



# SOLDIER PACK RULES 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.

## XENIUM HORROR ABOMINATION

*"Wait, is that stuff alive?? Or does it just live in there?"*

*- Major Sharp*

The Xenium Horror spawns 2 Zones away from the noisiest Zone on the board, with an open route linking both Zones. If several Zones are eligible the players choose. If no open route is available to the noisiest Zone, discard the Xeno card and draw another.

**Put an Active Mold token in its spawning Zone (not in exterior Zones).**

## BROOD MOTHER ABOMINATION



"Nope! Nope-nope-nope-nope-nope-nope-nope!"

- Lieutenant Grimes



- The Brood Mother spawns 8 Brood Children in its Zone when it ends a Move Step within 2 Zones (or less) from a Survivor. No Line Of Sight or open route is required. The Brood Children then perform a Move Step. Each Brood Mother Abomination may perform this special Spawn only once.

### BROOD CHILDREN

**Actions:** 1

**Damage dealt:** 1

**Min. Damage to destroy:** Damage 1

**Experience provided:** 1 point

**Special rules:**

- The Brood Children share the same Targeting Priority level as Workers.
- They move up to 2 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. The Brood Children still get only one Action per Activation, either moving or attacking.

