01 NEW ABOMINATIONS

Adding extra Abominations into your *Zombicide* game is easy: simply add the corresponding Xeno cards to the standard Xeno cards pile, then shuffle it.

Unless otherwise stated, these Abominations share the same general rules.

Actions: 1
Damage dealt: 3
Min. Damage to destroy: Damage 3
Experience provided: 5 points
Special rule: A Damage 3 weapon is required to eliminate an Abomination. Concentrated Attacks leading to Damage 3 (or more), as well as game effects eliminating all Actors in the Zone (Hellfire, Seismic Blast) can also kill it.

ROGUE MACHINE ABOMINATIONS

The BuddyBot and I.R.I.S. Sentry Gun are rogue Machines, as likely to fire against Survivors as they are against Xenos. As such, they are both an **Abomination** and a **Machine** (**Bot** or **Sentry Gun**, respectively).

• These Machines cannot be used as the starting Bot and Sentry Gun of a Mission. They only enter the game when their respective Xeno card spawns them.

• During the Xenos' Phase, they are activated as Abominations, and during the Survivors' Phase they can be activated as Machines by Survivors with the corresponding Skill or Remote token.

• Having the **Prototype** keyword, these Machines can fire from exterior Zones and ignore Dark Zone rules.

BDY-42 BUDDYBOT

*"Who wants a hug??
<bzzrrt>
with lasers!"*
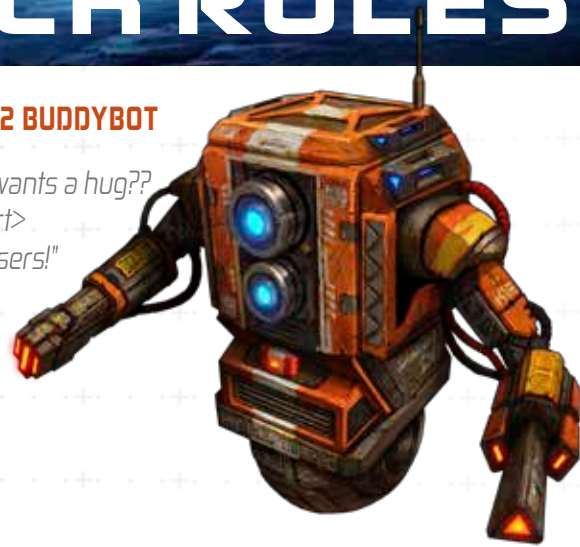
• As an **Abomination**, the BuddyBot attacks whenever it activates with a Line of Sight to a Zone with any Survivors at Range 1-3. It then performs an Attack, dealing 3 Damage to Survivors in the targeted Zone, distributed as you see fit. If several Zones are eligible, the BuddyBot chooses its target according to this priority order:

1– The Zone with the most Survivors.
2– The noisiest Zone
3– If all eligible Zones have the same amount of Survivors and Noise, the players choose.

The BuddyBot cannot attack Survivors in its own Zone.

• As a **Bot**, the BuddyBot can be controlled by a Survivor performing a Machine Action. This **cannot** bet used to perform a Move Action, only a Ranged Action.

The BuddyBot's Ranged Attack can target a Zone at Range 1-3 using either one of two firing modes (following the Targeting Priority Order):

- Up to 3 Xenos endure a Damage 1 Ranged Attack.
- 1 Xeno endures a Damage 3 Ranged Attack.

No roll is needed. The BuddyBot does not get a Machine Activation token and is not considered as a Survivor. The BuddyBot cannot attack Xenos in its own Zone.

I.R.I.S. SENTRY GUN

"Sir, are you a Xeno?"
RA-TA-TA-TA-TA-TA
"Oopsie. Sorry, sir."

• As an **Abomination**, the I.R.I.S. attacks whenever it activates with a Line of Sight to a Zone with any Survivors at Range 1-3. It then performs an Attack, dealing 3 Damage to Survivors in the targeted Zone, distributed as you see fit. If several Zones are eligible, the I.R.I.S. chooses its target according to this priority order:
1– The Zone with the most Survivors.
2– The noisiest Zone
3– If all eligible Zones have the same amount of Survivors and Noise, the players choose.
The I.R.I.S. cannot attack Survivors in its own Zone.
• As an **Abomination**, the I.R.I.S. never moves. However, if it has no Survivors to attack when it gets an extra Activation then it moves up to 3 Zones to reach its destination Zone. Determine its destination Zone before moving it. It moves to get there and doesn't change its course if a new target appears on the way.
• As a **Sentry Gun**, the I.R.I.S. can be controlled by a Survivor performing a Machine Action. Like all Sentry Guns, it cannot perform a Move Action, only a Ranged Action.
The I.R.I.S.' Ranged Attack can target a Zone at Range 1-3 using either one of two firing modes (following the Targeting Priority Order):
- Up to 3 Xenos endure a Damage 1 Ranged Attack.
- 1 Xeno endures a Damage 3 Ranged Attack.
No roll is needed. The I.R.I.S. does not get a Machine Activation token and is not considered as a Survivor. The I.R.I.S. cannot attack Xenos in its own Zone.

BABYFACE ABOMINATION

"Babyface? Who thought that one up? Probably a story there that I don't want to hear."

- Captain Connor

Whenever the Babyface Abomination is eliminated, all Xenos on the board immediately get an extra Activation.

MOTHER-IN-LAW ABOMINATION

"Yeah, I named that one. No, I'm not telling you why."

- Commander Berg

Every time the Mother-In-Law Abomination's Zone is targeted by a Ranged Attack, and the Mother-In-Law isn't eliminated by it, interrupt the Survivors' Phase. Immediately perform an extra Activation with the Mother-In-Law Abomination. Then, resume the Survivors' Phase.
This game effect can happen several times during the same rvivors' Phase.

SHADOW ABOMINATION

"Target locked – No, wait. Okay now – er reacquiring... Am I experiencing frustration? I'm technically not programmed for that."

- Peacekeeper Bot

• **The Shadow Abomination shares the same Targeting Priority level as Hunters.**
• The Shadow Abomination can only be eliminated with a Melee Action, or an effect eliminating all Actors in the Zone (Hellfire, Seismic Blast).

STOMPER ABOMINATION

"Did anyone else feel that? Maybe it's the power coming back on."

- Lieutenant Hardbanks

The Stomper Abomination performs a stomp whenever it stands within Range 0-2 of its destination Zone at the end of The Xenos' Phase. No Line of Sight is required. All Survivors in its destination Zone fall to the ground: lay down their miniatures. They must spend their next Action getting up. Machines are not affected.

WIDOWMAKER ABOMINATION

"I hate these things. Too many legs, you know?"

- Specialist "Eightball"

• The Widowmaker Abomination moves up to 2 Zones per Activation to reach its destination Zone. Determine its destination Zone before moving it. It moves to get there and doesn't change its course if a new target appears on the way. The Abomination still get one Action per Activation, either moving or attacking.
• The Widowmaker Abomination attacks whenever it activates with a Line of Sight to a Zone with any Survivors at Range 0-1. It then performs an Attack targeting **every** Zone with any Survivors at Range 0-1 and within Line of Sight. Allocate each Attack as you see fit.

02 NEW XENOS

To add these new Xenos to your *Zombicide* game, simply add the corresponding Xeno cards to the standard Xeno cards pile, then shuffle it.

FLINGERS

"It's a common defense mechanism in nature. Doesn't make it any less vile, of course."

    - Doctor de Vries

Actions: 1
Damage dealt: 1
Min. Damage to destroy: Damage 1
Experience provided: 1 point
Special rules:
• Flingers share the same Targeting Priority level as Workers.
• Flingers possess the Enhanced Senses Skill: They can trace Lines of Sight 1 Zone farther in room Zones. Remember: All Xenos ignore Dark Zones to trace Lines of Sight.
• Flingers attack whenever they activate with a Line of Sight to a Zone with any Survivors at Range 0-2. They then perform an Attack on the targeted Zone. If several Zones are eligible, they choose their target according to this priority order:
1– The Zone with the most Survivors.
2– The noisiest Zone
3– If all eligible Zones have the same amount of Survivors and Noise, the players choose.

SEEKER WORKERS

"Are those things juicing? I think they're juicing."

    - Sergeant Ota

Actions: 1
Damage dealt: 1
Min. Damage to destroy: Damage 1
Experience provided: 1 point
Special rules:
• Seeker Workers share the same Targeting Priority level as Workers. They do not benefit from Worker Extra Activation cards.
• All Seeker Workers already on the board get an extra Activation each time a Seeker Xeno card is drawn.

EXAMPLE: *At Blue Level, players draw their first Xeno card during Spawn Step. It's a Seeker Worker card, and 2 Seeker Workers are put on the board. The next Xeno card is drawn: another Seeker Worker card! The previous Seekers get an extra Activation before 2 more Seeker Workers are put on the board.*

XENOMOTHS

"It's just like a moth. Except attracted to flesh instead of light. ...Okay, it's nothing like a moth."

    - Doctor Whutt
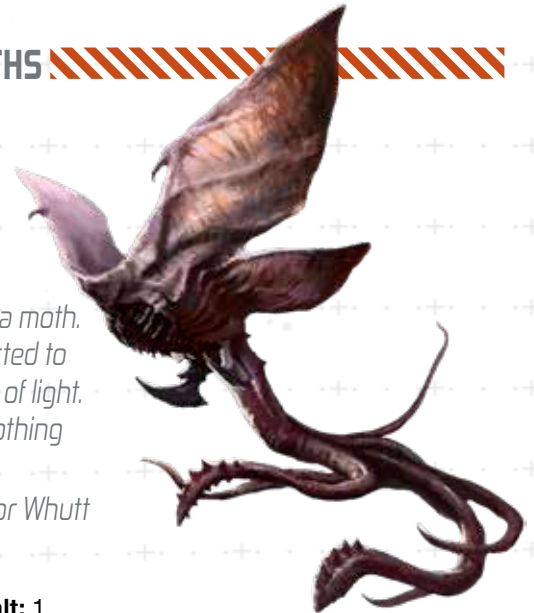
Actions: 1
Damage dealt: 1
Min. Damage to destroy: Damage 1
Experience provided: 1 point
Special rules:
• Xenomoths share the same Targeting Priority level as Workers.
• Xenomoths cannot be eliminated by Melee Actions.
• Xenomoths move up to 3 Zones per Activation to reach their destination Zone. Determine their destination Zone before moving them. They move to get there and don't change their course if a new target appears on the way. Xenomoths still get one Action per Activation, either moving or attacking.