

<p>MISS DUSTY</p> <p>POWERED HEADSHOT</p> <p>Spend 1 bullet to raise a combat roll to 6.</p>	<p>MISS DUSTY</p> <p>RECHARGING AMMO CONSERVATION</p> <p>Roll a natural 6 in combat.</p>
<p>MISTER GREEN</p> <p>POWERED BURST FIRE</p> <p>Count as spent bullet as +2.</p>	<p>MISTER GREEN</p> <p>RECHARGING RELOAD</p> <p>Gain a bullet for any reason.</p>
<p>SILVER BULLET</p> <p>POWERED NINJA ACROBAT</p> <p>Move to an enemy-free entry square on an adjacent tile, ignoring enemies on the way (including starting square.)</p>	<p>SILVER BULLET</p> <p>RECHARGING SPRINTER</p> <p>Roll a natural 6 on the movement die.</p>
<p>PROFESSOR BLUES</p> <p>POWERED DEFENSIVE WARDS</p> <p>An attacker that would do damage is instead destroyed.</p>	<p>PROFESSOR BLUES</p> <p>RECHARGING SYMPATHETIC MAGIC</p> <p>Take a full round and spend a heart to recharge.</p>
<p>SISTER MIDNIGHT</p> <p>POWERED TURN UNDEAD</p> <p>Play at any time. No zombie can enter your tile until it is your turn again, for any reason.</p>	<p>SISTER MIDNIGHT</p> <p>RECHARGING PRAYER</p> <p>Spend an entire round, including your full turn and the time until the beginning of your next, not moving or fighting or playing a card.</p>
<p>DOCTOR GOLD</p> <p>POWERED PAIRED WEAPONS</p> <p>Count a combat roll of 1 as a 6.</p>	<p>DOCTOR GOLD</p> <p>RECHARGING IT'S THE MILEAGE</p> <p>Lose a partial or whole heart for any reason.</p>

Draft 12.11.17 by Andrew Shields for Zombies!!!