


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 CLORT HQ
#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 CLORT HQ
#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 CLORT HQ
#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 CLORT HQ
#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.**