







BRAVERY

### CAPTURING A TEST SUBJECT

Reshuffle a Contamination card from a chosen place in the Contamination Pile.

+1 card.

Artwork : Anne Masse



BRAVERY

### CUT TO THE QUICK

This card can only be played before Phase 4.

Each zombie player attacking the chosen place must EITHER discard 2 cards from his hand OR place one Wounded Zombie card on top of his drawing pile.

Artwork : Anne Masse



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BRAVERY

### HOLDING THE PLACE

The Defense Value of each Human card in the chosen place is enhanced by 2.

Artwork : Anne Masse



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Artwork : Anne Masse



Artwork : Anne Masse









**1** **HUMAN**  
**SNIPER** **3**

Each zombie player attacking this place receives one Wounded Zombie card in his discard pile.

Artwork : Anne Masse



**1** **HUMAN**  
**SOLDIER** **5**

You can't allocate Damage Points to any other Human of this place as long as the Soldier hasn't gathered 5 Damage Points.

Artwork : Anne Masse



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You can't allocate Damage Points to any other Human of this place as long as the Soldier hasn't gathered 5 Damage Points.

Artwork : Anne Masse



**3** **HUMAN**  
**SPY** **4**

If at least one zombie player attack this place this turn, +1 Research Point.

Each zombie player attacking this place receives one Wounded Zombie card in his discard pile.

Artwork : Anne Masse



**3** **HUMAN**  
**SPY** **4**

If at least one zombie player attack this place this turn, +1 Research Point.

Each zombie player attacking this place receives one Wounded Zombie card in his discard pile.

Artwork : Anne Masse



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**SPY** **4**

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Each zombie player attacking this place receives one Wounded Zombie card in his discard pile.

Artwork : Anne Masse





**HUMAN**  
**SPY**

3 4

If at least one zombie player attack this place this turn, +1 Research Point.  
Each zombie player attacking this place receives one Wounded Zombie card in his discard pile.

Artwork : Anne Masse



**HUMAN**  
**SPY**

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If at least one zombie player attack this place this turn, +1 Research Point.  
Each zombie player attacking this place receives one Wounded Zombie card in his discard pile.

Artwork : Anne Masse



**HUMAN**  
**TECHNICIAN**

1 3

The Defense Value of the place is enhanced by 2.

Artwork : Anne Masse



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**RAGE**  
**HARANGUING THE HORDE**

1

Place a Contamination card from the place you are attacking in your hand.

Artwork : Anne Masse

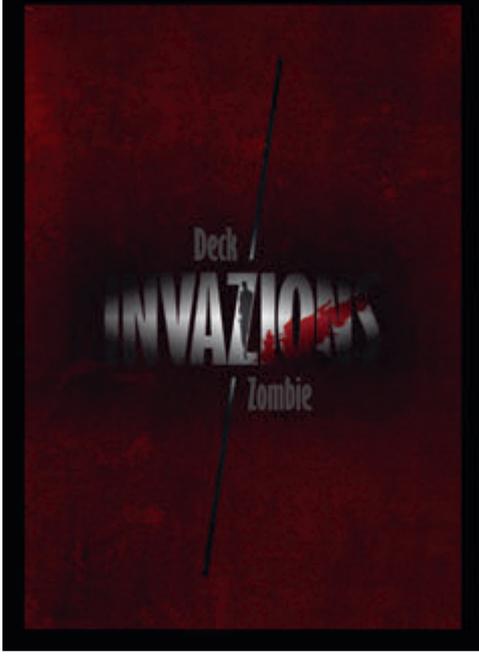


**RAGE**  
**HARANGUING THE HORDE**

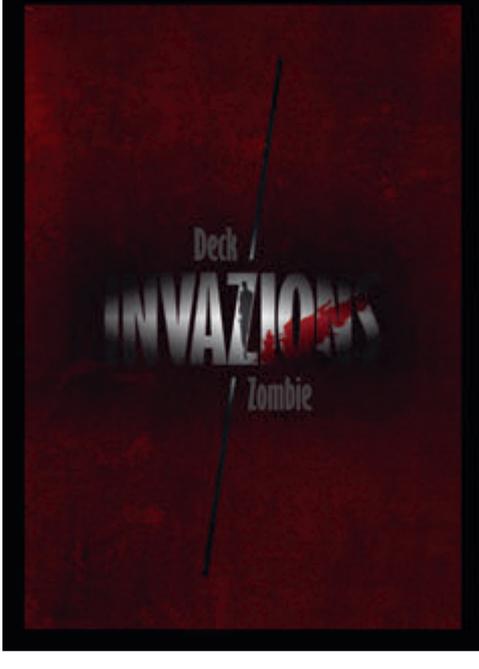
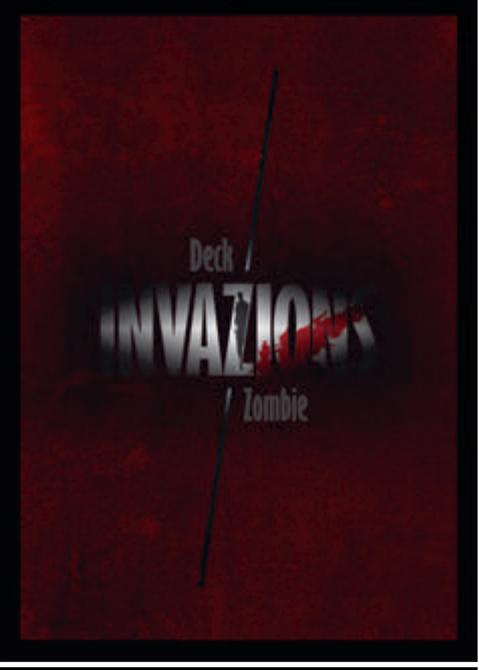
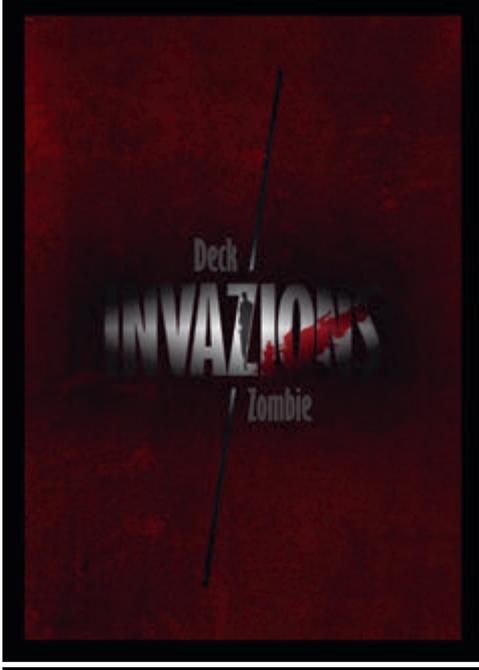
1

Place a Contamination card from the place you are attacking in your hand.

Artwork : Anne Masse







RAGE  
INFECTION 0

+3 Cards  
If you are attacking the place alone,  
+1 Contamination

Artwork : Anne Masse

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INFECTION 0

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If you are attacking the place alone,  
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RAGE  
NATURAL SELECTION 1

+2 Rages  
If you are attacking the place alone,  
+2 Cards

Artwork : Anne Masse

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NATURAL SELECTION 1

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Artwork : Anne Masse

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Artwork : Anne Masse

RAGE  
NATURAL SELECTION 1

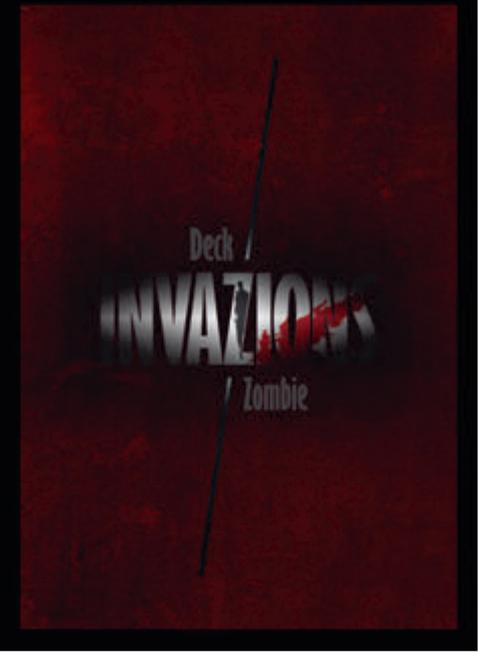
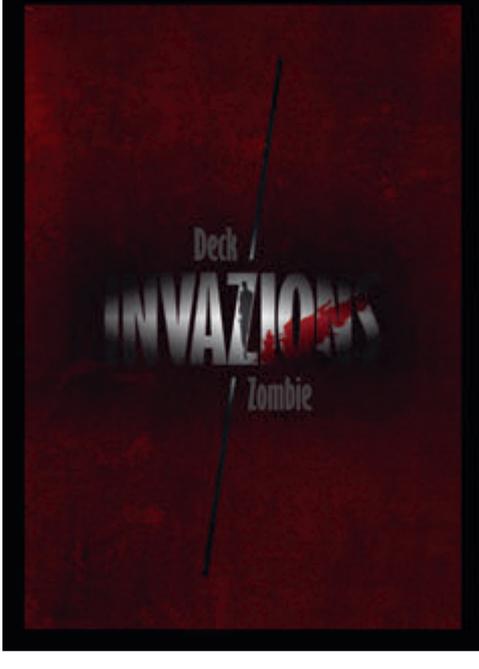
+2 Rages  
If you are attacking the place alone,  
+2 Cards

Artwork : Anne Masse

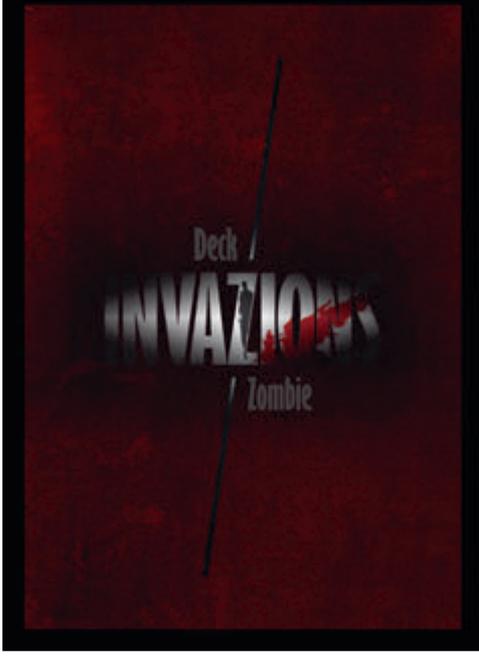
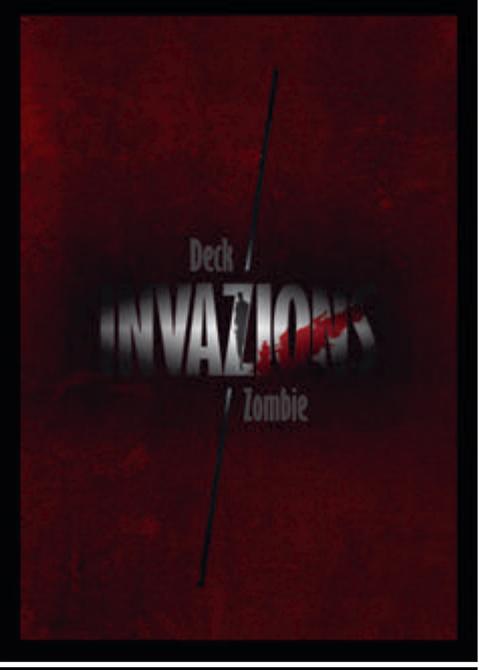
RAGE  
NATURAL SELECTION 1

+2 Rages  
If you are attacking the place alone,  
+2 Cards

Artwork : Anne Masse









**RAGE**  
**OVERWHELMING THEIR DEFENSE** 3

+1 Rage  
+1 Recruitment

Artwork : Anne Masse



**RAGE**  
**SNEAKING INSIDE** 5

Sacrifice 0, 1, 2 or 3 cards from your hand.  
Sacrifice this card.  
+1 Recruitment

Artwork : Anne Masse



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Sacrifice this card.  
+1 Recruitment

Artwork : Anne Masse



**RAGE**  
**STORMING INSIDE** 3

+1 Card  
If you are attacking the place alone, the Attack Value of this card is enhanced by 1.

Artwork : Anne Masse



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**STORMING INSIDE** 3

+1 Card  
If you are attacking the place alone, the Attack Value of this card is enhanced by 1.

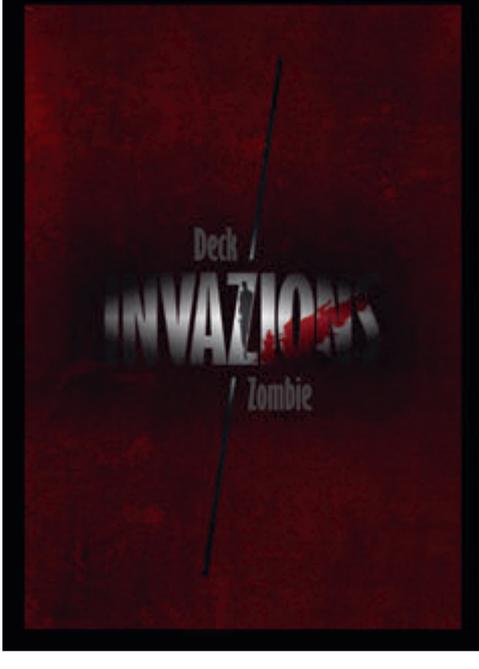
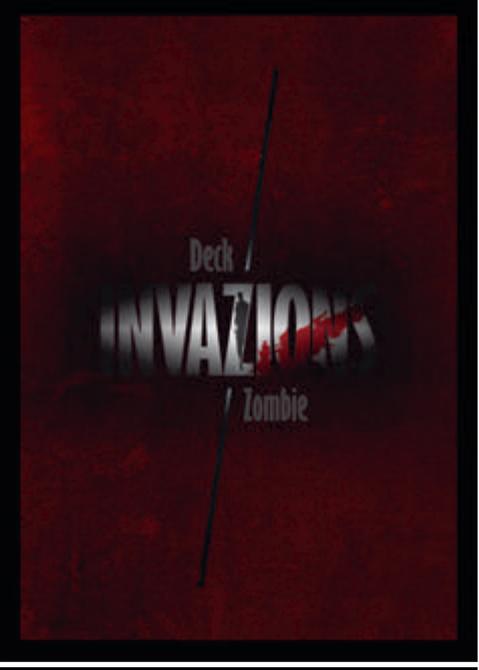
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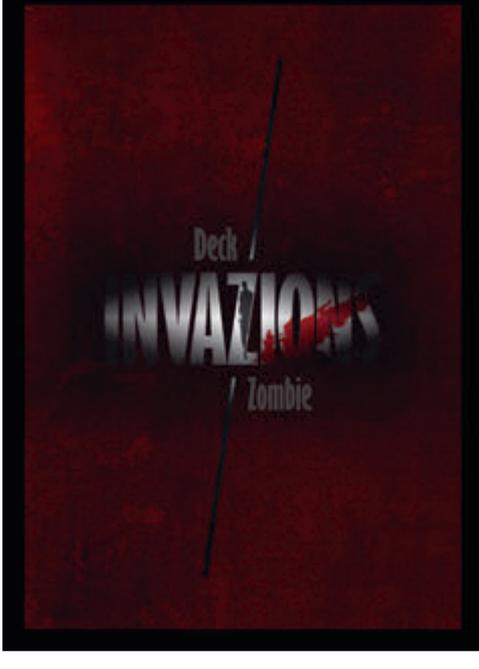
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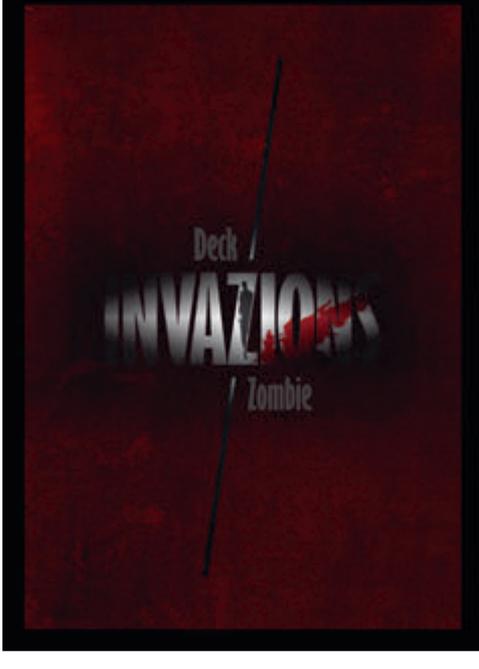
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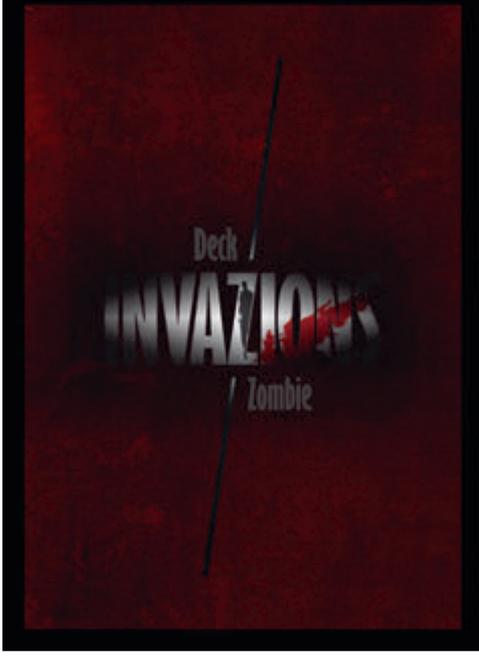
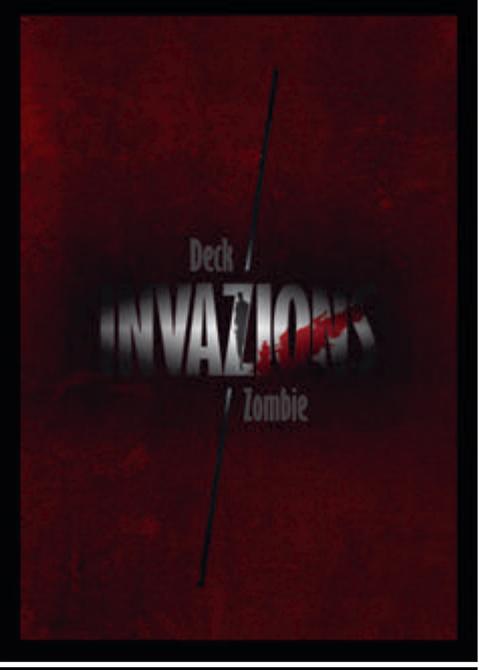














**ZOMBIE**  
**OGRE**

**1**

+1 Recruitment  
You can sacrifice a card from your hand to enhance the Attack Value of the Ogre by 1.

Artwork : Anne Masse



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**ZOMBIE**  
**RATS**

**6**

Sacrifice 2 Contamination cards from the attacked place.  
Add a Wounded Zombie card to your discard pile.  
+1 Contamination

Artwork : Anne Masse



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**RATS**

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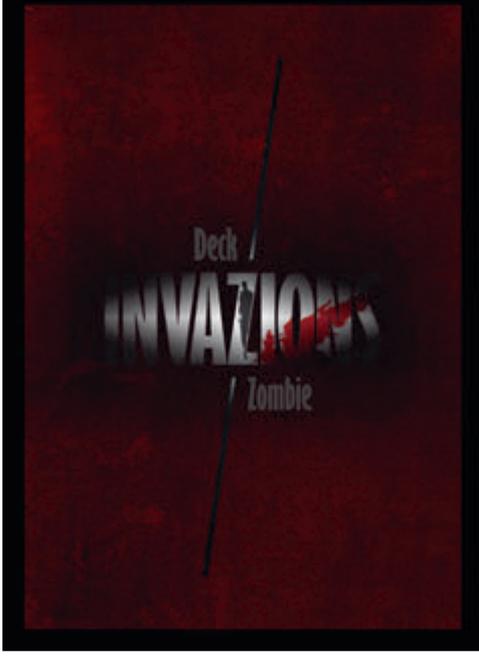
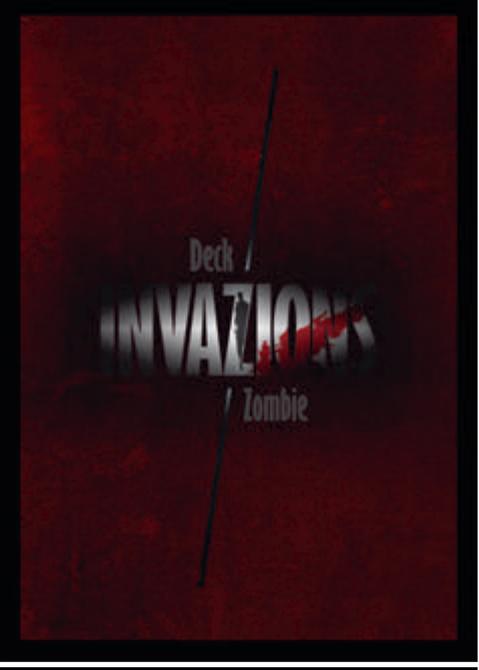


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Artwork : Anne Masse





**ZOMBIE**  
**RATS** 6

Sacrifice 2 Contamination cards from the attacked place.  
Add a Wounded Zombie card to your discard pile.  
+1 Contamination

Artwork : Anne Masse



**ZOMBIE**  
**SWALLOWER** 4

When you play this card, sacrifice a Zombie card from your hand. If you don't want to (or if you can't), sacrifice this card at the end of the turn instead.

Artwork : Anne Masse



**ZOMBIE**  
**SWALLOWER** 4

When you play this card, sacrifice a Zombie card from your hand. If you don't want to (or if you can't), sacrifice this card at the end of the turn instead.

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Artwork : Anne Masse



**ZOMBIE**  
**TRACKER** 3

Look at the first 3 cards on top of the Contamination Pile. Replace 0, 1, 2 or 3 of them in any order on top of it, and put the rest at the bottom.

Artwork : Anne Masse



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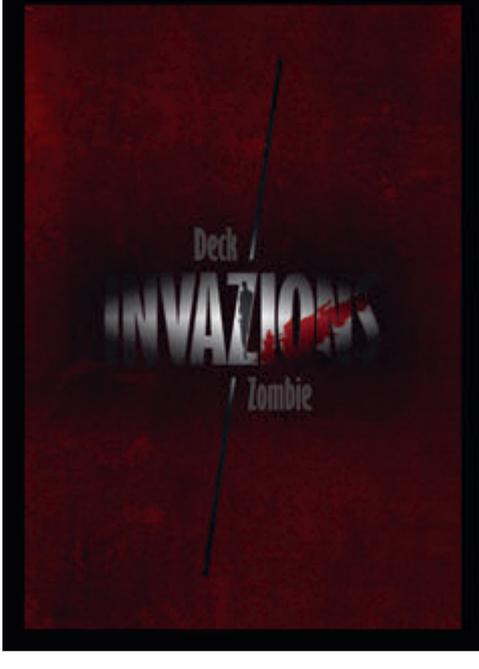
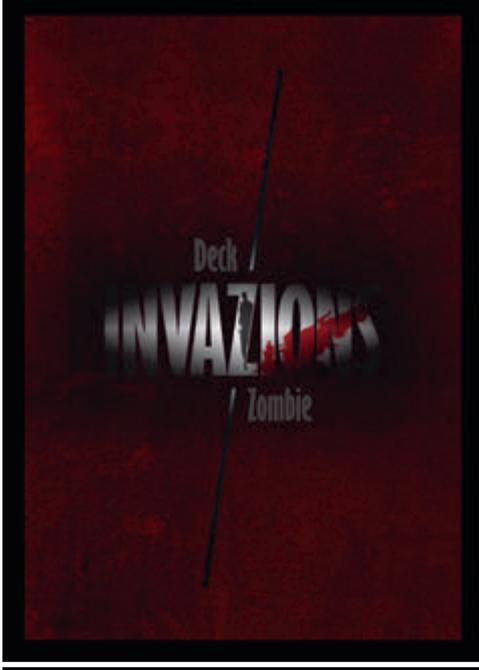
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Artwork : Anne Masse





**ZOMBIE TRACKER** 3

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Artwork : Anne Masse



**ZOMBIE ZYORKSHIRES** 0

This turn, the Attack Value of every Zombie card you play after this is enhanced by 1.

+1 Zombie for each Rage card you play after this.

+1 Card and +1 Contamination for each ZYorkshire you play after this.

Artwork : Anne Masse



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Artwork : Anne Masse



**BARRICADE**

There can't be more than one zombie player attacking the barricaded place.

The Barricade can't stay in the same place 2 turns in a row.

Artwork : Anne Masse

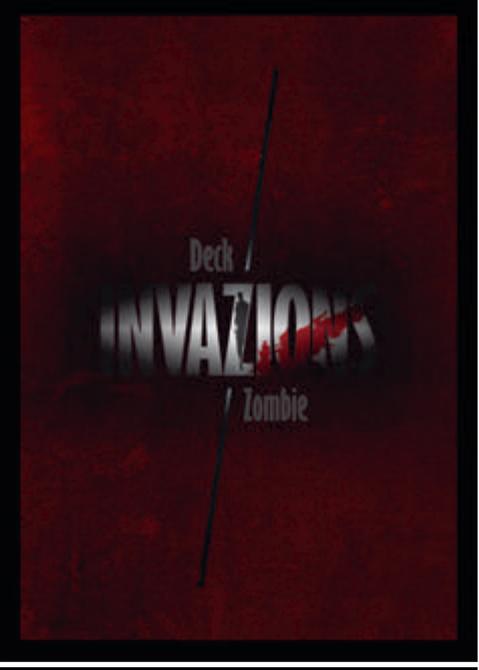


**HUMAN-SURVIVOR SURVIVORS** 1

+1 card

You are allowed to play more than one Survivors card in the same place.

Artwork : Anne Masse







**HUMAN-SURVIVOR**  
**SURVIVORS**

+1 card

You are allowed to play more than one Survivors card in the same place.

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+1 card

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Artwork : Anne Masse

**RAGE**  
**DEVOURING THEM**

+1 Rage

Artwork : Anne Masse

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+1 Rage

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**RAGE**  
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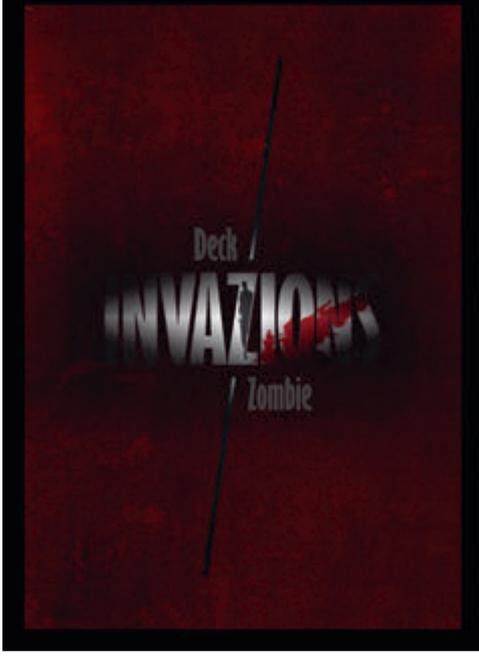
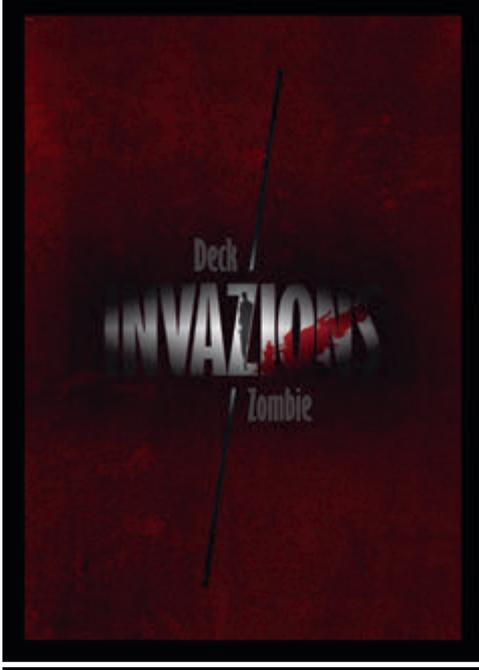
+1 Rage

Artwork : Anne Masse

**RAGE**  
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+1 Rage

Artwork : Anne Masse





RAGE

**DEVOURING THEM**

1

+1 Rage

Artwork : Anne Masse



RAGE

**DEVOURING THEM**

1

+1 Rage

Artwork : Anne Masse



RESEARCH

**BLOOD TEST**

0

0+X

+1 Research Point during Phase 7.  
+1 extra Research Point during phase 7 if the Place hasn't been attacked this turn.

Artwork : Anne Masse



RESEARCH

**NEW VIRUS**

5

1+X

+1 Research Point during Phase 7.  
+2 Research Points when this card is devoured.  
The zombie players can attack this card directly.

Artwork : Anne Masse



RESEARCH

**ORGAN STUDIES**

0

0+X

+1 Research Point during Phase 7.  
+1 extra Research Point during phase 7 if there are at least 2 Human-Survivor cards in this place.

Artwork : Anne Masse



RESEARCH

**WEAPONS CACHE**

0

1+X

+1 Research Point during Phase 7.  
The Defense Value of each Human in this place is enhanced by 1.

Artwork : Anne Masse



**WOUNDED ZOMBIE**

Artwork : Anne Masse



**WOUNDED ZOMBIE**

Artwork : Anne Masse



**WOUNDED ZOMBIE**

Artwork : Anne Masse





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Artwork : Anne Masse



Artwork : Anne Masse



Artwork : Anne Masse



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