



# 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 always move toward the *next nearest* 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. The Stranger will continue around the board until it is killed.



**4-** Zombies get smarter under a Stranger's leadership. When one is in play, regular Zombies gain an additional Attack Action, the ability to open doors, and will ignore line of sight and noise (instead they target the nearest Survivor). Abominations and Zombie Animals are too unruly to follow instructions, and are unaffected by Strangers.

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

## #2 TARGETING PRIORITY ORDER

This Targeting Priority summary is updated from *Season 3: Rue Morgue* and includes *Spread of the Dead* zombie types.

TARGETING PRIORITY	NAME	ACTIONS	MIN DAMAGE TO DESTROY	EXPERIENCE POINTS
<b>1</b>	SURVIVOR (EXCEPT SHOOTER) / LOST ZOMBIVOR	-/1	-/5	-/1
<b>2</b>	TOXIC/RAD/GHOUL WALKER / BREAKER / RELATIVE MURDER OF CROWZ	1	1	1
<b>3</b>	STANDARD/SKINNER WALKER / SEEKER / V.I.P.	1	1	1
<b>4</b>	BERSERKER WALKER	1	1	1
<b>5</b>	TOXIC/RAD/GHOUL FATTY (1) / TOXIC/RAD ABOMINATION (2)	1	2/3	1/5
<b>6</b>	STANDARD FATTY (1) / STANDARD ABOMINATION	1	2/3	1/5
	SKINNER FATTY (1) / A-BOMB ABOMINATION (3)	1	2/A lot	1/5
<b>7</b>	BERSERKER FATTY (1) / BERSERKER ABOMINATION (4)	1	2/3	1/5
<b>8</b>	TOXIC/RAD RUNNER	2	1	1
<b>9</b>	STANDARD/SKINNER RUNNER	2	1	1
<b>10</b>	BERSERKER RUNNER	2	1	1
<b>11</b>	ZOMBIE DOG / CRAWLER / RATZ / STRANGER (5)	3/1/1/1	1	1

- (1) Each Fatty (except Ghouls) comes with two Walkers of the same type as itself when it spawns (Standard, Skinner, Toxic, Berserker).  
 (2) Toxic/Rad Abomination: Toxic/Irradiated. All Standard Zombies standing in its Zone at the end of the Zombies' Phase become Toxic/Rad Zombies (respectively).  
 (3) A-Bomb Abomination: Impervious. Grabbing.  
 (4) Berserker Abomination: Berserker. 2 Zones per Move.  
 (5) Each Stranger comes with two Fatties when it Spawns.

