

SPECIAL RULES

- **We've already searched there.** The starting room Zone cannot be Searched.

- **Accomplishing a sacred duty.** Each Objective gives 5 experience points to the Survivor who takes it.

- **The Sledge!** While setting up the game, put a Berserker Abomination in the designated Zone. This is Sledge. Sledge is a Berserker Abomination on a completely different scale and can only be killed by a Survivor at the Orange Danger Level or higher (in addition to using a suitable weapon). Otherwise, it behaves as a normal Berserker Abomination. When Sledge is defeated for the first time, lay down his miniature instead of removing it. During the next Zombies' Phase, he spends an entire activation getting back up on his feet. This only happens once per game. Experience for killing an Abomination is awarded as normal, once for the first time he is killed and again for the second time.

- **The great berserker.** Whenever an Abomination would spawn and Sledge is still alive, instead, open all closed doors in the same Zone as Sledge! If there are no closed doors in that Zone, Sledge gets an additional activation. If Sledge is dead, spawn an Abomination as normal.

- **Sledge containment: purple doors.** *Sledge was sealed off in the dining hall. But if he's even half as difficult to contain as a zombie as he was in life, he won't stay there long once we start stirring up the hornets' nest.* None of the purple doors can be opened by normal means. When Sledge eventually breaks open the purple door containing him, he causes the system to malfunction. All purple doors of all types are opened.

- **Containing the flow.** The white Spawn Zone starts activated. Activating the white Switch opens all white cell doors and deactivates the white Spawn Zone (remove it from the game). The white door stays open. The Switch doesn't grant any experience gain and can't be set back in its original position.

