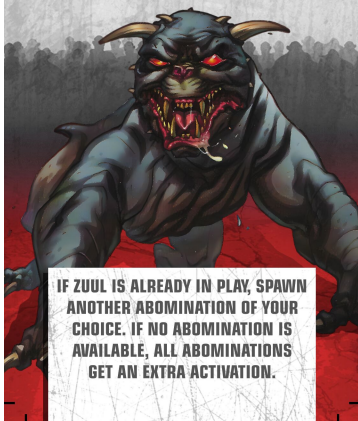
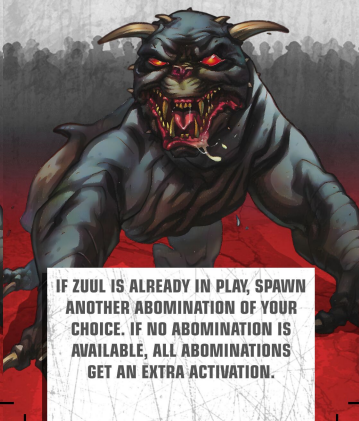


ZUUL #247



IF ZUUL IS ALREADY IN PLAY, SPAWN ANOTHER ABOMINATION OF YOUR CHOICE. IF NO ABOMINATION IS AVAILABLE, ALL ABOMINATIONS GET AN EXTRA ACTIVATION.

ZUUL #248



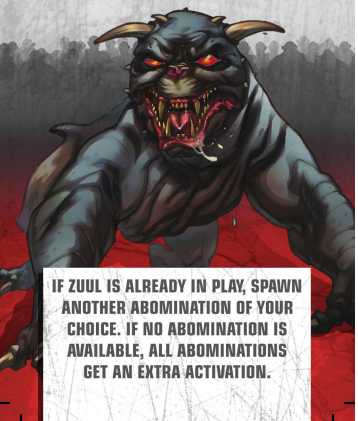
IF ZUUL IS ALREADY IN PLAY, SPAWN ANOTHER ABOMINATION OF YOUR CHOICE. IF NO ABOMINATION IS AVAILABLE, ALL ABOMINATIONS GET AN EXTRA ACTIVATION.

ZUUL #249



IF ZUUL IS ALREADY IN PLAY, SPAWN ANOTHER ABOMINATION OF YOUR CHOICE. IF NO ABOMINATION IS AVAILABLE, ALL ABOMINATIONS GET AN EXTRA ACTIVATION.

ZUUL #250



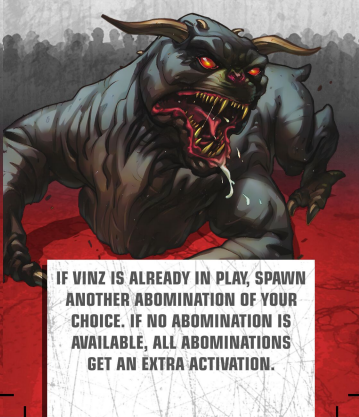
IF ZUUL IS ALREADY IN PLAY, SPAWN ANOTHER ABOMINATION OF YOUR CHOICE. IF NO ABOMINATION IS AVAILABLE, ALL ABOMINATIONS GET AN EXTRA ACTIVATION.

VINZ CLORTHO #251



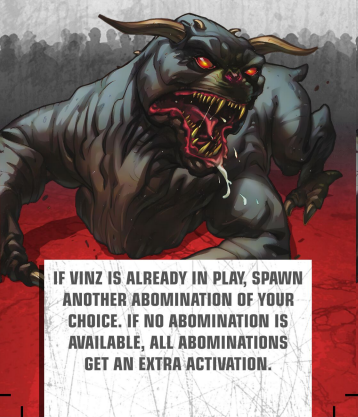
IF VINZ IS ALREADY IN PLAY, SPAWN ANOTHER ABOMINATION OF YOUR CHOICE. IF NO ABOMINATION IS AVAILABLE, ALL ABOMINATIONS GET AN EXTRA ACTIVATION.

VINZ CLORTHO #252



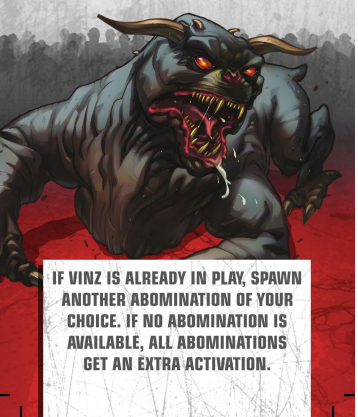
IF VINZ IS ALREADY IN PLAY, SPAWN ANOTHER ABOMINATION OF YOUR CHOICE. IF NO ABOMINATION IS AVAILABLE, ALL ABOMINATIONS GET AN EXTRA ACTIVATION.

VINZ CLORTHO #253



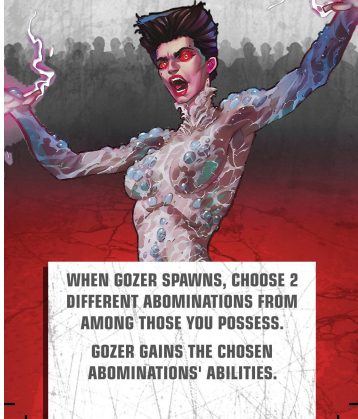
IF VINZ IS ALREADY IN PLAY, SPAWN ANOTHER ABOMINATION OF YOUR CHOICE. IF NO ABOMINATION IS AVAILABLE, ALL ABOMINATIONS GET AN EXTRA ACTIVATION.

VINZ CLORTHO #254



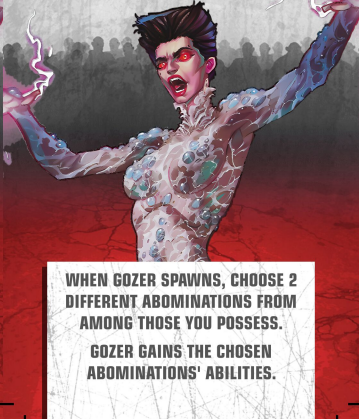
IF VINZ IS ALREADY IN PLAY, SPAWN ANOTHER ABOMINATION OF YOUR CHOICE. IF NO ABOMINATION IS AVAILABLE, ALL ABOMINATIONS GET AN EXTRA ACTIVATION.

GOZER #255



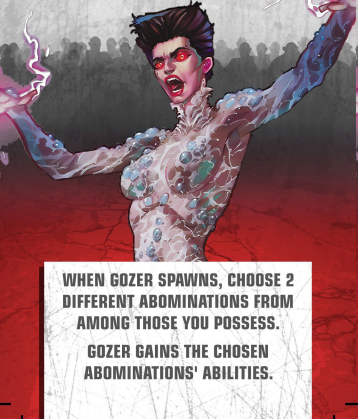
WHEN GOZER SPAWNS, CHOOSE 2 DIFFERENT ABOMINATIONS FROM AMONG THOSE YOU POSSESS. GOZER GAINS THE CHOSEN ABOMINATIONS' ABILITIES.

GOZER #256



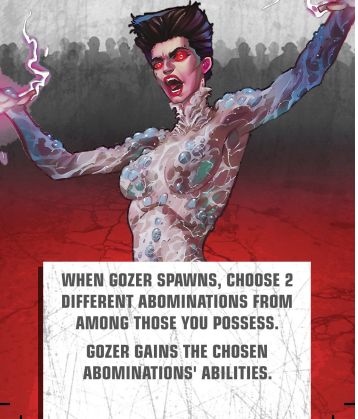
WHEN GOZER SPAWNS, CHOOSE 2 DIFFERENT ABOMINATIONS FROM AMONG THOSE YOU POSSESS. GOZER GAINS THE CHOSEN ABOMINATIONS' ABILITIES.

GOZER #257



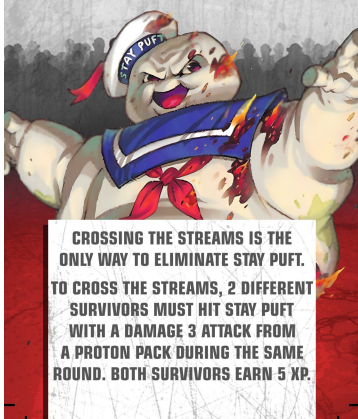
WHEN GOZER SPAWNS, CHOOSE 2 DIFFERENT ABOMINATIONS FROM AMONG THOSE YOU POSSESS. GOZER GAINS THE CHOSEN ABOMINATIONS' ABILITIES.

GOZER #258



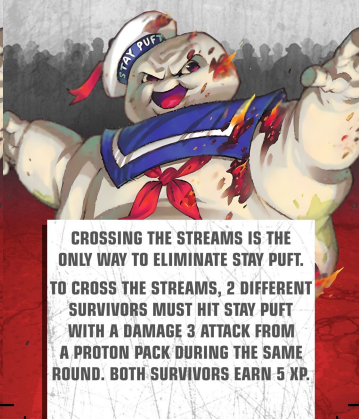
WHEN GOZER SPAWNS, CHOOSE 2 DIFFERENT ABOMINATIONS FROM AMONG THOSE YOU POSSESS. GOZER GAINS THE CHOSEN ABOMINATIONS' ABILITIES.

STAY PUFT #259



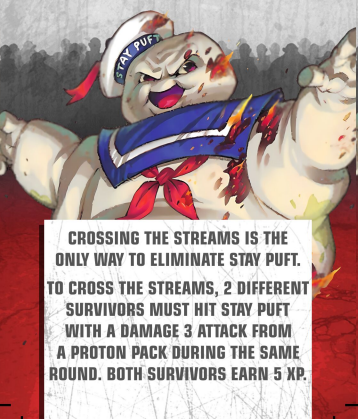
CROSSING THE STREAMS IS THE ONLY WAY TO ELIMINATE STAY PUFT. TO CROSS THE STREAMS, 2 DIFFERENT SURVIVORS MUST HIT STAY PUFT WITH A DAMAGE 3 ATTACK FROM A PROTON PACK DURING THE SAME ROUND. BOTH SURVIVORS EARN 5 XP.

STAY PUFT #260



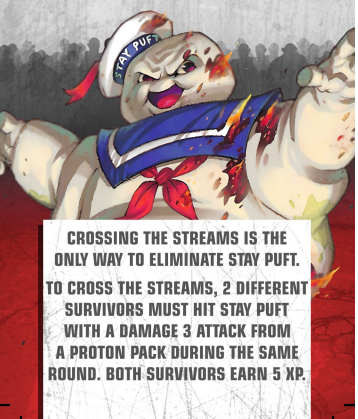
CROSSING THE STREAMS IS THE ONLY WAY TO ELIMINATE STAY PUFT. TO CROSS THE STREAMS, 2 DIFFERENT SURVIVORS MUST HIT STAY PUFT WITH A DAMAGE 3 ATTACK FROM A PROTON PACK DURING THE SAME ROUND. BOTH SURVIVORS EARN 5 XP.

STAY PUFT #261



CROSSING THE STREAMS IS THE ONLY WAY TO ELIMINATE STAY PUFT. TO CROSS THE STREAMS, 2 DIFFERENT SURVIVORS MUST HIT STAY PUFT WITH A DAMAGE 3 ATTACK FROM A PROTON PACK DURING THE SAME ROUND. BOTH SURVIVORS EARN 5 XP.

STAY PUFT #262



CROSSING THE STREAMS IS THE ONLY WAY TO ELIMINATE STAY PUFT. TO CROSS THE STREAMS, 2 DIFFERENT SURVIVORS MUST HIT STAY PUFT WITH A DAMAGE 3 ATTACK FROM A PROTON PACK DURING THE SAME ROUND. BOTH SURVIVORS EARN 5 XP.

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.