



# ZOMBICIDE

## DEAD WEST



## NEW ABOMINATIONS

People ain't the only ones afflicted by the Zombie infection. Twisted monsters now prowl the streets, looking for prey. The engineers say it's a plague. The faithful say it's the Apocalypse.

**We say it's a time for heroes!**

Adding new Abominations into games of *Zombicide* 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 can also kill it.



## ALPHA BANE

We've all heard the folk stories about vampires, werewolves, and witches. Creatures of the night, created to scare kids and keep them from wandering too far from home. Well, the zombie curse has brought back our childhood nightmares. But this time, the monsters are all too real!

I've heard several stories about the wicked wolves we call Alpha Banes. They were once wolves, of course, and the whole pack got infected. Did they eat a zombie? No one knows. The curse broke the pack's sacred bond, turning the wolves against each other, the winner becoming stronger after each kill. In the end, only one remained: the Alpha Bane, embodiment of its former pack's whole strength. Going through a final mutation, making it a bipedal monster, the Alpha Bane stalks and devours other hunters. Survivors, of course, are at the top of its menu.



The Alpha Bane has 3 Actions per Activation. After all Zombies (including Runners) have gone through the Activation Step and resolved their first Action, the Alpha Bane goes through the Activation step again, using its second Action to attack a Survivor in their Zone or Move if there is nobody to Attack. Then, the Alpha Bane goes through the Activation step for a third time, using its third Action to attack a Survivor in their Zone, or Move if there is nobody to attack.

## CACTUS QUEEN



Great churning gusts of wind formed into a tempest, clouding our vision with a thick blanket of dust. Completely engulfed, we no longer had a view of the incoming horde.

Then, a towering silhouette emerged in the distance, its spiked appendages swaying in the wind. At first, it appeared to just be an ordinary cactus. But suddenly, it took a step forwards. Seems reality is sometimes far stranger than fiction.

Trembling in awe before a majestic, enraged cactus with a flower crown, someone finally had the sense to throw a dynamite stick.

**\*BOOM\***

As we stood up, confused, everyone, including the (now-dead) zombies, was covered with a sticky fluid and cactus spines.

When the Cactus Queen is eliminated, each Actor within Range 0-1 and Line of Sight suffers Damage 1. The Survivor who eliminated the Cactus Queen earns all related AP.

## DEATHGRASP

"We came across a grisly kind of Abomination today. We smelled it long before we saw it, as a strong stench of rotten fish filled the whole town. It grew stronger and stronger, until one of us disappeared all of a sudden, firmly grasped by a monstrous hand. We only had a few seconds to react as our friend was dragged to a zombie group led by a gangly monster with tentacle-like arms [...]"



[...] I shall name this one "Deathgrasp" for obvious reasons. We've only a few weeks into this mess and I already spotted a dozen or so different kinds of Abominations. I don't know where they come from and why they vary so much from other zombies. Do they evolve somehow? I will study them as soon as we get some rest. The zombie curse is frightening, indeed."

— Jean

At the end of the Zombie Phase, any Survivor that is at Range 1 and within Line of Sight of the Deathgrasp is dragged into its Zone. Place their miniature in the Deathgrasp's Zone. This is not a Move Action.

## FAT MACE



It might be tempting to try old-fashioned metal armor against the zombie horde. After all, claws and rotting teeth won't do much to good steel. But then, you ain't never seen the Fat Mace.

This bulbous abomination has a spiked fist and massive strength. The armored limb is so huge, it has no need to aim. It merely lifts its humongous fist and brings it down in your general direction, crushing everything underneath it. Whenever you face the Fat Mace, make sure to kill it in a single strike, as the Abomination won't leave you a second chance.

The Fat Mace's Attacks deal 2 Wounds.

## GORE GEYSER

Don't be distracted by the Gore Geyser's huge claws. The monster mostly uses them to anchor itself to the earth before using its main weapon: acid ichor thrown through its disjointed maw, hitting large areas over great distances. The vile geyser might not kill you on the spot, but it will certainly burn your skin and scar you for life!

Whenever the Gore Geyser activates within Line of Sight of a Zone with one or more Survivors, it performs an Attack aimed at that Zone (if several Zones are eligible, players choose.) Each Survivor in the target Zone is dealt 1 Wound.



## LITTLE TRICKSTER



For some time, we thought the zombie curse only hit towns, and especially humans. Unfortunately, we were wrong. Survivors carried the infection wherever they went, and even further. Unknown beasts now emerge from the far corners of the wilds to hunt us down.

We were fools to think such creatures were simply folklore. They are real, infected, and hungry!

Take the Abomination we call Trickster, for example. Being a zombie, it mightn't be as cunning as its former self, but expect a spate of bad luck s'long as it's still moving. Don't know what kinda 'magic' this is, but put 'em Tricksters down quick!

When the Trickster is on the board, Survivors cannot re-roll dice in any way. They also cannot gain extra dice from Skills or game effects. They cannot gain Bounty Weapons. The ones they already have can still be used, though. For example, Objectives granting AP and a Bounty Weapon when being taken only grant AP.



## MELTING POT

The Melting Pot takes monstrosity to the next level. It has no form by itself, instead absorbing and fusing the corpses it finds along the way to create a groaning mass of limbs and faces looking to add you to the mix. As soon as the thing spots its next meal, it starts spawning Walkers in its trail to overrun its foe and quickly assimilate them.

Each time the Melting Pot activates, before it moves, place 2 Walkers in its Zone. If there are not enough Walkers, ignore this special rule.

## PLYMOUTH HOUND



The faithful among us share many secrets left untold in history lessons. Among them is the story of the Plymouth Hound. Plymouth being the land where the settlers coming from the Old World first landed.

In these founding times, private letters and reports wrote about terrifying nightmares with a big, dark hound chasing children and young adults alike across

settler camps. It didn't take long for the faithful ones, hearing confessions and making contact with natives, to link these events to the legend of the "Forsaken Wolf", banned from its pack for dealing with ancient, evil spirits. In return for eternal life, the forsaken wolf would provide them with innocent souls to consume. To banish the monster, the legend said, a pure-hearted warrior had to lure it out and fight it. If the legend is true and the Plymouth Hound is somehow real, how many champions did it kill before being banished? And above all, how did it come back?

The Plymouth Hound can only be eliminated by the Survivor with the lowest amount of AP. If several Survivors share the lowest amount, all of them can kill the Abomination.

## PUSBAG

If you think zombies are disgusting, wait for a Pusbag Abomination to show up. This monster is the scavenger of the zombie species, eating every corpse it can find, zombie or not, fresh or not, rotten... especially rotten. The name says it all. The result is an infected, bloated, walking piñata of everything sick and filthy you can imagine, slowly being digested by its own putrid juices. The stench alone makes standing near a Pusbag a feat in itself. Don't you dare, however, be in the vicinity when this grotesque monster is slain! Its toxic contents tear through the fat and explode in an acid fountain that melts flesh, wood, and metal alike.



The Pusbag creates a BOOM! in its Zone upon elimination. Place the BOOM! Noise token in the Zone. All Actors in its Zone are eliminated as well. The Survivor who eliminated the Pusbag earns all related AP.

## ROTTEN CLAW



We were struck in horror as the monster emerged from the house we were about to explore. Its hands, mutated beyond recognition, had become claws of epic proportions. They were so heavy, the Abomination used them to walk as an elder would with a cane.

They were so big, they would not let the monster pass the door frame. So, it ripped its own exit in a single swipe, sending splinters flying. From there we knew this Rotten Claw could cleave an entire posse in a split second, despite its clumsy gait!

If the Rotten Claw is within Line of Sight and Range 0-1 of a Zone with Survivors when it Activates, it attacks. Deal 1 Wound to all Survivors in every Zone within that Range and Line of Sight.

## SWAMP TONGUE



Swamps are naturally linked to decay and death. We quickly learned to avoid such places. Zombies can lie down in the mud, mostly hidden in plain sight and rise in great numbers to ambush a posse. The curse also adapted to the environment, fusing the worst of animals and humans into unspeakable horrors. Such is the case for the Swamp Tongue! Part human, part toad, this Abomination can hunt its prey for days, even out of the swamps, waiting for the right moment to strike. Then, it shoots its lasso-like tongue and traps its victims, relying on its strength and endurance to pin the survivor until the zombie horde comes and kills its prize.

Any Survivor at Range 0-1 and within Line of Sight of the Swamp Tongue must spend an additional Action to leave their Zone.

## THE GREAT TRICKSTER

Well, we used to say whatever we wanted about the supernatural. But now, the zombies are here, so all bets are off. The strange things out there didn't disappoint. A bunch of oddities are now bumping in the night. And all of... this, you know, stirred something even greater. Ancient spirits fall upon us, wreaking chaos wherever they go. Most of us simply flee these wild gods on the spot.

And yet, some resist, doing whatever it takes to get them back where they belong. And this task takes a lot, trust me!





# DAILY DUEL HOUSE RULES

Daily Duel walkers are used like an extra walker figure, but they each have a special rule of their own that players can use to spice up their game.

## REVENANT

He has returned. **AGAIN.**

His flesh may be long gone, but there's more than just remains. Nothing seems to stop the Revenant from returning, not even death.

When there's a corpse, there's a way.

When killed, this Walker respawns on the closest Corpse Pile whether Active or Inactive.



### Special rules:

- The Great Trickster's attacks deal 3 Wounds. One does not mess with ancient spirits without consequences!
- The Great Trickster has 3 avatars, each represented by a different totem head. Each of them has to be eliminated individually, and in the order detailed below, before the Great Trickster is gone for good.

When the Great Trickster is eliminated, remove its current head and replace it with the next, up to the third one.

Each head has its own Damage threshold, individual ability, and provides 5 AP when eliminated.

- (1) **First totem head: RAVEN**
  - Raven is eliminated with a Damage 2 (or more) hit.
  - When Raven Spawns, each Survivor's miniature takes the place of the next Survivor's miniature playing right after them, in Turn order. This is not a Move Action.
- (2) **Second totem head: COYOTE**
  - Coyote is eliminated with a Damage 3 (or more) hit.
  - As long as Coyote is on the board, other Zombies don't provide AP when eliminated.
- (3) **Third totem head: RABBIT**
  - Rabbit is only eliminated with Dynamite (or any effect eliminating all Actors in its Zone).
  - Rabbit's Zone is considered to be a Spawn Zone.

## WENDIGO

The monster we call Wendigo defies reality and fantasy alike. We don't know where it comes from, what it used to be, even if it was once alive at all. Sometimes, its seen wandering in the wilds, slowly travelling to unknown destinations. And sometimes, it appears all of a sudden to fight us with all its ungodly might, shrouded in an aura of despair and dread. Even the faithful have a hard time defining it. It cannot be a devil, or a fallen force of nature. The Wendigo is the zombie curse incarnate.

As long as the Wendigo is on the board, Survivors roll 1 less die for their Combat Actions (minimum of 1 die.)



## GUNSLINGER

**He looks young, scrappy, and hungry. Pretty sure he'll miss.**

Sure, duels are dumb and immature, but a man has to answer for his words, right? The gunslinger never passed the chance for a good duel. Soup too cold? Duel! Soup too hot? Duel! And he was good at it, too. In fact, he still is, even after death. Somehow, he still manages to fire his six-shooter at any Survivor foolish enough to cross paths with him.

The Gunslinger Walker retains the ability to fire his gun accurately. His Attacks have a range of 0-2!



## TEACHER

**Still condescending, even in undeath.**

No one thought that when the young teacher went out for a break, she'd return as a Walker.

Now, she's back with a whole new type of lesson that she'd like to teach: how to transition to undeath, the painful way! Mind you, she will NOT leave the Survivors alone!

Welcome to the school of hard knocks.



Seeing the zombified teacher is unnerving, making survivors blank out and forget all they have learned. Survivors with a Line of Sight to the Teacher are unable to use any Skills they've unlocked by gaining AP (but they can still use their Blue Skill.)

## LUMBERJACK

**He kills all night and he kills all day.**

In life, he was a decent feller. But after his axe-idental death, he just spends his days lumbering around...

When selecting his destination Zone and moving towards it, the Lumberjack ignores any walls in his path.



## MINER



**Brown coat, brown boots, brown hat, dynamites. Yeah, that zombie's a time bomb.**

When the sheriff heard there was a miner problem going around town, this was not what he had in mind.

The Miner's bag is loaded with highly explosive dynamite. When eliminated with a Ranged Attack, he explodes, killing all Actors in his Zone. Place the BOOM! token in his Zone. He can also be eliminated normally with a Melee Attack. The Survivor who does this gains a Dynamite!

## SNAKE OIL SALESMAN

**Well, one thing's for sure, we'll never catch him alive!**

When the dead started rising, the snake oil salesmen responded with glee. Sales of the 'all-new, all-cure miracle liniments' skyrocketed as people everywhere tried to protect themselves against the plague.

Only, when he was bit, the snake oil salesman realized all the money he swindled couldn't cure his condition, either.

Beware this swindler! During his Activation, he'll randomly discard 1 Equipment out of a Survivor's Backpack instead of attacking.



## STATION MASTER



**Is this the rail life? Or is this just tragedy?**

The situation truly went off the rails the moment a train car of zombies pulled up at the station. Now, the only thing the Station Master has his sights trained on are Survivors and, of course, brains.

The Station Master spawns on the backmost tile of the Train, if possible. While on the Train, he has 3 Actions per Activation.

## STAGECOACH DRIVER

**Looks like he fell off the wagon.**

Survivors flocked to the stagecoaches, desperate to escape the mysterious plague.

Although the Stagecoach Drivers rode fast and furious, they couldn't outride the ferocity of their bitten passengers.

The Stagecoach Driver always spawns in the Wagon's Zone (if there's one in the game). When he moves, the Wagon moves with him. If he enters a Zone containing Survivors, he runs them over, dealing 1 Wound to each of them!



## SOLDIER

You'll fire your gun, but he'll run you through.

His is not to reason why. His is but to do and die. And die he did when the zombie brigade charged. In death as in life, he soldiers on, rifle strapped to his back, saber by his side, ready for the undead revolution.

The Soldier is every bit as lethal with his rifle as any gunslinger, and is no less fearsome in close combat! When Activated, the Soldier can attack Survivors at Range 0-2. When attacking in his own Zone, he deals 2 Wounds.



## MARIACHI

He's been de-composing some killer hits.



The Mariachi was on a countryside tour when a mob of zombies came rushing up to him. Not the kind of audience he was hoping for.

Back with an entire new genre, his death growls have everyone dying to meet him.

The sounds of the Mariachi are very distracting, making it hard to attack. Any Attack Action directed at his Zone requires +1 its Accuracy value to hit.

## HORSE HEAD WALKER

He seems a little horse.

While munching on a horse carcass, this zombie found himself with some fancy new headgear. Interestingly enough, it's given him an extra speed boost. I guess you really are what you eat...

With his newfound speediness and unsteady gait, the Horse Head Walker can run like the wind! He may make an extra Move per Activation.

