



STRANGERS

#1 STRANGER RULES

We started seeing a dark figure in the shadows. It was around anytime something bad went down. We started calling it the Stranger. You could tell it was different by the way it moved. It seemed somehow more intelligent; it didn't follow the others and kept its distance from us. At first it just stood there, but then it started grunting and gesturing to the others.... and they started listening! That was when the fight changed.

With the Stranger leading them, the others started picking up things; using weapons and tools. They started remembering how to open doors. Worst of all, they were organizing and using strategy. The zombies are learning! We better learn faster.

- 1- Strangers are territorial as well as extremely rare. Only one can be in play at a time. If another Stranger card is drawn the current Stranger gets an Extra Activation instead.
- 2- When a Stranger appears, place an additional Spawn



token (of a separate color) on its entry Zone and immediately resolve another Zombie Spawn for it. The Stranger also spawns with two Fatty bodyguards who will follow it everywhere.

3- The Stranger does not target Survivors, but will try to avoid them and won't enter

Zones occupied by them. Otherwise it will follow the shortest path to the next Spawn Zone, rotating around the board until it has visited each one. For each Spawn Zone it reaches, place an additional Spawn token and immediately resolve it. Once the stranger has visited all Spawn Zones it will return to its original Spawn Zone, then continue around the board adding more Spawn Zones until it is killed.

4- If the Stranger does become trapped in a zone with survivors, it will use its activation to attack.

5- Zombies get smarter under a Stranger's leadership. When one is in play, other Zombies:

- gain an additional Attack Action.
- may use an activation to open doors or remove barricades.
- will ignore line of sight and noise, targeting the nearest Survivor instead.

Abominations and Zombie Animals are too unruly to follow instructions, and are unaffected by Strangers.

6- When a Stranger is eliminated, all Stranger effects and added Spawn Zones are removed.



#2 TARGETING PRIORITY ORDER

This extended Targeting Priority Order chart includes *Season 3: Rue Morgue*, expansions, and custom zombie types.

TARGETING PRIORITY	NAME	ACTIONS	MIN DAMAGE TO DESTROY	EXPERIENCE POINTS
1	SURVIVOR (EXCEPT SHOOTER) / LOST ZOMBIVOR	-1	-5	-1
2	DRAGON (ANY KIND) / ZOMBIE GIANT	1	2	1
	TANK	1	3	5
3	MURDER OF CROWZ / SWARM OF BATZ	1	1	1
4	WALKER (ANY KIND) / SEEKER / BREAKER / RELATIVE SMOKER / SPITTER / GHOST	1	1	1
5	FATTY (ANY KIND) / GOVT. ENHANCED / PLAZM	1	2	1
	ABOMINATION (ANY KIND)	1	3+	5
6	RUNNER (ANY KIND) / ZOMBIE KID / HUNTER / SPECTRE	2	1	1
	JOCKEY / CHARGER	1	1/2	1/5
	WITCH	3	3	5
7	ZOMBIE DOG / ZOMBIE WOLF / ZOMBIE HYENA	3	1	1
	CRAWLER / LURKER / SWARM OF RATZ / TROOP OF MONKEYZ / ZOMBIE BABY	1	1	1
8	STRANGER / MICHAEL JACKSON	1	1	1/5

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

