



CLIMBERS AND TERRORCOTTA WALKERS



TERRORCOTTA WALKERS

Ancient nobles used to be buried in mounds along with their most prized possessions, including wives, servants, and even guards to escort them to the afterworld. Over time, these unfortunate souls were replaced with terracotta figures. With clever use of magic, some of them were even turned into golems, living statues meant to protect burial mounds from intruders. As the nobles and the dead were corrupted by necromancers, so were the ancient protectors. Sharing an uncanny likeness to zombies, terrorcotta walkers can bring each other back from destruction by their mere presence. The only way to take one down for good is to take down the whole batch!

To add Terrorcotta Walkers into Zombicide games, add the corresponding cards to the Zombie deck during setup. Then, shuffle it.

TERRORCOTTA WALKERS

Damage dealt: 1

To eliminate: Damage 1

Adrenaline provided: 1 point

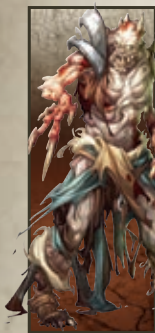
Special rules:

- ♦ Terrorcotta Walkers have the same Targeting Priority Order as Walkers.
- ♦ At the start of each Zombies Phase, locate every Zone with 1 to 4 Terrorcotta Walker miniatures. Then, spawn Terrorcotta Walkers in each of these Zones until there are 5 Terrorcotta Walkers there.

If there are not enough miniatures, choose the Zones which receive the remaining Terrorcotta Walkers. Then, all Terrorcotta Walkers perform 1 extra Activation.

Note: This special Spawn does not trigger the Combat Reflexes Skill.





CLIMBERS

While walls and barricades are usually sufficient to block a shambling horde of Walkers, a few in their number may be this sub-variant. Upon death they grow huge claws and elongated fingers, letting them scale practically any wall or barrier with relative ease. Fortunately, they're no tougher or smarter than ordinary Walkers, and are subject to all the same weaknesses. Survivors protecting a strategic point must take extra care to single out these clawed cadavers lest they find themselves overrun before they know it.

To add Climbers into Zombicide games, add the corresponding cards to the Zombie deck during setup. Then, shuffle it.

CLIMBERS

Damage dealt: 1

To eliminate: Damage 1

Adrenaline provided: 1 point

Special rules:

- ♦ Climbers have the same Targeting Priority Order as Walkers.
- ♦ Climbers can cross Ramparts (Wulfsburg), Barriers, and Ledges (Green Horde) when moving.
- ♦ Climbers ignore Ramparts and don't need Stairs to climb on, or leave Battlement Walkways (White Death).



TARGETING PRIORITY ORDER

Zombicide: White Death, Black Plague and Green Horde feature different Targeting Priority Orders. Players should use the chart corresponding to the core box they are playing with.

