



ZOMBIE DOGZ

#1 ZOMBIE DOG RULES

Well, we figured out where all the dogs went. For some reason, dogs got infected and turned feral. Now, they roam in packs and prey upon anything that's not a zombie.



1 ▶ Zombie Dogz follow all standard rules for Zombies. However, they have 3 Actions per turn. After all Zombies (including the Runners and Zombie Dogz) have gone through the Activation step and resolved their first Action, the Runners and Zombie Dogz 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 Zombie Dogz 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.

2 ▶ Zombie Dogz are stunningly agile. They are always targeted last in the Targeting Priority Order.



#2 TARGETING PRIORITY ORDER

This targeting priority summary is updated from Prison Outbreak.

TARGETING PRIORITY	NAME	ACTIONS	MIN DMG TO DESTROY	EXPERIENCE POINTS
1	SURVIVOR (EXCEPT SHOOTER)	-	-	-
2	TOXIC WALKER (1)	1	1	1
3	WALKER	1	1	1
4	BERSERKER WALKER	1	1	1
5	TOXIC FATTY (2)	1	2	1
	TOXIC ABOMINATION (3)	1	3	5
6	FATTY (2)	1	2	1
	ABOMINATION	1	3	5
7	BERSERKER FATTY (2)	1	2	1
	BERSERKER ABOMINATION (4)	1	3	5
8	TOXIC RUNNER	2	1	1
9	RUNNER	2	1	1
10	BERSERKER RUNNER	2	1	1
LAST	ZOMBIE DOG (5)	3	1	1

(1) Toxic Zombies rules are featured in Toxic City Mall expansion.

(2) Each Fatty comes with two Walkers of the same type as itself when it spawns (standard, Toxic, Berserker).

(3) Toxic Abomination: All Zombies standing in its Zone at the end of the Zombie turn become Toxic Zombies. Berserkers Zombies are immune to this effect.

(4) Berserker Abomination: Moves up to two Zones instead of one.

(5) Zombie Dogz are always targeted last.

Berserker: Immune to Damage inflicted by Ranged Weapons (save weapons killing everything in the target Zone).

Toxic Blood Spray: Upon elimination, a Toxic Zombie immediately inflicts a Wound on its assailant if they both stand in the same Zone.

