



ZOMBIE BOSSES

When the winter was hard and the whole family gathered around the fire, our elders, and their elders before them, used to whisper about legends of old, tales of noble souls and monsters clashing for supremacy, and almost every time, the heroes won. After their defeat, we assumed the monsters simply disappeared when indeed, they just retreated to hide from human eyes. However, the zombie plague managed to reach them. The infected

war machines are back and hunt us with a mad rage. Spotting them is quite easy, but killing them is another story. They are infected stuff of legend, and you are the hero!



GENERAL RULES

This Abomination Pack features three Abominations: Ablobination, Abominatroll and Abominotaur. Getting them into your game is easy: simply add the corresponding Zombie cards to the standard Zombie pile.

These Abominations share the same general rules.

Min. Damage to destroy: Damage 3

Experience provided: 5 points

Special rules:

- Ablobinations, Abominatrolls and Abominotaurs are Abominations.
- Wounds inflicted by Abominations can't be prevented by Armor rolls.
- A Damage 3 (or more) weapon or Dragon Fire is required to kill an Abomination.

ABOMINOTAUR

- Each Attack executed by an Abominotaur inflicts 2 Wounds to its target.
- Abominotaurs can smash through closed doors and walls when they move to reach their target Zone. Set their target Zone before moving them, ignoring closed doors and walls (but not Vault doors and ramparts). If an Abominotaur has to go through a closed door or wall, first put a "broken wall" token to link its starting and destination Zones, and remove any closed door token there can be. The broken wall is considered as an open door, and thus can generate a Zombie spawn in a previously closed building. Actors can now cross the Zones. Then proceed with moving all Zombies (as the Zombies' route can be redefined by the wall's destruction).





ABOMINATROLL



- Abominatrolls can only be killed with a Dragon Fire (including Dragon Fire effects).
- Abominatrolls have 3 Actions to spend whenever they activate while having a Line Of Sight on a Survivor (or more). After all Zombies have gone through their Activation step and resolved their first Action (including Runners and Abomi-

natrolls), the Abominatroll 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 Abominatroll 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.



ABLOBINATION

Ablobinations Attack whenever they activate while having a Line Of Sight on a Survivor (or more) at Range 0-1. Then, they perform an Attack on Survivors in **ALL** Zones at Range 0-1 on which they have a Line of Sight. Obstacles preventing Movement between Zones (such as ramparts) also prevent such an Attack.



TARGETING PRIORITY ORDER

This Targeting Priority summary is updated from *Wulfsburg*. When several targets share the same Targeting Priority Order, the players choose which ones are eliminated first.

TARGETING PRIORITY	NAME	ACTIONS	MIN DAMAGE TO DESTROY	EXPERIENCE POINTS
1	Walker	1	1	1
2	Fatty / Abomination (any kind).	1	2/3	1/5
3	Runner	2	1	1
4	Zombie Wolfz	3	1	1
5	Necromancer	1	1	1