

# NINJA TURTLE VILLAINS

## #01 GAME COMPONENTS



16 Ninja Turtle Villain Spawn Cards

An unofficial Zombicide extension module by Thels.

Adapted to Second Edition by Andy.

## #02 NINJA TURTLE VILLAIN RULES

The Zombicide Teenage Mutant Ninja Turtle packs include the heroes Donatello, Leonardo, Michelangelo and Raphael, and the villains Bebop, Krang, Rocksteady and Shredder. All of them are Survivors, fighting side by side. Apparently, the Zombie Apocalypse has caused them to set aside their differences and work together for mutual survival. But what if that wasn't the case? What if the villains were the ones that caused the Zombie Apocalypse, and now move among the Zombie horde as special agents of doom? Having injected themselves with an engineered mutation of the Zombie virus, these villains are able to resurrect and come back time after time, without any of the nasty downsides of being a Zombie, and without any regular Zombie wanting to eat them.



This module allows you to include Bebop, Krang, Rocksteady and Shredder to your game as special Zombies. They do not count as Abominations, and thus do not require Molotov effects or attacks that deal 3 Damage to eliminate them. Instead, they each have their own unique ability that **makes them more resistant to getting killed**, which is not trivialized by 3 Damage attacks, though Molotov effects still kill them.

Each villain comes with 4 spawn cards. When a villain spawn card is drawn, and that villain is already in play, his secondary ability is triggered, which again is unique to each villain.



To include the Ninja Turtle Villains into your game, simply shuffle their spawn cards into the Zombie spawn deck (not the Abomination deck). You can choose to include all the villains, or only some of them, but for each villain that you include, you should include all four of their spawn cards. Characters that are included as villains cannot also be chosen as Survivors.

The Ninja Turtle Villains have the following rules in common:

- Ninja Turtle Villains count as Zombies.
- Ninja Turtle Villains move and attack as regular Fatties.
- Ninja Turtle Villains have 1 Action per Activation.
- Ninja Turtle Villains can only be injured by attacks that deal 2 or more Damage (but see their special abilities).
- Molotov effects ignore each Ninja Turtle Villain's defensive abilities, and eliminate them as normal.
- Ninja Turtle Villains provide 5 Adrenaline Points to the Survivor that eliminates them (but see their special abilities).
- Each Ninja Turtle Villain is its own type of Zombie:
  - They are not Abominations, and do not count towards their limit.
  - They do not benefit from Extra Activation cards.
  - They are unaffected by the Reaper skill.
  - Extra Activations caused by Ninja Turtle Villain abilities and Spawn cards do not trigger the Zombie link skill.

In addition, each Ninja Turtle Villain has its own set of special abilities.



## BEBOP

Bebop has the following special abilities:

- **Targeting priority:** Bebop has the same targeting priority as Fatties.

- **Durable:** Bebop must be dealt five Wounds in total to eliminate him.

- When Bebop spawns, place his ID Sheet next to the play area, and place a die on it with value 5 to track his health. (If you have a spare Survivor Dashboard, you can use the health tracker on that Dashboard instead of a die.) Whenever Bebop is hit by an attack that deals 2 or more Damage, reduce his health value by 1. When his health value is reduced to 0 or less, Bebop is eliminated.

- Each hit that deals 2 or more Damage only reduces his health by 1, regardless of the Damage dealt. Attacks that only deal 1 Damage have no effect.

- Only the Survivor that applies the fifth Wound receives Adrenaline Points for eliminating Bebop.

- **Recover:** When resolving a Bebop spawn card, if Bebop is already in play, he immediately gets an Extra Activation, and then restores 2 health (to a maximum of 5).



## SHREDDER

Shredder has the following special abilities:

- **Targeting priority:** Shredder has the same targeting priority as Runners.

- If your game includes any Zombies with a lower targeting priority, Shredder instead has the same targeting priority as the Zombies in your game with the lowest targeting priority.

- **Obscure vision:** Attacks targeting Shredder's Zone (including attacks targeting Shredder or other Zombies in his Zone) only hit on a 6. Abilities that increase the dice roll have no effect on attacks targeting his Zone.

- Because hits are calculated before they are applied, any attack that eliminates Shredder can still only hit other Zombies on a 6, though further attacks work as normal.

- **Commander:** When resolving a Shredder spawn card, if Shredder is already in play, all Zombies in his Zone (including Shredder) immediately get an Extra Activation.



# ROCKSTEADY

Rocksteady has the following special abilities:

- **Targeting priority:** Rocksteady has the same targeting priority as Runners.

- If your game includes any Zombies with a lower targeting priority, Rocksteady instead has the same targeting priority as the Zombies in your game with the lowest targeting priority.

- **Lead from behind:** Rocksteady cannot be eliminated while there are other Zombies in his Zone.

- Attacks that also eliminate all other Zombies in his Zone can eliminate Rocksteady, unless that attack causes other Zombies (such as Crawlers) to spawn.

- **Reinforcements:** When resolving a Rocksteady spawn card, if Rocksteady is already in play, he immediately gets an Extra Activation, and then spawns 2 Fatties and 4 Walkers in his Zone.

- This effect triggers the Combat reflexes skill.

- If there are not enough Zombie miniatures to spawn the reinforcements, place the remaining available Zombie miniatures (if any), and then all Zombies of the missing type receive an Extra Activation.

# KRANG

Krang has the following special abilities:

- **Targeting priority:** Krang has the same targeting priority as Fatties.

- **Escape hatch:** Krang can only truly be eliminated by attacks that deal 3 or more Damage.

- When Krang is hit by an attack that deals 2 Damage, the Survivor that performed the Attack only receives 1 Adrenaline Point, and must place Krang in a Zone of their choice that contains an active Spawn Zone.

- When Krang is hit by an attack that deals 3 or more Damage, he provides 5 Adrenaline Points to the Survivor that eliminated him, and is removed from play as normal.

- **Engine boost:** When resolving a Krang spawn card, if Krang is already in play, he immediately gets two Extra Activations in a row.

