

# BR. MARCUS



4

3

2

1

0

## OMNISSIAH AXE

0 3 4+



1

2

3

4

## TARANTULA TURRET

Once per turn you can spend 1 \* and set up one turret in the zone you are in, you can set up up to 3 turrets. You can spend 1 \* and active one turret remotely to attack to 0-2 zones. You can disable turrets for free and get 1 \* back.

## +1 ACTION

## MELTA GUN

Spend 1 \* and fire the melta gun to zone 0-1, for every 5+ rolled you get an extra hit

## OMNISSIAH ONSLAUGHT

Spend 3 \* and you can fire every turret on the board at the same time (resolve hits in whichever turret benefits you), roll 3 dice, for every walker killed you get 1 \* back, for every brute killed you get 2 \* back and for every Hero Zombie killed you get 3 \* back. All Turret modifiers apply.



# DCEASED

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