

#1 NEMESIS CARDS

We talked about Abominations since everything started, for the roughest and most dangerous of the zombies. Phil has an eye to detect first hand the changes in the enemy's habits. For a while, he told us that they became rougher and rougher, and even more dangerous, less predictable. I want to listen to some techno music.

CHANGES OF THE GAME :

All Nemesis cards are shuffled together to form their own deck. Each time the Danger level's colour increases, a new Nemesis card is drawn. It applies instantly to all Abominations, in game and to come. Nemesis card's effects stack with each others.

Ultrared mode forces a new card into play each time the most experienced Survivor choses a new Skill. If the Danger level's colour decreases, players choose the card(s) to discard. Should the deck be used entirely, the discard pile is shuffled to become a new deck.

TOXIC, BERSERKER, A-BOMB ?

This terms indicates that the Abominations benefit from the special rules of said type of Abomination. The miniatures don't have to be substituted, because all Abominations are concerned, and the card may be discarded. Abominations keep their original status all the time.

EXAMPLE : A Berserker Abomination with the Toxic Nemesis card in play is both a Berserker Abomination and a Toxic Abomination. It changes back into a Berserker Abomination if the "Toxic" Nemesis card is discarded. A Berserker Abomination with the "Berserker" Nemesis card in play is Berserker only, because this trait is not cumulative. Lucky strike!



WHAT IF I DON'T HAVE THE BOXES ?

• Toxic Abomination (Toxic City Mall)

Upon elimination, a Toxic Abomination inflicts one wound on its assailant if they are both in the same Zone.

All Zombies standing in its Zone at the end of the Zombies turn become Toxic Zombies. The others species of Zombies are immune to this effect. If there aren't enough Toxic Zombie miniatures, any remaining Zombies are simply not replaced. Replacing Standard Zombies in this way doesn't generate a new activation for the Toxic Zombies

• Berserker Abomination (Prison Outbreak)

A Berserker Abomination is immune to Ranged weapons Damage, except for weapons killing everything in their target Zone (such as the Molotov Cocktail).

A Berserker Abomination move up to two Zones instead of one.

• A-Bomb Abomination (Rue Morgue)

An A-Bomb Abomination is immune to all weapons, except the ones that kills everything in their target Zone (such as the Molotov Cocktail).

At the end of its activation, an A-Bomb Abomination attract into its Zone all Survivors in Zones adjacent to its.

