

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



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KRANG

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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

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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.

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ROCKSTEADY

#278



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

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