



DEADSTOCK ABOMINATIONS



Driven by instinct, most animals already stay clear from humans and flee straight away from zombies.

Unfortunately, some of them fail to escape and are infected by the zombie hunger. Even worse, a few of those fallen animals rise again, altered in ways only madmen could conceive of. Changed into half-men, half-beasts, these monsters soon hunt the living, craving mindless slaughter!

This Abomination pack features 4 Abominations for *Zombicide: Undead Or Alive*. The Blood Bull, Bizon, Texas Deadhorn, and Abominabear. Getting them into your game is easy. Simply add the corresponding Abomination cards to the Abomination deck during setup. Unless otherwise stated, these Abominations share the same general rules.

Actions: 1

Wounds dealt: 1

To eliminate: Damage 3 (or Dynamite).

Adrenaline provided: 5 points.

Special rule: A Dynamite or Damage 3 weapon is required to eliminate an Abomination. Game effects eliminating all Actors in the Zone may also kill it.



It's easy to mistake a Blood Bull for a human-type Abomination when seen from afar, so keep an eye out for the horns. These beasts mean trouble. **BIG** trouble, because, as soon as the Blood Bull sees you, it charges forward like you've got no tomorrow!

The best way to deal with it is either blowing it up on the spot or getting out of its sight. Nothing will distract its mad rush short of a dynamite stick, whether you're wearing red or not.

If the Blood Bull has Line of Sight on its destination Zone at the start of its Activation, it moves up to 3 Zones to reach it. Set its destination Zone before moving the Blood Bull. It moves to get there. Don't change its course if a new target appears along the way.



The Bizon does not cling to a single place like most zombies do. If there's no prey nearby to stomp and crush, this former bison, turned predator, can wander for weeks, crossing country and city alike. Yes, you heard right. The Bizon likes to trample its foes, using its massive weight and bison head to throw you around and tender your meat. Best to rally the whole posse to put it down fast!

The Bizon deals 1 Wound to each Survivor standing in Zones it moves into. Spawning does not count as a move.



TEXAS DEADHORN

The Texas longhorn is known for its endurance and protective instincts. These traits, bred for livestock, have turned for the worst as some of them are now Abominations known as Texas Deadhorns. With its famed horns standing high above the zombie horde, the Deadhorn will hunt your posse tirelessly to no end, shrugging off anything thrown at it.

The only way to kill such an indomitable foe is hitting the few weak spots you may find in its thick hide. Of course, spotting these weaknesses amidst the frenzied fight is not easy! Keep your nerves, strike true, and you might live to see another day.

Melee Actions performed in the Texas Deadhorn's Zone, and Ranged Actions aimed at its Zone, cost 1 additional Action. This game effect also applies when attacking any other Zombies in the Texas Deadhorn's Zone.





ABOMINABEAR



Did you hear the rumors about bears fighting zombies in the wild and winning? It may seem funny for townsfolk, until you see an actual bear playing with a tree like you would a simple stick. Sadly, it seems bears are as vulnerable to the zombie curse as humans. Those bears taken down by zombies rise as zombies themselves! The Abominabear is the ultimate predator, stopping at nothing to hunt man and beast alike. Best to put it down with the first hit. Otherwise, it goes berserk and strikes back twice as hard!

The Abominabear immediately performs an extra Activation each time it survives a Melee Action targeting it, or a Ranged Action aimed at its Zone.

