

The Fatty lurches right up to the Survivors to better cover them in bile when it spews or explodes. Listen for its gagging and groaning.

*"Crap! Aw hell, here they come..."*

A waddling blob covered in boils pulsating with bile. It explodes with its gut's pressure when shot. Otherwise it aims its bile into projectile vomit. Worse than just making you blind and nauseous, Fatty bile attracts the Horde!



## FATTY the bile spewer

**INFECTED MUTANT** Takes 1 kill to kill

**At the start of the Round**  
select a target Range.

**When the Fatty dies**  
All Survivors at Close get Spewed on.

**On the Fatty's go**  
If successful, all Survivors at the target Range get spewed on.

**Spewed on Survivors**  
Get -1 to their next go.

Also, for each Survivor spewed on add an Infected Token to the Fight. Add the Token straight to the Infected section. This does not reduce the number of Infected Tokens in Remaining Infected.

Spend 1 Infected Token to bring in at the start of a Round.  
Maximum of 1 per Survivor per Mission.

The Lasher hides and snares its prey unaware from a distance. Only a faint column of smoke and a spluttering cough give it away.

*"Crab! Aw hell, here they come..."*

Tall and gangly and covered in sores that leak acrid smoke. It explodes when shot, releasing an obscuring cloud. But its main attack is to lash Survivors with its long elastic and whip-like tongue so that the Horde can finish the job.



## THE LASHER the tongue snarer

**INFECTED MUTANT** Takes 3 kills to kill

**If the Lasher doesn't have a tongued Survivor**  
**At the start of the Round**  
select a target Survivor.

**When the Lasher dies**  
All Survivors at Close get -1 to their next go.

**On the Lasher's go**  
If successful, the target is tongued and incapacitated.

**If the Lasher has a tongued Survivor**  
**On the Lasher's go**  
The tongued Survivor is moved one range towards Close.  
If already at Close, then the tongued Survivor takes a hit instead.

**If the Lasher has a tongued Survivor at Close, and is targeted by a failed FA roll** the the tongued Survivor takes a hit.

Spend 1 Infected Token to bring in at the start of a Round.  
Maximum of 1 per Survivor per Mission.

The Stalker crouches in the shadows and growls until it suddenly pounces on an isolated Survivor with an inhuman shriek.

Though still a mindless monster, the Stalker is the most cold and calculating Infected Mutant. Wrapped in dark clothing to hide itself, it will suddenly pounce on a Survivor, even from great heights. And then it starts slashing in a frenzy with its wicked claws.



## STALKER

### THE pouncing prEDATOR

#### INFECTED MUTANT

Takes 1 kill to kill

**If the Stalker doesn't have a pounced Survivor**  
**At the start of the Round**  
select a target Survivor.

**If the Stalker has a pounced Survivor**  
**On the Stalker's go**  
The pounced Survivor takes a hit.

**On the Stalker's go**  
If rolled higher than target, then the target is pounced and incapacitated.

**When targeted by a failed FA roll**  
The pounced Survivor takes a hit.

**When targeted**  
Only FA rolls that equal or beat the Stalker's roll will succeed.

Spend 1 Infected Token to bring in at the start of a Round.  
Maximum of one per Survivor per Mission.

The Banshee simply sits and sobs mournfully. But if roused by noise or light she transforms in to snarling and screaming monster.

Thin and pale, she doesn't seem dangerous at all. But the person who disturbs her won't have chance to learn differently. No other type of Infected kills as single-mindedly or as efficiently.



## BANSHEE

### THE sLEEpIng GYd

#### INFECTED MUTANT

Takes 8 kills to kill

**At the start of a Fight**  
If any Survivor fails the Test for Dominance, or if any Survivor wants it, then the Banshee is awoken.

**At the end of the first Round**  
The target takes two hits if at Close.

**At the end of the second Round**  
The target takes two hits if at Close or Near.

Otherwise, she takes no further part in the Fight.

Whoever chose to wake her, or whoever rolled the highest failed Test for Dominance is her target. Roll off ties.

**At the end of the third and any subsequent Rounds**  
If the target is still in the Fight, take two hits.

**If the Banshee's target is dead**  
She leaves the Fight at the end of the next Round.

Spend 2 Infected Token to bring in at the start of a Fight.  
Maximum of one per 2 Survivors per Mission.

The Hulk charges towards Survivors, ploughing through terrain and other Infected while roaring and growling and howling madly.

*"Forget aim, just shoot it!"*

A charging mountain of muscle, hurling cars and masonry and smashing and stunning Survivors with wild swings of its grotesquely hardened fists.



# HULK

## THE RAGING BEAST

**INFECTED MUTANT**      **INFECTED MUTANT**  
Takes 30 kills to kill

**At the start of the Round**  
select a target Survivor.

If rolled higher than target, the target is Incapacitated for this Round. This is regardless whether the roll is successful.

**On the Hulk's go**  
If successful, then the target takes a hit.

Spend 3 Infected Token to bring in at the start of a Round.  
Maximum of one per 3 Survivors per Mission.

The Horde are usually pitiful, just groaning, puking and lazing about. But when enraged, they scream to attract more to the slaughter.

*"There's too many of them!"*

The common Infected are no stronger or tougher than normal humans. But when disturbed they become crazy with bloodlust. Even unarmed, they're still an endless riot of people too mad to feel pain charging directly at you.

# HORDE

## THE mindLESS MassES

**INFECTED**      **INFECTED**  
Takes 1 kill to kill each Token

**On the Horde's go**

If successful, each Survivor which rolled less than the Horde takes a hit and the Infected player can move them one range, including out of the Fight if they are already at Far.

The Fatty, Lasher and Hulk also use HA. Always use the current HA value when each has their go.

**If the Horde is targeted by two or more Survivors**

Horde Ability (HA) is 5.

**If the Horde is targeted by one Survivor**

Horde Ability (HA) is 6.

**If no Survivors target the Horde**

Horde Ability (HA) is 7.

At any time, the Infected player may trigger a **rampage**. Spend one Infected Token and for this Round only, add one to HA and/or any HA rolls.

Any Infected Token in a Fight not spent on Infected Mutant is part of the Horde. The Horde acts as one, rolling one die.