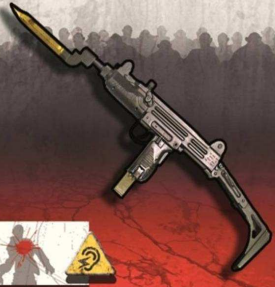


UZI ASESINA



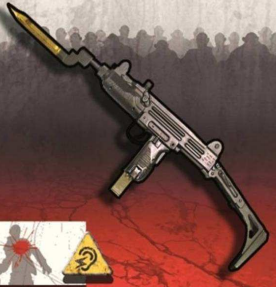
DISTANCE 0-1
FRAPPER 0

DISTANCE 3
FRAPPER 2

DISTANCE 5+
FRAPPER 4+

DISTANCE 1
FRAPPER 2

UZI ASESINA

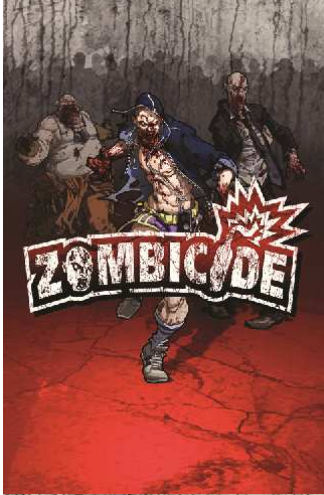
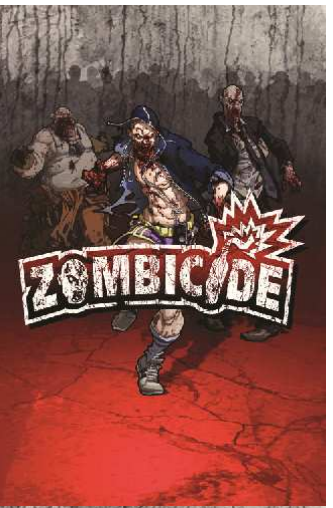


DISTANCE 0-1
FRAPPER 0

DISTANCE 3
FRAPPER 2

DISTANCE 5+
FRAPPER 4+

DISTANCE 1
FRAPPER 2

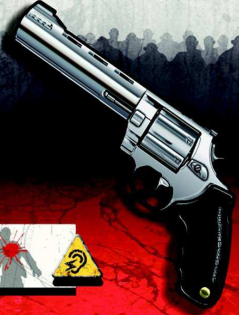


FUSIL WINCHESTER
SPECIAL ! SUR CHAQUE 6, COMPTÉZ 2 DE DÉGÂTS.

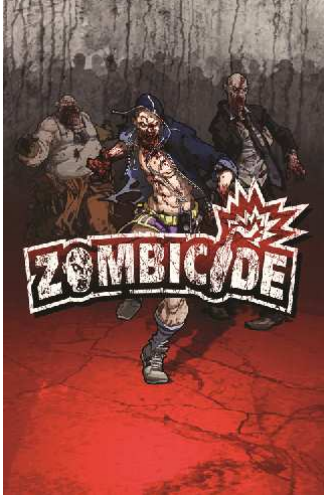


1-2 2 4+ 1


COLT "ANACONDA"



0-1 1 3+ 2

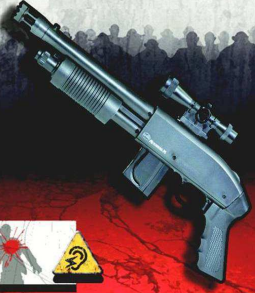


ARBALETE
SPECIAL ! L'ACTION POUR RECHARGER. GRATUIT EN FIN DE PHASE. POSSIBILITÉ D'AJOUTER UN VISEUR.

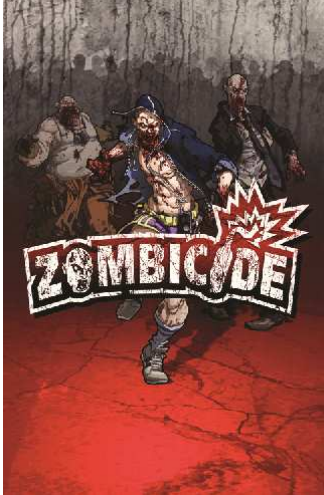


0-2 2 3+ 2

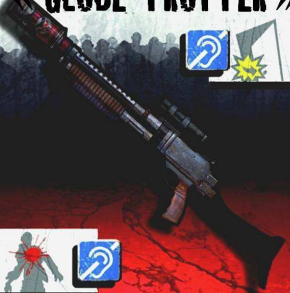
SHOTGUN À VISEUR
SPECIAL ! PERMET DE CHOISIR SA CIBLE.



0-1 1 3+ 1




FUSIL DE CHASSE DU GLOBE-TROTTER >>



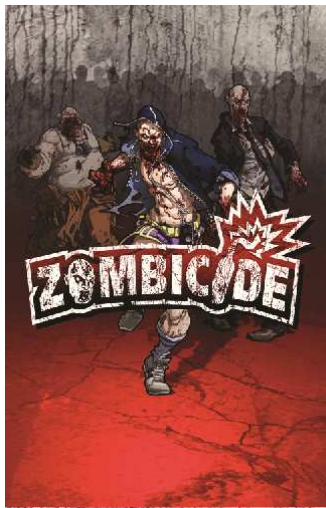
0-1 2 4+ 2

FUSIL DE SNIPER BARRET



2-5 1 3+ 2x1 ou 1x2



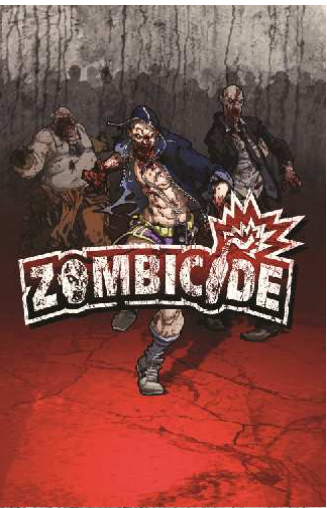


BO DE BATMAN
SPECIAL ! DEFAUSSEZ LA CARTE APRES UTILISATION.

1 1 6+ 1

M134-MINIGUN
ARME A 2 MAINS.
SPECIAL ! SUR UN 6, OCCASIONNE 3 DE DEGAT.

1-4 6 5+ 2

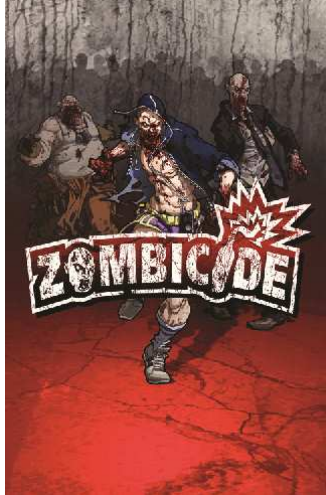


ARBALETE

0-1 1 4+ 1

HKMP5-A3
AVEC TORCHE ELECTRIQUE.

0-1 2 5+ 1

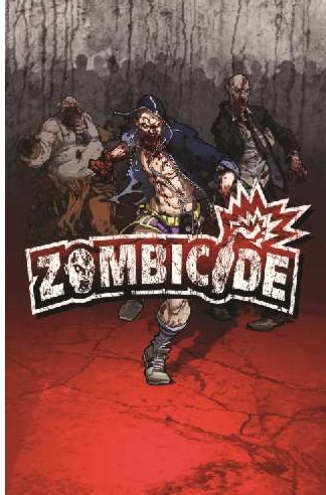
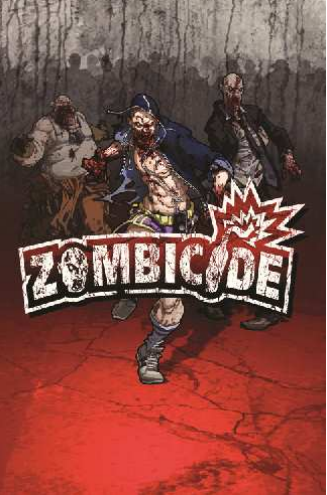


ARBALETE

0-1 1 4+ 1

ARBALETE
SPECIAL ! 1 ACTION POUR RECHARGER.
GRATUIT EN FIN DE PHASE

0-1 1 4+ 1

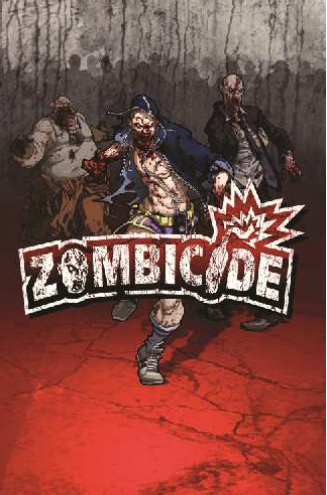


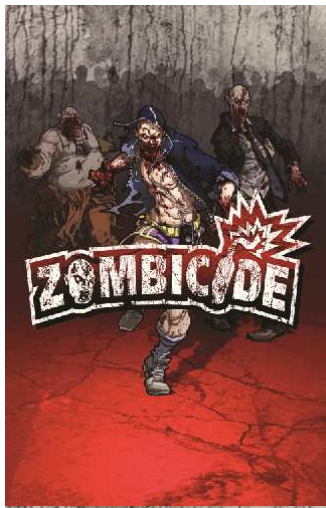
M16
ARME A 2 MAINS

0-2 2 4+ 1


M4 CARABINE

0-2 2 4+ 1






DESERT EAGLE



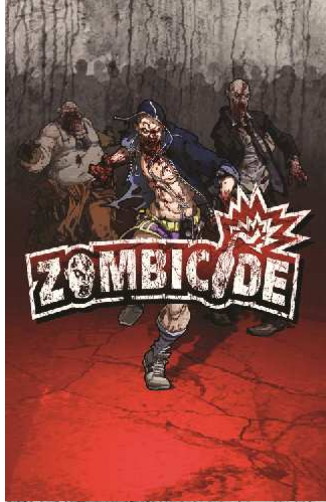
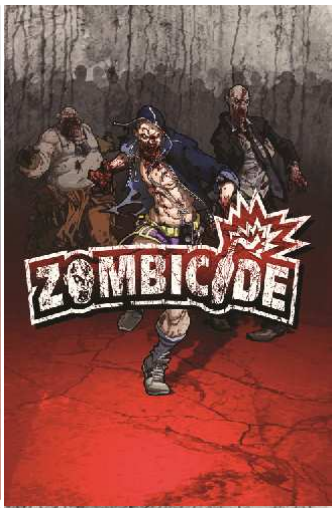
0-1 1 4+ 2

CDs


SPECIAL ! CHAQUE SUCCES VOUS PERMET DE CHOISIR 3 CIBLES TOUCHÉES. DEFAUSSEZ LA CARTE APRES UTILISATION.



0-1 3 5+ 1




FN 5-7

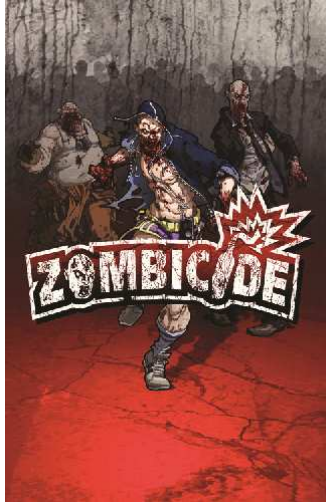
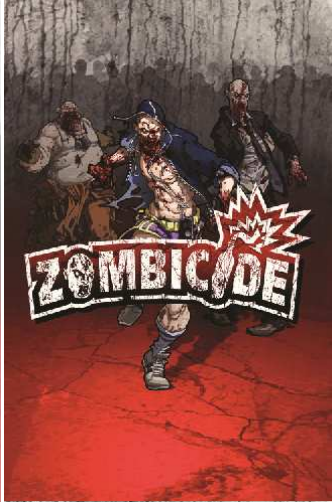


0-1 2 4+ 1

FN 5-7



0-1 2 4+ 1



.45 COLT 1911


SPECIAL ! « DOUBLE FRAPPE » LES DOUBLES AU DES COMPTENT SOIT NORMALEMENT, SOIT COMME UNE BLESSURE DE 2.



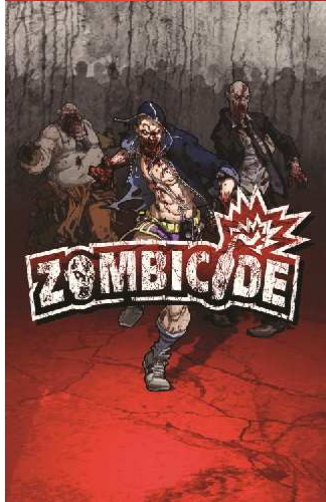
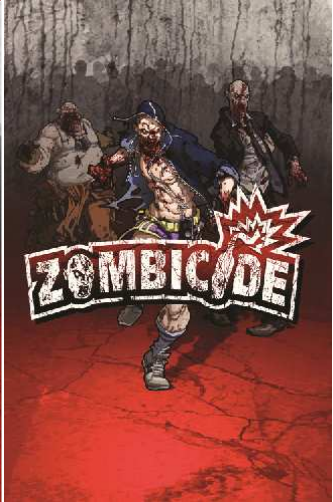
0-1 2 4+ 1

.45 COLT 1911

SPECIAL ! « DOUBLE FRAPPE » LES DOUBLES AU DES COMPTENT SOIT NORMALEMENT, SOIT COMME UNE BLESSURE DE 2.




0-1 2 4+ 1




LAME DE SCIE CIRCULAIRE

SPECIAL ! DEFAUSSEZ LA CARTE APRES UTILISATION.

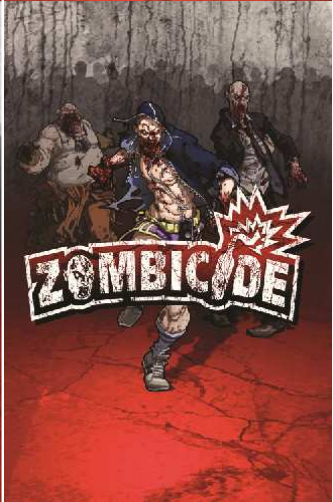


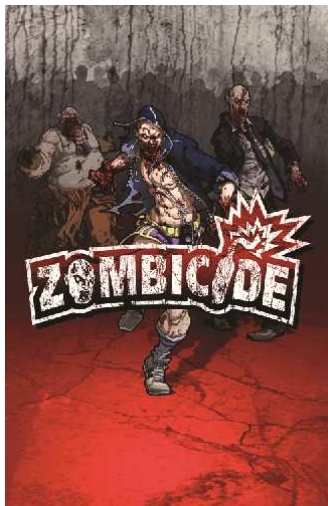
0-1 1 4+ 2

M14 A LUNETTE



1-3 2 5+ 2

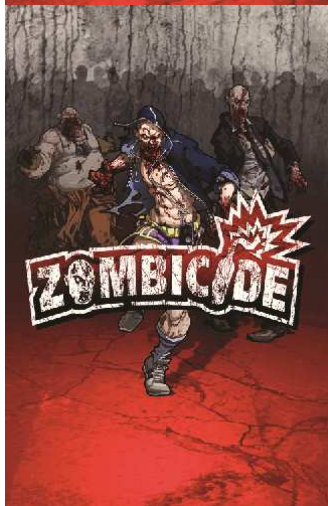




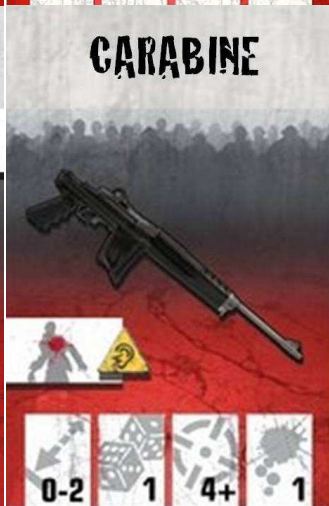
M14



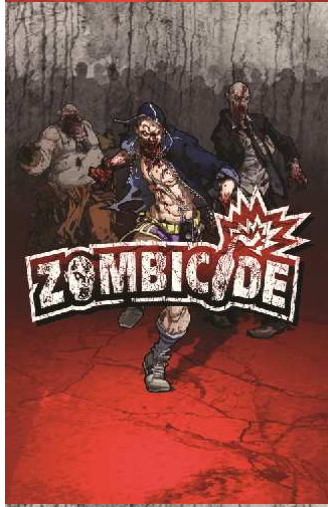
FUSIL A LUNETTE



AS-M79



CARABINE



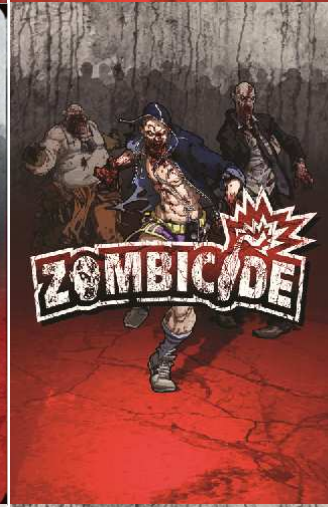
PEPPERBOX

SPECIAL ! 1 ACTION POUR RECHARGER. GRATUIT EN FIN DE TOUR.



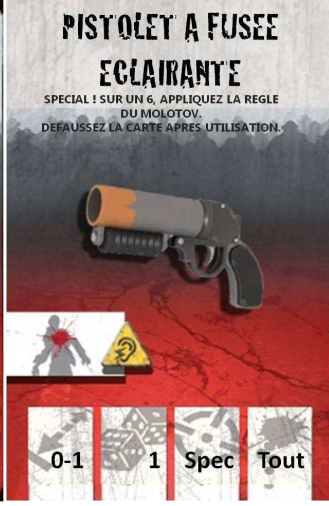
PEPPERBOX

SPECIAL ! 1 ACTION POUR RECHARGER. GRATUIT EN FIN DE TOUR.



GRENADE LAUNCHER

SPECIAL ! DEFAUSSEZ LA CARTE APRES 4 UTILISATIONS.

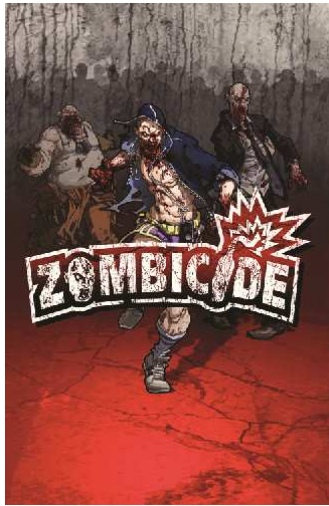


PISTOLET A FUSEE

ECLAIRANTE

SPECIAL ! SUR UN 6, APPLIQUEZ LA REGLE DU MOLOTOV. DEFAUSSEZ LA CARTE APRES UTILISATION.





MAGNUM PYTHON



0 1 4+ 1

0 1 4+ 1

This card features a detailed illustration of a red Magnum Python revolver. Below the weapon, there are four dice icons with their respective values: 0, 1, 4+, and 1. A small icon of a zombie and a blue square with a white arrow are also present.

LANCE-FLAMMES

APRES CHAQUE TOUR, IL A BESOIN D'UNE RECHARGE D'ESSENCE. S'IL EST UTILISE AVEC SUCCES SUR UNE ZONE ADJACENTE, RELANCEZ 1 DE SUR UN 4+, UN AUTRE ZOMBIE PREND FEU ET SUBIT LES MEMES DOMMAGES. CONTINUEZ TANT QUE VOUS FAITES 4+.

DANS LA MEME ZONE, LES SURVIVANTS ET LES ZOMBIES DOIVENT JETER UN DE, SUR UN 1, LA CIBLE PREND FEU ET SUBIT LES MEMES DEGATS.



0-1 4 4+ 2

This card shows a black and silver flamethrower. The text explains its mechanics: it requires a recharge of essence after each turn, and successful use on an adjacent zone causes a zombie to be set on fire and deal damage. The user can continue as long as they roll 4+ on a die. In the same zone, survivors and zombies must roll a 1, which also causes damage. Below the text are four dice icons with values: 0-1, 4, 4+, and 2. A small icon of a zombie and a blue square with a white arrow are also present.