

TARANTULA SENTRY GUN



4

3

2

1

0

TWIN HEAVY BOLTER



PIERCING AMMO

For every roll of a 6 add 1 hit

+1 DIE PER ADDITIONAL TURRET

NO WHERE TO HIDE

For every zombie killed on rolls, eliminate one other zombie priority down in that zone. For every runner killed eliminate another runner in that zone.

AMMO EFFICIENCY

On roll of any amount of 6s, reroll for free the number of dice corresponding to the Turrets available on the board to get extra hits.



DCEASED
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