KRANG #S015

If Krang is already in play, he gets two Extra Activations.

KRANG #S016

If Krang is already in play, he gets two Extra Activations.

KRANG RUSH! #S017

Spawn, then Activate.
If Krang is already in play, he gets two Extra Activations.

KRANG RUSH! #S018

Spawn, then Activate.
If Krang is already in play, he gets two Extra Activations.

SHREDDER #S019

If Shredder is already in play, all Zombies in his Zone (including Shredder himself) get an Extra Activation.

SHREDDER #S020

If Shredder is already in play, all Zombies in his Zone (including Shredder himself) get an Extra Activation.

SHREDDER RUSH! #S021

Spawn, then Activate.
If Shredder is already in play, all Zombies in his Zone (including Shredder himself) get an Extra Activation.

SHREDDER RUSH! #S022

Spawn, then Activate.
If Shredder is already in play, all Zombies in his Zone (including Shredder himself) get an Extra Activation.

BEBOP #S023

If Bebop is already in play, he gets an Extra Activation, and then restores up to 2 Health.

BEBOP #S024

If Bebop is already in play, he gets an Extra Activation, and then restores up to 2 Health.

BEBOP RUSH! #S025

Spawn, then Activate.
If Bebop is already in play, he gets an Extra Activation, and then restores up to 2 Health.

BEBOP RUSH! #S026

Spawn, then Activate.
If Bebop is already in play, he gets an Extra Activation, and then restores up to 2 Health.
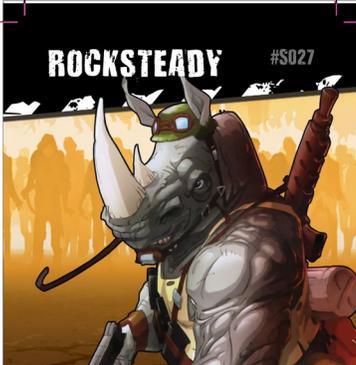
ROCKSTEADY #S027

If Rocksteady is already in play, he gets an Extra Activation, and then spawns 2 Fatties and 4 Walkers in his Zone.
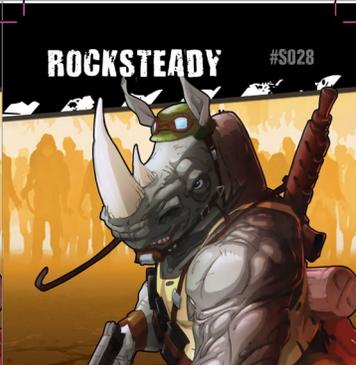
ROCKSTEADY #S028

If Rocksteady is already in play, he gets an Extra Activation, and then spawns 2 Fatties and 4 Walkers in his Zone.

ROCKSTEADY RUSH! #S029

Spawn, then Activate.
If Rocksteady is already in play, he gets an Extra Activation, and then spawns 2 Fatties and 4 Walkers in his Zone.

ROCKSTEADY RUSH! #S030

Spawn, then Activate.
If Rocksteady is already in play, he gets an Extra Activation, and then spawns 2 Fatties and 4 Walkers in his Zone.