



# LOST NIGHTMARES

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ZOMBICIDE - RULES

# #2 LOST NIGHTMARES


















Not all humans turn into the same kind of Zombie. Most of them fall into a few basic categories, and are relatively easy to kill. However, a few manage to retain abilities or memories from their former lives, abilities which make them tougher and deadlier than the average walker. Sometimes, they acquire dangerous new powers, which can even affect other zombies around them. These unique Zombies often function as leaders, though it's unclear whether the Zombie "boss" is aware of its role or just happens to attract followers as he stumbles by.

## SETUP

- 1- The Lost Nightmares' rule replaces the Lost one.
- 2- Shuffle Lost cards in the Zombie deck. Shuffle Lost Nightmares deck and put it near the Zombie deck.

## SPAWNING A LOST NIGHTMARE

When you draw a Lost card, immediately draw a card in the Lost Nightmares deck. Put the corresponding miniature in the targeted Zone.

Types of Lost Nightmares				
Standard	 Walker	 Fatty	 Runner	 Abomination
Toxic	 Walker	 Fatty	 Runner	 Abomination
Berserker	 Walker	 Fatty	 Runner	 Abomination
Skinner	 Walker	 Fatty	 Runner	 Crawler
Seeker	 Seeker			

## TYPES OF LOST NIGHTMARES

Lost Nightmares have a type (see table of types) that influences their position on the target priority order. They also follow the special rules associated with their types (for example, the Toxic Spray of toxic Zombies)

Skills, Equipment and other game elements associated with a Zombie type are applicable to Lost Nightmares of this type, with the following exceptions:

- the Dreadnought skill
- the Collector skill
- the reactivation of a Zombie type by a Zombie spawn card.

To know to which type belongs a Lost Nightmare, refer to its identity card.

## SKILLS

Lost Nightmares have skills that grow stronger as the Danger Level increases: A Lost Nightmare can use the skills of current Danger Level and below. To know the skills of a Lost Nightmare and their associated Danger Level, refer to its identity card.

**EXAMPLE :** Tiny "The Clown", a Standard Fatty Lost Nightmare, spawns while Survivors are at Orange Danger Level. He therefore has both Yellow and Orange Level Skills (He has no Blue Level skill). During the next turn, Phil reaches Red Danger Level and selects a new Skill. However, Tiny also gets to add its own Red Level Skill, as shown on its Lost Nightmare identity card.

## RANGED ATTACK

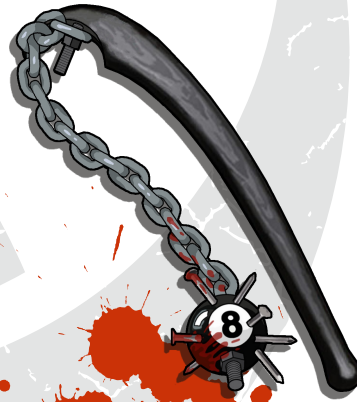
Lost Nightmares with ranged attack can use it as soon as they have a Line of Sight on a Survivor at the given range. If several Zones are eligible, they choose their target according to these priorities:

- 1- The Zone with the most Survivors.
- 2- The noisiest Zone.
- 3- If all eligible Zones have the same amount of Survivors and Noise, the players choose.





# #3 IDENTITY CARD



The Wounds tracker is placed here at the beginning.

The tracker is moved to the right each time the Lost Nightmare receives Wounds.

Zombie Type of the Lost Nightmare

**RANDY "THE COP"**

- RANDY'S ATTACKS HAVE A RANGE OF 0-1 AND CANNOT BE PREVENTED.
- IT NOW TAKES 11 WOUNDS TO KILL RANDY.
- BEGINNING OF ZOMBIES' PHASE: REMOVE ONE WOUND FROM RANDY.

At Yellow Danger Level, the Lost Nightmare gains this Skill.

At Orange Danger Level, the Lost Nightmare gains this Skill. he keeps the Yellow one.

At Red Danger Level, the Lost Nightmare gains this Skill. He keeps the Yellow and Orange ones.



# #4 KILLING A NIGHTMARE

## WOUNDING A LOST NIGHTMARE

For each success the Lost Nightmare suffers 1 Wound per Damage inflicted.

Weapons used against Fatties have a Damage value reduced by 1.

Weapons used against Abominations have a Damage value reduced by 2.

**EXAMPLE 1:** Josh uses his shotgun, a weapon with a Damage value of 2. He targets Franky "The Doc", a Standard Walker Lost Nightmare, and gets 2 Successes. As Franky is a Walker, the weapon damage value stays at 2. Franky therefore receives 4 Wounds.

**EXAMPLE 2:** Phil uses his Concrete Saw, a weapon with a Damage value of 3. He targets Bellic "The Enraged", a Berserker Fatty Lost Nightmare, and gets 2 Successes. As Bellic is a Fatty, the weapon damage value is reduced to 2. Bellic therefore receives 4 Wounds.

**EXAMPLE 3:** Wanda uses her Machete, a weapon with a Damage value of 2. She targets 33920-B "The Experiment", a Berserker Abomination Lost Nightmare, and gets 1 Success. As 33920-B is an Abomination, the weapon damage value is reduced to 0. 33920-B therefore receives no Wound.

At Blue Danger Level, 5 Wounds are necessary to kill a Lost Nightmare. The number of necessary Wounds can change for the next Danger Levels, depending on the Lost Nightmare's Skills.



## REWARD

Killing a Nightmare give 5 experience points and a reward to draw in the Equipment or pimp-mobile deck (the player chooses the deck). The number of cards to draw depends of the current Danger Level:

Danger Level	Reward
Blue	Draw 1 card.
Yellow	Draw 2 cards and keep 1.
Orange	Draw 3 card sand keep 1.
Red	Draw 4 cards and keep 1.



## ACKNOWLEDGMENTS

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<http://zombicide.eren-histarion.fr/>