

!V2!




ELEKTRA'S SAI

0 3 4+

Before attacking you may discard a heroic trait to gain +3 dice.



Armory deck



BEAR TRAP

Instead of attacking, place the beartrap token in your zone. When an enemy moves into this zone, you may choose to stop its movement and place them on the bear trap. Only one enemy at a time. The enemy can attack but not move. At the start of each enemy phase roll a die, on a 6 discard the card and token.



Armory deck




Armory deck



EXPLOIT WEAPON

This card does not count as your current attack card. You don't need to discard it before picking a new one.

Before attacking with another attack card, discard this card to double the number of hits rolled.

After attacking, discard the other attack card used as well.



Armory deck



TACTICAL RETREAT

This card does not count as your current attack card. You don't need to discard it before picking a new one.

You may discard this card to gain an immediate free movement action of up to 2 zones, ignoring enemies.



WEB SHOOTER

This card does not count as your current attack card. You don't need to discard it before picking a new one.

Once per turn, you may spend a  to perform a free move action, ignoring enemies.



Armory deck



HUNTER'S BLADE

0 3 4+


After you defeat an enemy that has 2 or more toughness, you may gain 2  or draw a heroic trait.



Armory deck



Armory deck



CROWBAR

0 2 3+

Once a turn you can perform a free open door action or a free interact with objective action.



Armory deck



DERRINGER

0-1 1 4+

You may have an additional weapon card and do not have to discard this card when using Armory.

After attacking with any weapon or ability, you may perform a free attack with this weapon (Limit twice per round)



FURY'S TOMMYGUN

0-1 2 4+

Before attacking spend up to 2 power, for each power choose to gain +1 to die results or +1 range.



Armory deck



AK-47

0-1 3 4+

Whenever a hero takes a wound or a bystander is devoured, perform a free move and free attack with this weapon.



Armory deck



Armory deck



HAWKEYE'S BOW

0-2 1 *

Choose a target zone within range 2, instead of attacking, roll a die and resolve the effect:
 1-2 = shove all enemies in that zone into an adjacent one
 3-4 = a hero or bystander in that zone may move to your zone, ignoring enemies
 5-6 = deal one enemy in that zone 3 hits



Armory deck



AA-12

0-1 3 4+

Each roll of 6 deals 2 hits.



P90 "Amanda"

0-1 3 4+

Once per attack, you may spend 1 * to re-roll any of your attack dice.



Armory deck



SKRULL SNIPER RIFLE

2 2 2+

You ignore target priority when attacking and may spend up to 2 * to increase your range by 1 for each Power spent.



Armory deck



Armory deck



Remington 870

0 3 4+

As long as you have a bystander you may perform a free attack with this weapon once each round and this card does not count as your current attack card. You don't need to discard it before picking a new one.



Armory deck



DESERT EAGLE

0-1 2 3+

Once per round, if you defeat an enemy with this weapon, you may perform a free extra attack.






M 67

When you would attack, discard this card instead. Choose a zone at range 1-2, deal 2 hits to each character there and 1 hit in each adjacent zone to the targeted zone.




Armory deck

GAS GRENADE



When you would attack, discard this card instead. Choose a zone at range 2, enemies there do not activate this round and heroes there may immediately perform a free move ignoring enemies.




Armory deck




Armory deck

AN-M14

When you would attack, discard this card instead to automatically defeat an enemy within range 2.




Armory deck




M16 with M203



0-1 2 3+

Before attacking, you may spend 2 ⚡ to have your attack deal half the number of hits (rounded up) to each adjacent zone.




WAR MACHINE ARMOR



0-1 1 3+

This armor always rolls 1 die. Before attacking spend any amount of ⚡, a successful roll deals as many hits as Power spend. You may discard this card to ignore any wounds you receive this round.




Armory deck




M60



0-1 2 3+

When attacking spend up to 3 ⚡ and gain +2 dice and -1 to die results for each power spend.




Armory deck

FRANKENCASTLE

4

ARMOURED FIST

0 3 4+

3

DEVOUR

0 1 4+

If this eliminates a target, reduce Hunger Level to 0.

2

1

0

ARMORY

At the end of each player phase, you must discard your current attack card and draw a new one.

+1 ACTION

SPARE PARTS

Once per round, you can discard an attack card to heal a wound.

IMPROVISED WEAPON

Before you attack, you can discard the top card of the Armory deck, this attack deals additional hits equal to the number of dice on the discarded card +2

BATTLE VAN

By raising hunger by 1, you can shove any enemies in your zone to an adjacent zone.

- or -

Discard to deal 2 damage to all enemies in a zone at range 1. Then move any remaining enemies into one adjacent zone.

PUNISHER

At the start of the game shuffle the Punisher's Armory Deck, then draw the top card and place it next to FrankenCastle's ID card so it is visible next to his printed attack and skills. This is FrankenCastle's current attack card. The listed attack and special abilities can be used by FrankenCastle on his turn in addition to his printed attack and unlocked skills.

Each round, FrankenCastle must 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.

Armory deck

Zombie card versions:

P90 "Amanda"

0-1 3 4+

Once per attack, you may raise 1 hunger to re-roll any of your attack dice.

Armory deck

SKRULL SNIPER RIFLE

2 2 2+

You ignore target priority when attacking and may raise up to 2 hunger to increase your range by 1 for each Hunger spent.

Armory deck

Armory deck

BATTLE VAN

In an exterior zone, instead of attacking, discard this card and raise hunger by 4 to choose an exterior zone within range 2; eliminate all walkers in that zone, your zone and any zones in between. Shove any remaining enemies 1 zone away, then roll a die, on a 3 or less, remove this card from the game do not discard it.

PUNISHER



Army deck

PUNISHER




WAR MACHINE ARMOR



0-1 1 3+

This armor always rolls 1 die. Before attacking raise any amount of Hunger (until your maximum), a successful roll deals as many hits as Hunger raised. You may discard this card to ignore any wounds you receive this round.

PUNISHER



Army deck

PUNISHER




M16 with M203



0-1 2 3+

Before attacking, you may raise your Hunger by 2 to have your attack deal half the number of hits (rounded up) to each adjacent zone.

PUNISHER




M60



0-1 2 3+

When attacking, raise Hunger up to 3 and gain +2 dice and -1 to die results for each power spend.

PUNISHER



Army deck

PUNISHER




HUNTER'S BLADE



0 3 4+

After you defeat an enemy that has 2 or more toughness, you may decrease your Hunger by 1 or draw a heroic trait.

PUNISHER



Army deck

PUNISHER



Army deck

PUNISHER




WEB SHOOTER

This card does not count as your current attack card. You don't need to discard it before picking a new one.

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

!V1!

PUNISHER



4

3

2

1

0

SUCKER PUNCH

0 1 2+



1

2

3

ARMORY

During your turn, spend 1 power to discard your current attack card and draw a new one, when done, perform a free move once per turn.

+1 ACTION

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. Spend 2 to shuffle all discarded cards back into your deck.



SAWED-OFF SHOTGUN

0 3 4+

Each time you attack you automatically eliminate 1 Walker or Runner in the targeted Zone.

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.



MAC 10

0-1 2 4+

Once per round you may perform a free attack with this weapon.

PUNISHER



4

3

2

1

0

SUCKER PUNCH

0 1 2+

DEVOUR

0 1 4+

If this eliminates a target, reduce Hunger Level to 0.



1

2

3

4

5

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

+1 ACTION

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.



LIGHT ANTI TANK

2 4 3+

When you attack with this weapon, also deal the number of hits rolled to each adjacent zone, then discard this card.

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.



EXPLOSIVE

0 3 4+

Each time you attack you automatically eliminate 1 Walker or Runner in the targeted Zone.





SPAS 12

0-1 3 4+

Once per turn you may perform one free open door action.



Armory deck



M 134 Gatling Gun

0-1 * 3+

Roll 1 dice for each enemy in this zone (before any bonuses). Ignore zombie heroes for this attack.



Armory deck



Armory deck



MP 5

0-1 2 3+

Once per round when an enemy moves into your zone, you may perform a free attack.




Armory deck



FLAMETHROWER

By spending 1 ⚡, you can shove any zombies in your zone to an adjacent zone.
- or -
Discard to deal 2 damage to all enemies in a zone at range 1. Then move any remaining zombies into one adjacent zone.



UZI SUBMACHINE

0-1 2 4+

Once per round after attacking with this weapon, a hero in your zone may perform a free move action.



Armory deck



M 16

0-1 2 3+


You may spend 1 ⚡ to gain +1 range for this attack and ignore Target Priority



Armory deck



Armory deck




C 4

When you would attack, instead place a C4 token on a zone at range 0-1.
During an enemies activation phase, discard this card to deal 2 damage to all enemies in this zone.



Armory deck



REMINGTON 700

2-3 1 2+

You Ignore Target priority when attacking. Enemies suffer -1 toughness against this attack.






BRASS KNUCKLES

0 3 4+

Receive +1 accuracy if you are wounded.




Armory deck

BODY ARMOR

This card does not count as your current attack card. Place it next to your ID card. You don't need to discard this before picking a new card.


Once per round, you may ignore a wound you would receive. Then roll a die: on a 5 or less discard this card.




Armory deck




Armory deck

MOLOTOV

Instead of attacking, place a fire token on a zone at range 0-1. Until the start of your next turn any zombies or heroes that move into or end their activation in this zone take 3 damage. At the start of your next activation, discard this card. Enemy movement continues.




Armory deck




RIOT SHIELD

0 2 4+

Reduce the number of wounds on each attack you would receive by 1 (to a minimum of 1). Once per round when a non-hero enemy spawns or moves into your zone you may shove them into an adjacent zone. Discard this card instead, to shove all enemies that spawned or moved into your zone. This shove happens before the Rush card activation resolves.




COMBAT KNIFE

0 3 4+

You may reroll any misses once.




Armory deck




DUAL COLT .45s

0-1 2 3+


When attacking, for each roll of 6, roll 1 additional die, these dice can generate additional dice.




Armory deck




Armory deck






BATTLE VAN

In an exterior zone, instead of attacking, discard this card and spend 4 to choose an exterior zone within range 2, eliminate all walkers in that zone, your zone and any zones in between. Shove any remaining zombies 1 zone away. Then roll a die, on a 5 or less, remove this card from the game instead of discarding it.




Armory deck

.44 MAGNUM

0-1 1 2+

Enemies have -1 toughness against this attack and you may spend 1 power to ignore target priority.




IMPROVISED EXPLOSIVE

When you would attack, Discard this card to choose a zone at range 1, roll a die and deal hits equal to the number rolled.



Armory deck

Zombie card versions:



FLAMETHROWER

By raising hunger by 1, you can shove any zombies in your zone to an adjacent zone.
- or -
Discard to deal 2 damage to all enemies in a zone at range 1. Then move any remaining zombies into one adjacent zone.



Armory deck



M16

0-1 2 3+


Raise hunger by 1 to gain +1 range for this attack and ignore Target Priority



Armory deck



Armory deck



BATTLE VAN

In an exterior zone, instead of attacking, discard this card and raise hunger by 4 to choose an exterior zone within range 2, eliminate all walkers in that zone, your zone and any zones in between. Shove any remaining zombies 1 zone away. Then roll a die, on a 3 or less, remove this card from the game do not discard it.



Armory deck



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0-1 1 2+

Enemies have -1 toughness against this attack and you may raise hunger by 1 to ignore target priority.

