



ABOMINAPE



I will tell you the worst thing I've ever seen. It's a beast, but not a wild one. It came from one of these traveling circus shows. A twelve- or fourteen-foot high giant ape, tamed to do some tricks and entertain the audience. I don't know how it died, but it came back as a zombie. Now, it's chasing us with more cunning than many ordinary zombies.

Adding the Abominape to your Zombicide game is easy. Simply add its Abomination card to the Abomination deck during setup.

The Abominape is an Abomination.

Actions: 1

Wounds dealt: 1

To eliminate: Damage 3 (or Dynamite).

Adrenaline provided: 5 points.

Special rules:

- A Dynamite or Damage 3 weapon is required to eliminate the Abominape. Game effects eliminating all Actors in the Zone can also kill it.
- The Abominape attacks whenever it activates with a Line Of Sight to a Zone with a Survivor at Range 0-1. The target Survivor is dealt 1 Wound. If several targets are eligible, players choose.
- If the Abominape has not snatched someone yet, the first attack it resolves does not deal a Wound. Instead, the Survivor is snatched. Remove their miniature from the board. They cannot do anything, be interacted with, or eliminated, until they are released. Immediately after the Abominape is eliminated, its victim's miniature is released and set in the Zone the Abominape previously occupied. The Survivor cannot play this Game Round, but can resume playing as normal on the next.



CROCOSAUR



I called it “Crocosaur”.

Maybe it's dead, maybe it's a giant monstrous zombie beast, and maybe not. I can't say for sure. What could have killed a gator this size?

But I can say this: zombies don't attack it and it don't attack zombies.

One last thing, just in case you encounter 'em, make sure you've got plenty of dynamite. The last stick I tossed blew up everything in the area except the Crocosaur, which was just standing there, unscathed, in the middle of the crater.

Adding the Crocosaur to your *Zombicide* games is easy. Simply add its Abomination card to the Abomination deck during set up.

The Crocosaur is an Abomination.

Actions: 1

Wounds dealt: 2

To eliminate: Damage 3 (or Dynamite).

Adrenaline provided: 5 points.

Special rules:

- A Dynamite or Damage 3 weapon is required to eliminate the Crocosaur. Game effects eliminating all Actors in the Zone can also kill it.
 - Roll a die whenever the Crocosaur would be eliminated. On a 4+, it survives!
- A Survivor throwing a Dynamite at the Crocosaur may spend 2 Dynamite cards, instead of 1, to ignore this rule.