RAT KING & SWAMP TROLL

◆ RAT KING

Everyone knows that the zombie hordes emerged from the wilderness at the black plague's outset. Yet, they didn't strike just one town or city, but many regions across the kingdoms. The best (remaining) wizards and scholars believe that its creation was an act of raw necromantic power, but its propagation resembles a malignant disease. As such, many, many creatures can be carriers, and the Rat King's gift with rats makes him a natural harbinger of this virulent doom. He's kept safe and secure by Tobias, his enormous pet rat who watches his back, night and day.

The Rat King is a Necromancer. To get it into your game, follow the Necromancer Cabal rules, replacing any number of its cards with the 6 Necromancer cards.

Damage: 1
Min. Damage to destroy: Damage 1
Experience provided: 1 point
Special rules:
· The Rat King follows Necromancer rules.
· When the Rat King spawns, also spawn the indicated number of Swarms of Ratz with it, according to the current Danger Level.
· After the Rat King performs an Extra Activation, add 1 Swarm Of Ratz miniature in its Zone (if available). Then, all Swarms Of Ratz on the board get an Extra Activation.

SWARMS OF RATZ

From the point of view of many, rats are pests to be killed at first sight. They eat our crops and soil our houses. On second thought, however, the destinies of rat and man seem linked. Both species are survivors. We accused rats of being responsible for the black plague, the zombie disease, but it seems they carry the burden in the same way we do. They are vulnerable and can be turned into zombies. We call these the Ratz. Ratz are as numerous as their brethren, of course, but their fear of man has been replaced with a hunger for human flesh. For an unknown reason so far, they act like a giant pack. As soon as some of them find a fresh food source, all ratz in the vicinity gather for the feast. The more there are, the more frantic these critters become, and you know how agile and fast a rat can be!

Swarms of Ratz follow these rules:

Damage: 1
Min. Damage to destroy: Damage 1
Experience provided: 1 point
Special rules:

· Swarms of Ratz get an Extra Activation each time a Swarm Of Ratz Zombie card is drawn.

· Swarms of Ratz move up to 2 Zones per Activation to reach their target Zone. Set their target Zone before moving them. They move to get there and don't change their course if a new target appears along the way. Swarms of Ratz still only get 1 Action per Activation, either moving or attacking.

· When they move, Swarms of Ratz ignore all obstacles hindering or preventing movement **except for closed doors and walls.**

SWAMP TROLL

Waterholes are not a welcome sight by any stretch of the imagination. It's bad enough that the stagnant, smelly flooded streets hinder our progress. But worse yet is that the murky waters conceal whatever might be hiding under the surface. Stories say trolls like to hide under bridges, but a Swamp Troll hides underwater, always ready to strike at careless survivors who wade into these watery traps! Even the bravest knight would wet himself when surprised by this monstrosity (if he weren't already soaking wet from the waterhole).

The Swamp Troll is an Abomination. To get it into your game, simply add the corresponding Zombie cards to the standard Zombie pile, then shuffle it.

Damage: 2
Min. Damage to destroy: Damage 3
Experience provided: 5 points
Special rules:

· Wounds inflicted by Abominations can't be prevented by Armor rolls.

· A Damage 3 (or more) weapon or Dragon Fire is required to kill an Abomination.

· The Swamp Troll is spawned in the noisiest Zone on the board if it's a Waterhole Zone. If the noisiest Zone is not a Waterhole Zone, the Swamp Troll spawns in the Waterhole Zone closest to it. If several Waterhole Zones are eligible, players choose. If there are no Waterhole Zones on the board, the Swamp Troll spawns in the Spawn Zone closest to the noisiest Zone instead.

TARGETING PRIORITY ORDER

This updated Targeting Priority Order chart includes Zombicide: Black Plague, Zombicide: Green Horde, and expansions.

TARGETING PRIORITY	NAME	ACTIONS	MIN DAMAGE TO DESTROY	EXPERIENCE POINTS
1	Survivor	-	-	-
2	Dragon (any kind)	1	2	1
3	Murder of Crowz / Swarm of Ratz	1	1	1
4	Walker (any kind)	1	1	1
5	Fatty / Abomination (any kind)	1	2/3	1/5
6	Runner (any kind)	2	1	1
7	Zombie Wolfz	3	1	1
8	Necromancer (any kind)	1	1	1

When several targets share the same Targeting Priority Order, the players choose which ones are eliminated first.