

KRANG #263



WHEN KRANG IS HIT BY AN
ATTACK THAT DEALS 2 DAMAGE,
HE ONLY PROVIDES 1 EXPERIENCE,
AND MOVES TO AN ACTIVE SPAWN
ZONE OF THE ATTACKER'S CHOICE.

IF HE'S ALREADY IN PLAY, HE
GETS TWO EXTRA ACTIVATIONS.

KRANG #264



WHEN KRANG IS HIT BY AN
ATTACK THAT DEALS 2 DAMAGE,
HE ONLY PROVIDES 1 EXPERIENCE,
AND MOVES TO AN ACTIVE SPAWN
ZONE OF THE ATTACKER'S CHOICE.

IF HE'S ALREADY IN PLAY, HE
GETS TWO EXTRA ACTIVATIONS.

KRANG #265



WHEN KRANG IS HIT BY AN
ATTACK THAT DEALS 2 DAMAGE,
HE ONLY PROVIDES 1 EXPERIENCE,
AND MOVES TO AN ACTIVE SPAWN
ZONE OF THE ATTACKER'S CHOICE.

IF HE'S ALREADY IN PLAY, HE
GETS TWO EXTRA ACTIVATIONS.

KRANG #266



WHEN KRANG IS HIT BY AN
ATTACK THAT DEALS 2 DAMAGE,
HE ONLY PROVIDES 1 EXPERIENCE,
AND MOVES TO AN ACTIVE SPAWN
ZONE OF THE ATTACKER'S CHOICE.

IF HE'S ALREADY IN PLAY, HE
GETS TWO EXTRA ACTIVATIONS.

SHREDDER #267



SHREDDER IS LAST IN PRIORITY,
AND ATTACKS THAT TARGET
HIS ZONE ONLY HIT ON A 6.

IF HE'S ALREADY IN PLAY,
ALL ZOMBIES IN HIS ZONE
(INCLUDING SHREDDER HIMSELF)
GET AN EXTRA ACTIVATION.

SHREDDER #268



SHREDDER IS LAST IN PRIORITY,
AND ATTACKS THAT TARGET
HIS ZONE ONLY HIT ON A 6.

IF HE'S ALREADY IN PLAY,
ALL ZOMBIES IN HIS ZONE
(INCLUDING SHREDDER HIMSELF)
GET AN EXTRA ACTIVATION.

SHREDDER #269



SHREDDER IS LAST IN PRIORITY,
AND ATTACKS THAT TARGET
HIS ZONE ONLY HIT ON A 6.

IF HE'S ALREADY IN PLAY,
ALL ZOMBIES IN HIS ZONE
(INCLUDING SHREDDER HIMSELF)
GET AN EXTRA ACTIVATION.

SHREDDER #270



SHREDDER IS LAST IN PRIORITY,
AND ATTACKS THAT TARGET
HIS ZONE ONLY HIT ON A 6.

IF HE'S ALREADY IN PLAY,
ALL ZOMBIES IN HIS ZONE
(INCLUDING SHREDDER HIMSELF)
GET AN EXTRA ACTIVATION.

BEBOP

#271



**BEBOP MUST BE DEALT FIVE WOUNDS
IN TOTAL TO ELIMINATE HIM.**

**IF HE'S ALREADY IN PLAY, HE GETS
AN EXTRA ACTIVATION, AND THEN
HEALS UP TO 2 OF HIS WOUNDS.**

BEBOP

#272



**BEBOP MUST BE DEALT FIVE WOUNDS
IN TOTAL TO ELIMINATE HIM.**

**IF HE'S ALREADY IN PLAY, HE GETS
AN EXTRA ACTIVATION, AND THEN
HEALS UP TO 2 OF HIS WOUNDS.**

BEBOP

#273



**BEBOP MUST BE DEALT FIVE WOUNDS
IN TOTAL TO ELIMINATE HIM.**

**IF HE'S ALREADY IN PLAY, HE GETS
AN EXTRA ACTIVATION, AND THEN
HEALS UP TO 2 OF HIS WOUNDS.**

BEBOP

#274



**BEBOP MUST BE DEALT FIVE WOUNDS
IN TOTAL TO ELIMINATE HIM.**

**IF HE'S ALREADY IN PLAY, HE GETS
AN EXTRA ACTIVATION, AND THEN
HEALS UP TO 2 OF HIS WOUNDS.**

ROCKSTEADY

#275



**ROCKSTEADY IS LAST IN PRIORITY,
AND CANNOT BE KILLED WHILE THERE
ARE OTHER ZOMBIES IN HIS ZONE.**

**IF HE'S ALREADY IN PLAY, HE
GETS AN EXTRA ACTIVATION,
AND THEN SPAWNS 2 FATTIES
AND 4 WALKERS IN HIS ZONE.**

ROCKSTEADY

#276



**ROCKSTEADY IS LAST IN PRIORITY,
AND CANNOT BE KILLED WHILE THERE
ARE OTHER ZOMBIES IN HIS ZONE.**

**IF HE'S ALREADY IN PLAY, HE
GETS AN EXTRA ACTIVATION,
AND THEN SPAWNS 2 FATTIES
AND 4 WALKERS IN HIS ZONE.**

ROCKSTEADY

#277



**ROCKSTEADY IS LAST IN PRIORITY,
AND CANNOT BE KILLED WHILE THERE
ARE OTHER ZOMBIES IN HIS ZONE.**

**IF HE'S ALREADY IN PLAY, HE
GETS AN EXTRA ACTIVATION,
AND THEN SPAWNS 2 FATTIES
AND 4 WALKERS IN HIS ZONE.**

ROCKSTEADY

#278



**ROCKSTEADY IS LAST IN PRIORITY,
AND CANNOT BE KILLED WHILE THERE
ARE OTHER ZOMBIES IN HIS ZONE.**

**IF HE'S ALREADY IN PLAY, HE
GETS AN EXTRA ACTIVATION,
AND THEN SPAWNS 2 FATTIES
AND 4 WALKERS IN HIS ZONE.**