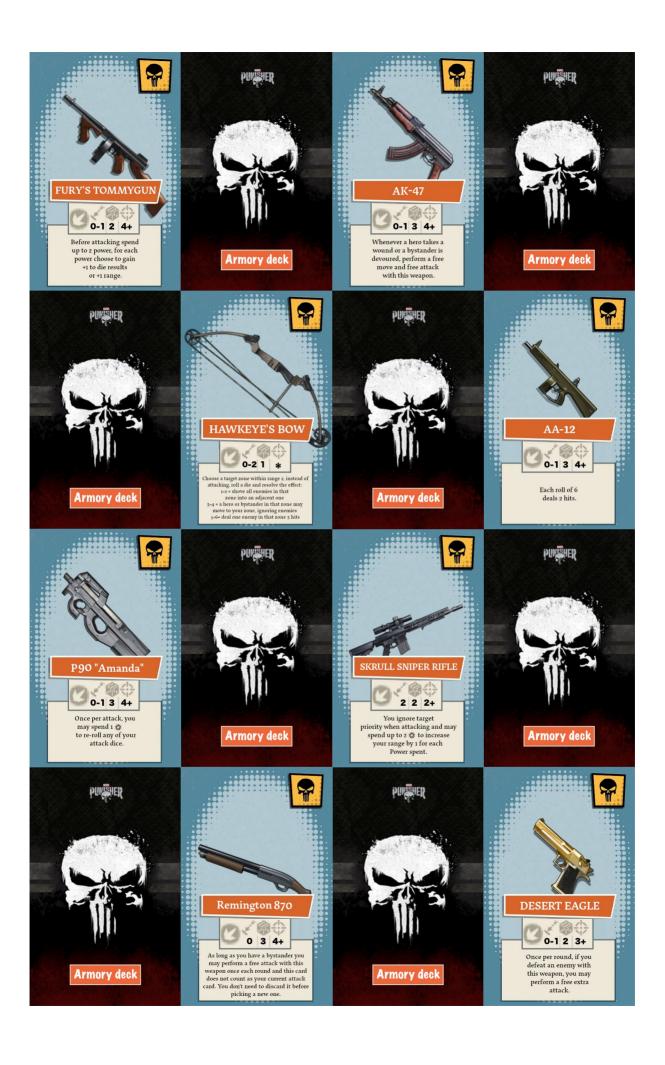
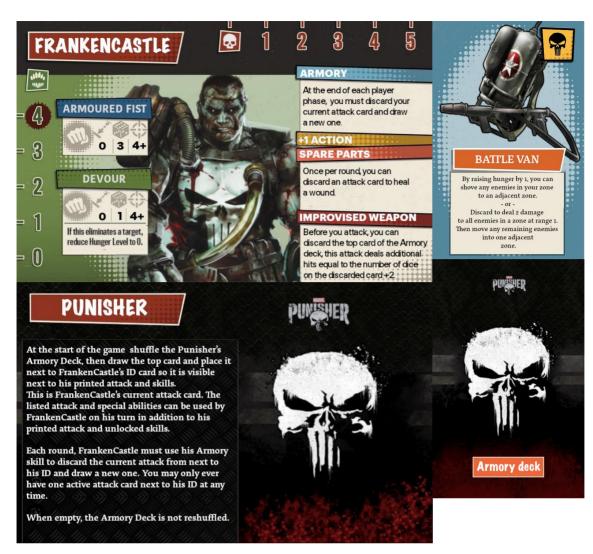
!V2!









Zombie card versions:





Once per turn, you may raise Hunger by 1 to perform a free move action, ignoring enemies.

Armory deck

!V1!





0













PUNISHER

Punisher's Orange and Red skills.

When empty, the Armory Deck is not reshuffled. Cards can only be added back into the deck via



ARMORY During your turn, increase your hunger by 1, to discard your current attack card and draw a new one. when done, perform a free move

STRATEGIST

Once per turn shuffle a random discarded card back in.. After drawing 1 or more attack cards, gain +1 to die results this round.

WEAPON CACHE

When drawing an attack card draw 2, keep 1 and discard the other Increase hunger by 2 to shuffle all discarded cards back into your deck

PUNISHER

At the start of the game shuffle the Punisher's Armory Deck, then draw the top card and place it next to Punisher's ID card so it is visible next to his printed attack and skills.

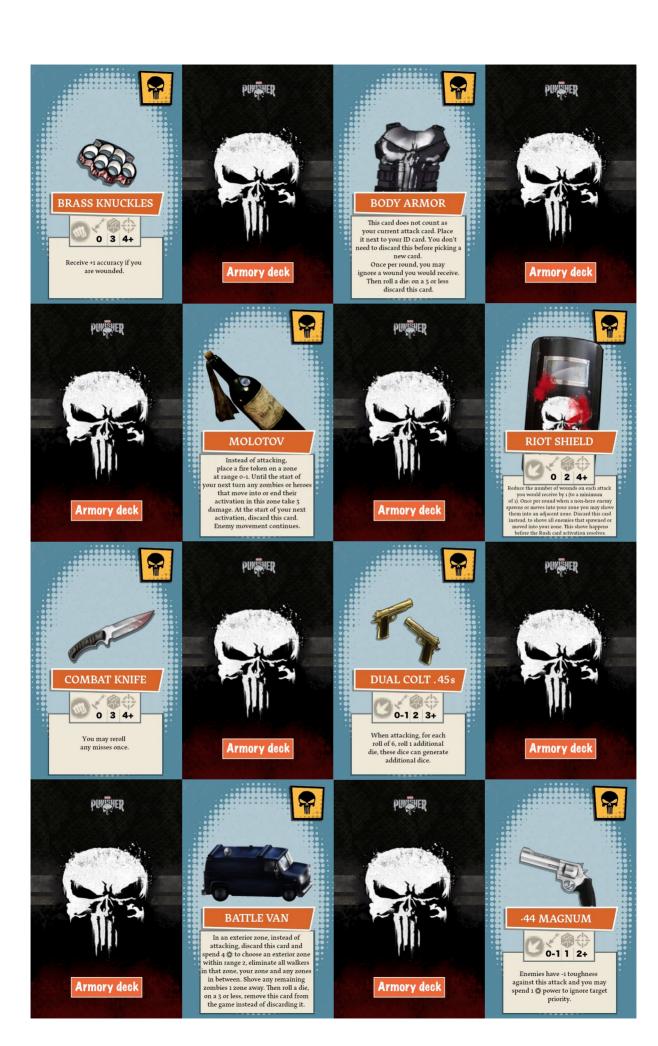
This is Punisher's current attack card. The listed attack and special abilities can be used by Punisher on his turn in addition to his printed attack and unlocked skills.

Punisher can use his Armory skill to discard the current attack from next to his ID and draw a new one. You may only ever have one active attack card next to his ID at any time.

When empty, the Armory Deck is not reshuffled. Cards can only be added back into the deck via Punisher's Orange and Red skills.









Zombie card versions:



