



# MURDER OF CROWS

## #1 MURDERS OF CROWS RULES

Dogs weren't the only animals to become infected. Crows did too, after scavenging things they should have avoided. They're really nasty flying zombie things. They're small enough to get everywhere - shattering any remaining windows, if necessary, and storming through holes in the roof, half-crumbled walls, and broken doors. Nobody really gets how fast they move before meeting them. Wings ignore walls, car wrecks, and missing floors, you know?

1- Murders of Crows move up to 3 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 on the way. If there is any splitting required when determining their target Zone, split the group, but no additional splitting can occur during their movement. Murders of Crows still only get one Action per Activation, either moving or attacking.

2- Murders of Crows have the same Targeting Priority Level as Toxic Walkers (see the *Toxic City Mall* expansion) and require only 1 Damage to kill.



**3-** Being flying pests, Murders of Crows ignore ALL obstacles hindering or preventing movement when they move (including barricades, closed doors, Hole Zones, observation towers, and walls). They also ignore game effects preventing them from staying in a Zone, like Rubble or Security Zones.

# #2 TARGETING PRIORITY ORDER

This Targeting Priority summary is updated from *Season 3: Rue Morgue*.

TARGETING PRIORITY	NAME	ACTIONS	MIN DAMAGE TO DESTROY	EXPERIENCE POINTS
<b>1</b>	<b>SURVIVOR (EXCEPT SHOOTER)</b>	-	-	-
<b>2</b>	<b>TOXIC WALKER / MURDER OF CROWS</b>	<b>1</b>	<b>1</b>	<b>1</b>
<b>3</b>	<b>STANDARD WALKER / SKINNER WALKER</b>	<b>1</b>	<b>1</b>	<b>1</b>
<b>4</b>	<b>BERSERKER WALKER</b>	<b>1</b>	<b>1</b>	<b>1</b>
<b>5</b>	<b>TOXIC FATTY (1) / TOXIC ABOMINATION (2)</b>	<b>1</b>	<b>2/3</b>	<b>1/5</b>
<b>6</b>	<b>STANDARD FATTY (1) / STANDARD ABOMINATION</b>	<b>1</b>	<b>2/3</b>	<b>1/5</b>
	<b>SKINNER FATTY (1) / A-BOMB ABOMINATION (3)</b>	<b>1</b>	<b>2/A lot</b>	<b>1/5</b>
<b>7</b>	<b>BERSERKER FATTY (1) / BERSERKER ABOMINATION (4)</b>	<b>1</b>	<b>2/3</b>	<b>1/5</b>
<b>8</b>	<b>TOXIC RUNNER</b>	<b>2</b>	<b>1</b>	<b>1</b>
<b>9</b>	<b>STANDARD RUNNER / SKINNER RUNNER</b>	<b>2</b>	<b>1</b>	<b>1</b>
<b>10</b>	<b>BERSERKER RUNNER</b>	<b>2</b>	<b>1</b>	<b>1</b>
<b>11</b>	<b>ZOMBIE DOG / CRAWLER</b>	<b>3/1</b>	<b>1</b>	<b>1</b>

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

