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AP



EXPERIMENT X-88 KRAMPUS KRIEGER

DUST 1947

ZOMBIE: Zombies always pass infantry saves on  as well as . Only a zombie may join zombies.

CHEAT DEATH: If eliminated, roll a die. On a  or , cancel one point of damage and hero survives, but gains a stunned token.

CHARGE: May take a free Attack Action using Close-Combat Weapons after performing a March Move Action.

HÖLLENSACK: When It eliminates enemy infantry in Close Combat, up to 5 infantry are trapped in the sack. Starting the Turn after it is full, spend 2 actions to generate 5 Mindless Zombies in its Square. Trapped Infantry cannot return to play. The sack empties after use.

EXPERIMENT X-88 KRAMPIJS KRIEGER

➡ 2 ➡➡ 4 ➡ 4

- Zombie • Cheat Death • Charge
- Höllensack

														
RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 1x Grabkeule	C	4/1	4/1	4/1	4/1	4/1	3/1	3/1	2/1	2/1	1/1	1/1	1/1	1/1
B 1x Grabklinge	C	2/1	2/1	2/1	2/1	1/2	1/2	1/1	1/1	1/1	1/1	1/1	1/1	1/1

5+



* Hero