

16
AP



**EXPERIMENT
X-66
KRAMPUSNACHT**

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.

• **FREEZE!** Place Stunned token on Unit that takes Damage from this weapon. Unit must perform a Nothing Action as its first Action next Activation, removing all Stunned tokens.

• **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.

AX225

A Dusty Christmas Nightmare!

EXPERIMENT X-66 KRAMPIJSNACHT

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- Zombie • Cheat Death
- Frostkeule : Freeze! • Höllensack

																																				
RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	1	2	3																			
A 1x Frostkeule	C	4/1	4/1	4/1	4/1	4/1	4/1	3/1	3/1	2/1	2/1	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																							

5+



* Hero