ZOMBICIDE

ZOMBIE TYPES

Walker
Actions: 1
Damage: 1
Health: 1
XP: 1

Fatty
Actions: 1
Damage: 1
Health: 2
XP: 1

Runner
Actions: 2
Damage: 1
Health: 1
XP: 1

Crawler
Actions: 1
Damage: 1
Health: 1
XP: 1

Abomination*
Actions: 1
Damage: 1
Health: 3
XP: 5

*See *Abomination Rules*

Standard (grey)
Nothing special.

Toxic (green)
Inflicts 1 damage upon death to the attacker if in the same zone.

Berserker (brown)
Can only be killed by a melee weapon.

Skinner (yellow)
If any 1s were rolled in a successful attack against a skinner, it becomes a crawler.

Shadow (black)
Ignores walls for line of sight and movement.

ZOMBICIDE
ABOMINATION RULES

Standard (grey)
Nothing special.

Toxic (green)
Converts Standard Walkers into Toxic Walkers.

Berserker (brown)
Moves 2 zones per action.

Skinner (yellow)
Range 0-1 and pulls Survivor into its square.

SUPER ABOMINATION RULES

Driller
Spawns at the closest manhole zone from the triggering zone. Has 4 health and inflicts 3 damage.

Juggernaut
Spawns at the farthest manhole zone from the triggering zone. Has 4 health, moves up to 2 zones per action, and destroys any door in its path. Cannot make 90° turns during movement.

Widowmaker
Spawns at the closest spawn point from the triggering zone. Moves up to 2 zones per action to reach its destination and doesn't change course if a new target appears. Attacks at Range 0-1 targeting *every* zone with any survivors (one attack per zone, **not** per Survivor). Can only move *or* attack, not both. Has 4 health.

Xenium Horror
Spawns 2 zones away from the noisiest zone with a clear path to target. Has 4 health.

Tunneler
Movement is always from spawnhole/manhole zone to spawnhole/manhole zone, targeting the zone with the most noise tokens. Makes a Range 0-1 attack (if possible).