zombie card is drawn, an Abominarat spawns 1 Zone away of the noisiest Zone on the board, with an open passage linking both Zones. If several Zones are eligible, or no open passage is available, the players choose.



TARGETING PRIORITY ORDER

This Targeting Priority summary is updated from *Wulfsburg*. When several targets share the same Targeting Priority Order, the players choose which ones are eliminated first.

TARGETING PRIORITY	NAME	ACTIONS	MIN DAMAGE TO DESTROY	EXPERIENCE POINTS
1	Walker	1	1	1
2	Fatty / Abomination (any kind).	1	2/3	1/5
3	Runner	2	1	1
4	Zombie Wolfz	3	1	1
5	Necromancer	1	1	1

