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Game: **INCURSION**

Pub: **©2009 Grindhouse Games**

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(Lucky Seventh & MI-13)

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(German SWD)

v2

May 2010

Print on card (ensure you are printing at 100% scale) laminate and trim to size.

SETUP

Choose a **Mission Dossier** and lay out the game board.

A player may spend up to the number of allowed **Requisition Points (RP)** to purchase models. Unused RP are lost.

In 2 player games, **Allied** players may only choose Lucky Seventh or MI-13 model cards and **Axis** players may only choose German SWD model cards.

The maximum number of any specific model that may be used is specified by the model's **Limit** number. **U** means that an unlimited number may be chosen. The German SWD player must always take at least 3RP worth of **Sturmzombies** unless the mission says otherwise (One model card is used to represent every Sturmzombie).

Lay the **model cards** representing your models in front of you for reference and to stack Battle cards on.

Shuffle the **Battle card** deck and place it facedown on the table. When the deck is exhausted, shuffle the discards into a new deck.

GAME SEQUENCE

The game is divided into a number of **game turns**. Each turn is divided into 2 phases:

1. Maintenance Phase

Each player performs each of these actions in this order:

1. Replenish Command Points (CP)

Discard any left over **CP** from the previous turn and draw the number of CP as specified by the Mission's RP level.

2. Replenish Hand

You may discard any card from your hand. Then draw cards to replenish your hand to the number specified by the Mission's RP level.

Mission RP per Player	Cards per Player
3-5	1
6-13	2
14-17	3
18+	4

Of course in the first turn, players have no cards to discard and may only draw their full hand of cards.

3. Turn Bidding

Both players *bid* with CP for who will go first that turn. Secretly write down the number of CP you are bidding and reveal bids simultaneously. The player who has the highest bid goes first. If both bids are equal the Allied player goes first.

CP counters used for turn bidding are discarded. A player may bid from 0 CP to as many as he has available.

Allied Intelligence Once per game, the Allied player may automatically go first. Announce this prior to bidding; on this one turn, there is no bidding.

4. Deployment & Placement of Reinforcements

When setting up, both sides simultaneously place all of their models next to eligible **entry points** as described in the Mission. Any number of models may be placed next to any entry point.



All models may enter the board upon activation (if there is an eligible square), paying the required number of AP to enter the first square.

If there is no room to enter the board after all friendly models have been activated, a model must wait until the next turn to enter. If the square that a model is set to enter is occupied by an enemy model then the first and any subsequent actions that the model performs instead of moving must be either hand-to-hand (HTH) or shooting attacks until the enemy model is dead and the square vacated. Reinforcements in subsequent turns are deployed in the same manner.

Models need not enter the board on the turn they become available, but may wait until a later turn.

2. Action Phase

Actions are performed model by model. The player whose turn it is *activates* a model and completes all movement, shooting, HTH combat and special actions for that game turn with that model.

Actions may be performed in any order. Once complete, an **activated** counter is placed next to the model. That player then chooses the next model to be activated. When all friendly models have been activated, play turns to the opposing player.

A model may only activate once per game turn even if not all of its AP are spent. A model need not spend any of its AP allowance but all models must activate.

ACTION POINTS

The number of actions a model may perform in a given turn is limited by the model's **Action Points (AP)**. Each action performed by the model costs AP. Once a model has exhausted its AP, it may perform no further actions that activation, except as provided by CP.

A player may, for example, expend an AP to move or shoot, then expend another AP to move or shoot again.

AP Cost Action

1	Move 1 Square Forward
2	Move 1 Square Sideways or Back
1	Change Facing up to 180 Degrees
1	Fire Weapon (unless otherwise specified)
2	Fire Flamethrower or Grenade Launcher
2	Throw Grenade
1	Hand to Hand Attack
1	Open or Close Door
1	Pick Up or Activate Item

COMMAND POINTS

CP counters are used for **turn bidding**.

Any CP not used for turn bidding may be **converted to AP** for any friendly model during that model's activation, to use in conjunction with its remaining AP.

When a CP is used, it is placed into a discard pile.

Mission RP per Player	CP per Player
3-5	3
6-8	4
9-11	5
12-14	6
15-17	7
18-20	8
21+	9

CP may also be used for **card killing**. When the enemy plays a Battle card, you may use CP to negate the card and cause it to be placed in the discard pile. Cards already in play may also be killed in the same manner at any time.

Each card has a **Kill Value** printed on it in red, which is the number of CP required to kill that card.

After the second player in a turn has announced that he is finished, the first player has a final opportunity to expend any remaining CP on card killing, as the second player will not be allowed to place further cards until the turn.

CP may *not* be used to counter other CP.

BATTLE CARDS

Any Battle card, and any number of Battle cards, can be played at any time during the owning player's Action Phase (unless the card says otherwise).

Battle card hands are kept secret from the other player.

Effect cards are placed on friendly or enemy Model cards and remain in effect until removed by another card or killed by CP. Multiple effects stack.

Only effect cards with the **SWD icon** can be placed on the Sturmzombie model card.

Event cards have either effects that are either instantaneous or last for a full turn; if not specified, the effect is instantaneous.

MOVEMENT

The **facing** of a model is the direction its torso is pointing. A model may only face one of the 4 sides of the square it currently occupies.

Movement of an individual model consists of 4 functions: 1) moving from square to square, and 2) changing facing within the currently occupied square, 3) opening or closing a door, or 4) picking up or activating an item.

Each of these actions consumes APs. Models may not move diagonally nor may they move through other models unless a **special ability** says otherwise.

DOORS

A door may only be opened by a model in the square directly in front of it and either facing or turned at a 90 degree angle to it. Unless otherwise noted, all doors begin the game closed.

ACTIVATE OR PICK UP ITEMS

Unless the mission says otherwise, items may only be **activated** or **picked up** by models in the square directly adjacent to (and not corner to corner to) the item and either facing it or turned at a 90 degree angle to it.

Sturmzombies and **Bomberzombies** may never activate or pick up items unless otherwise noted in the mission.

A model **carrying** an item it has picked up may **drop** it at any time at no AP cost. A model may only pick up an item if it has not been dropped by another friendly model in the current turn.

If a model is a **casualty**, the item is left in the spot where it died and may be picked up by other models.

Models may **take** items from other friendly models that have not yet activated, in the same way as they are originally picked up. The facing of the model carrying the item is unimportant—only that of the model taking it.

LINE OF SIGHT

All models have an effective 180 degree **Line of Sight** (LOS). All board squares to which a line can be drawn from the center of the model's square to the center of another square, that does not intersect a closed door or a square occupied by another model, are considered to be within LOS.

SHOOTING

To **shoot**, the target must be within the firing model's LOS.

The player pays 1AP and rolls a number of d6 **Damage Dice** (DD) equal to the weapon's **Rate of Fire** (ROF).

The results of all DD rolled per single AP expenditure apply to a single enemy model.

Weapon	ROF	ROF (Reaction Mode)
SMG	2	1
LMG	3	2
HMG	3 (x2)	2
Shotgun, Pistol	1	1
Flamethrower	1 (special)	-
Grenade Launcher	1	-

For each DD rolled, compare the result to the target model's **Fortitude** (F). If the roll meets or exceeds the target's F, the model suffers a **Damage Point** (DP).

Each DP that a model with more than 1 DP sustains should be marked with a DP counter. When all DP are gone, the model is a **casualty** and is removed from the table. Unless this rule is modified by a special ability, a single DD may never cause more than 1 DP.

Some Battle cards and weapons can modify a model's Fortitude or DD rolls. No matter the modifications, any roll of a natural 1 does not cause a Damage point.

RANGE

Some weapons or special attacks have a **Range**, in squares, in which they are effective.

When making the attack, every square that the LOS passes over in any part counts toward the maximum allowable range.

REACTION FIRE

At the end of a player's turn, models with ranged weapons that cannot draw LOS to an enemy model go into **Reaction Fire** mode.

Models armed with weapons that affect more than one square may never go into this mode. Grenades of any kind may never be used in Reaction Fire mode.

A model in Reaction Fire mode may engage in **opportunity fire**. For each movement or shooting action performed by any enemy model within the firing model's LOS, the model may fire its weapon using the ROF in the Reaction Fire column on the weapon chart. If an enemy model's action takes it out of the model's LOS, no Reaction Fire is possible.

Out of Ammo! If a model rolls **doubles** while rolling DD, it *loses* Reaction Fire mode.

WEAPONS

Grenades

Any model with grenades may pay AP to make a grenade attack.

A grenade has a **Range of 6** and is thrown to a target square that would normally be within the model's LOS. It may however be thrown over intervening models and the target may be an unoccupied square.

The blast of the grenade fills **9 squares**, beginning with the square in which the grenade landed and extending evenly to fill adjacent and diagonal squares. Make a DD roll for any model (friend or foe) within these 9 squares and **add 1 to the result**.

Models in squares behind closed doors are unaffected.

Grenade Launcher

A grenade launcher follows the rules for grenades except that it has no maximum Range.

Heavy Machine Gun

An HMG may **shoot twice per AP spent** with a ROF of 3 per shot. Fire the first shot and remove any casualties, then fire the second shot. The second shot may not be used in Reaction Fire.

Flamethrower

The firing model may choose up to **8 squares** to be affected by the blast, by placing **On Fire** counters on the affected squares.

The first square to be affected is always directly in front of the firing model. Place the remaining 7 counters adjacent to a previous marker and in a square within the firing model's LOS. Intervening models do not block LOS for the purpose of placing On Fire counters.

The counters remain on the board and are removed in the next turn just before the first model of the side that fired the flamethrower activates. Counters beyond the first on a space are ignored for determining damage.

Any model expending an AP or CP within an On Fire square, or moving into one, is subject to a DD roll. Each subsequent On Fire square the model moves into or expends an AP or CP within the same activation becomes increasingly dangerous: roll 2 DD for the second, 3 DD for the third, and so on.

On Fire counters do not block LOS.

Shotgun

Targets suffer a **-1 to their F value** on DD rolls.

HAND TO HAND COMBAT

Attacking an enemy model in **hand-to-hand combat** (HTH) costs 1 AP.

Any model may make a HTH attack and all HTH attacks follow these rules no matter what weapons a model is carrying (unless otherwise noted).

The **target model** must be in one of the 3 squares directly in front of the attacker's current facing.

For each HTH attack, roll a DD and place DP markers or remove models as casualties as described for Shooting.

Note that initiating HTH combat does not "lock" either model in place and either model may act freely in its current or next activation. Models may shoot freely even if occupying squares adjacent to enemy models.

Only one enemy model may be attacked for each AP spent on HTH.

REROLLS

No single die may *ever* be rerolled more than once.

CAMPAIGNS

A series of Missions linked together constitute a **Campaign**.

Experience Cards

One model per side that survives any given mission may keep one Effect card that remains on it at the end of the game.

In future missions, place this **Experience Card** *beneath* rather than on top of the model card to represent the fact that the card remains with this model for the rest of the campaign.

The Experience card is removed from campaign play when the model is a casualty, or if the model is not purchased for a mission. Models may gain more than one Experience card in this way.

Sturmzombies and Bomberzombies are not eligible to keep Experience cards.

These cards may be killed during the course of play just like any other Effect card, in which case they are lost for the rest of the campaign.



1. MAINTENANCE PHASE

1. Replenish Command Points (CP)

Mission RP per Player	CP per Player
3-5	3
6-8	4
9-11	5
12-14	6
15-17	7
18-20	8
21+	9

2. Replenish Hand

Discard any card from your hand, then draw new cards:

Mission RP per Player	Cards per Player
3-5	1
6-13	2
14-17	3
18+	4

3. Turn Bidding

Bid with CP (discard counters) for who will go first that turn.

Allied Intelligence Once per game, the Allied player may automatically go first.

4. Deployment & Placement of Reinforcements

Place models next to eligible **entry points** as described in the Mission.

2. ACTION PHASE

AP Action

- 1 **Move** 1 Square Forward
- 2 **Move** 1 Square Sideways or Back
- 1 **Change Facing** up to 180 Degrees
- 1 **Fire Weapon** (unless specified)
- 2 **Fire Flamethrower / Grenade Launcher**
- 2 **Throw Grenade**
- 1 **Hand to Hand Attack**
- 1 Open or Close **Door**
- 1 Pick Up or Activate **Item**

Perform actions model by model and in any order. Place an **activated** counter next to a finished model. When all friendly models have been activated, play turns to the opposing player.

COMMAND POINTS

Mission RP per Player	CP per Player
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21+	9

CP may be **converted to AP** for any friendly model or used for **turn bidding** or **card killing**.

DOORS & ITEMS

A door may only be opened, and an item only be **activated** or **picked up**, by a model in the square directly in front of it and either facing or turned at a 90 degree angle to it.

Sturmzombies and **Bomberzombies** may not interact with items unless noted in the Mission.

Items may be **dropped** at any time at no AP cost. An item may only be picked up if not dropped by another friendly model in the same turn. Models may **take** items from other friendly, not-yet-activated models, in the same way as they are originally picked up.



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Items may be **dropped** at any time at no AP cost. An item may only be picked up if not dropped by another friendly model in the same turn. Models may **take** items from other friendly, not-yet-activated models, in the same way as they are originally picked up.

SHOOTING

Target must be within the firing model's LOS and be within the weapon's Range.

Pay 1 AP and roll d6 **Damage Dice** (DD) equal to the weapon's **Rate of Fire** (ROF).

Weapon	ROF	ROF (Reaction Mode)
SMG	2	1
LMG	3	2
HMG	3 (x2)	2
Shotgun, Pistol	1	1
Flamethrower	1 (special)	-
Grenade Launcher	1	-

For each DD rolled, if the result meets or exceeds the target's **Fortitude** (F), it suffers a **Damage Point** (DP).

Any roll of a natural 1 does not cause a DP.

REACTION FIRE

At the end of your turn, models with ranged weapons that cannot draw LOS to an enemy model go into **Reaction Fire** mode.

Models armed with weapons that affect more than one square may never go into this mode.

Grenades may never be used in Reaction Fire.

The model may then take **opportunity fire**. For each movement or shooting action performed by any enemy model within the firing model's LOS, the model may fire its weapon using its Reaction Mode ROF.

If an enemy model's action takes it out of the model's LOS, no Reaction Fire is possible.

Out of Ammo! If a model rolls **doubles** while rolling DD, it *loses* Reaction Fire mode.

WEAPONS

Grenades

Range of 6; thrown to a target square (even unoccupied) normally be within the model's LOS, even over intervening models.

The blast fills 9 squares. Make a DD roll for *any* model in the blast and **add 1 to the result**.

Models in squares behind closed doors are unaffected.

Grenade Launcher

Use grenade rules but no maximum Range.

Heavy Machine Gun

Shoots twice per AP spent; ROF 3 per shot.

Fire the first shot and remove casualties, then fire the second shot. No second shot in Reaction Fire.

Flamethrower

Place **On Fire** counters on up to **8 affected squares**. The first square is always directly in front of the firing model; the remaining 7 must be adjacent to a previous marker and in a square within the firing model's LOS.

Remove the counters just before the first model of the side that fired the flamethrower activates. Counters beyond the first on a square are ignored for determining damage.

Any model expending an AP or CP in an On Fire square, or moving into one, is subject to a DD roll. Add 1 DD for *each* subsequent On Fire square the model expends an AP or CP in or moves into.

On Fire counters do not block LOS.

Shotgun

-1 to target's F value on DD rolls.

HAND TO HAND COMBAT

Pay 1 AP to attack a model in one of the attacker's 3 front squares.

Only one enemy model may be attacked for each AP spent on HTH. Either model may act freely.

REROLLS

No single die may *ever* be rerolled more than once.

SHOOTING

Target must be within the firing model's LOS and be within the weapon's Range.

Pay 1 AP and roll d6 **Damage Dice** (DD) equal to the weapon's **Rate of Fire** (ROF).

Weapon	ROF	ROF (Reaction Mode)
SMG	2	1
LMG	3	2
HMG	3 (x2)	2
Shotgun, Pistol	1	1
Flamethrower	1 (special)	-
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Any roll of a natural 1 does not cause a DP.

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At the end of your turn, models with ranged weapons that cannot draw LOS to an enemy model go into **Reaction Fire** mode.

Models armed with weapons that affect more than one square may never go into this mode.

Grenades may never be used in Reaction Fire.

The model may then take **opportunity fire**. For each movement or shooting action performed by any enemy model within the firing model's LOS, the model may fire its weapon using its Reaction Mode ROF.

If an enemy model's action takes it out of the model's LOS, no Reaction Fire is possible.

Out of Ammo! If a model rolls **doubles** while rolling DD, it *loses* Reaction Fire mode.

WEAPONS

Grenades

Range of 6; thrown to a target square (even unoccupied) normally be within the model's LOS, even over intervening models.

The blast fills 9 squares. Make a DD roll for *any* model in the blast and **add 1 to the result**.

Models in squares behind closed doors are unaffected.

Grenade Launcher

Use grenade rules but no maximum Range.

Heavy Machine Gun

Shoots twice per AP spent; ROF 3 per shot.

Fire the first shot and remove casualties, then fire the second shot. No second shot in Reaction Fire.

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Place **On Fire** counters on up to **8 affected squares**. The first square is always directly in front of the firing model; the remaining 7 must be adjacent to a previous marker and in a square within the firing model's LOS.

Remove the counters just before the first model of the side that fired the flamethrower activates. Counters beyond the first on a square are ignored for determining damage.

Any model expending an AP or CP in an On Fire square, or moving into one, is subject to a DD roll. Add 1 DD for *each* subsequent On Fire square the model expends an AP or CP in or moves into.

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-1 to target's F value on DD rolls.

HAND TO HAND COMBAT

Pay 1 AP to attack a model in one of the attacker's 3 front squares.

Only one enemy model may be attacked for each AP spent on HTH. Either model may act freely.

REROLLS

No single die may *ever* be rerolled more than once.

US LUCKY SEVENTH

APE SARGE

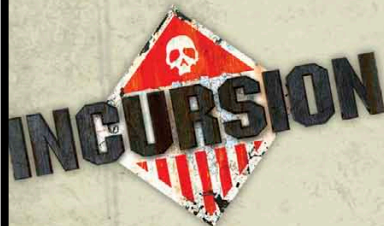


SARGE IN CHARGE The Allied player gains +1 CP per turn in the Maintenance Phase as long as the Sarge is alive.

TACTICAL FULCRUM At the end of his activation, the Sarge may allocate any of his unused AP to any other allied model or models that have not yet activated.

Make a note of this on the side.

This represents shouted orders or intelligence transmitted by radio.



SLUGGER MURPHY



BAMBI +2 to DD roll for every AP spent on shooting or (even in *Reaction Fire* mode).

Except when making *Reaction Fire* shots, when Bambi causes a DP, Slugger may shoot again at no additional cost. If this shot causes a DP then another shot may be fired and so on. Each shot after the first suffers a cumulative -1 to the DD roll.

If a DD roll is a **natural 1** at any time, Slugger's activation ends immediately.

THUMPER May **reroll any DD** once for every AP spent on HTH against non-Sturmzombie models.

Alternately, for each AP he spends on HTH, a Sturmzombie that is a legal HTH target is automatically removed as a casualty with no DD being rolled.

WHERE THERE'S A WILL, THERE'S A WAY Once per turn, may kill any Effect Card placed on him by spending 1AP.

HMG APE



No Special Rules.

APE BLAZER



No Special Rules.

GRUNT APES



No Special Rules.



PADDY MAYNE



DEEP INSERTION Before Turn Bidding on the first turn, place Paddy in any square on the board that is at least 5 squares away from an enemy entrance/exit point or mission objective marker.

LUCKY For each DP suffered, roll a D6. On a roll of 5 or 6, the DP is ignored.

ZOMBIE BAIT 1 AP May place a bait counter once per game (per model) on a square within LOS.

In the following Axis Action Phase, before the German player activates any models, the Allied player activates and moves d6 enemy zombie models which are more than 3 squares away from an Allied model up to their base AP in the direction of the bait.

The German player may not spend any AP on any model that has been previously activated by the Allied player in this turn (but may use CP on it).

CORPORAL



INFILTRATION After Deployment but before the first turn, gain a one-time free activation (no CP use).

ZOMBIE BAIT See *Paddy Mayne*.

PRESCIENCE After drawing Battle Cards to replenish his hand, he allows the M1-13 player to draw one extra card per turn but he must then discard one after viewing them all.

GRENADIER



INFILTRATION See *Corporal*.

PIAT-D Functions as grenade launcher except that +2 is added to all DD rolls instead of +1. Instead of firing normal rounds, may fire incendiary phosphorus: all affected squares within the blast are on fire in exactly the same way as if they had been flamed by a Flamethrower.

GUT GUNNER



INFILTRATION See *Corporal*.

CORRIGAN GUT GUN Shotgun: ROF 2 (1 DD on Reaction Fire). A model within 6 squares is

Knocked Down on a DD roll of 4+ whether or not it suffers a DP, and must pay 2AP as the first action of its next activation to stand up. This only lasts for the duration of the model's next activation after which it regains its footing.

Knocked down models do not block LOS.

COMMANDO



INFILTRATION See *Corporal*.

ZOMBIE BAIT See *Paddy Mayne*.

GRACIE

UNSTOPPABLE May pay an AP to move into a space occupied by an enemy model, counting as a HTH attack. If the DD roll successfully kills the enemy, it may move into the vacated space (if the enemy is not killed it may not).

TRAMPLE For any DD rolled in an *Unstoppable* movement, add +2 to the roll.

ANTI-TANK GUN Functions as grenade launcher except that +2 is added to the DD roll on the target square. A successful DD roll on the target square also inflicts 2 DP instead of 1. Damage to models in surrounding squares is resolved exactly like a Grenade Launcher.

GERMAN SWD

GRETEL VON X



ZOMBIE CONTROLLER So long as Gretel is alive, she adds 4 special CP to the CP pool that may only be used by Sturmpzombies or Bomberzombies to do Actions.

These may be used for no other purpose and do not carry over turn to turn.

ILSA VON X



TWO-GUN Wields 2 SMGs. Roll 2 DD as normal per AP for shooting an SMG but reroll any results that do not cause a DP. DD may only ever be rerolled once.

LEAP May move through spaces occupied by other models if AP available. May not end activation on another model. CP may not be used to initiate or complete this movement.

COMMANDER Each turn she is alive during the *Replenish Hand* part of the Maintenance Phase, the German player takes 1 extra Battle card.

MASK Ignores the *Rackley Hated His Mask* Battle card.

HANS THE HUNTER



HARPOON GUN 1 AP to fire, ROF 1.

If the target does not suffer a DP, roll a die: 4+ the model is dragged to the square in front of Hans, as is a model that suffers a DP from the shot but is not killed. If the target is killed by the shot or later killed in HTH, Hans must forfeit 1AP to yank the harpoon free and may then fire again. Harpooned Models are automatically freed if Hans is dead.

Hans may *not* go into *Reaction Fire* mode.

CLUB Hans adds +2 to each DD for HTH attacks he initiates.

ZOMBIE BOMBARDIER If Hans is in a German force, the limit on the number of Bomberzombies that may be purchased is removed.

BLITZHUND



RAGING BEAST Rolls 3 DD per AP spent on HTH.

AGILE May make facing changes for free.

LEAP See Ilsa.

SUPERNATURAL Weapon effects against *Supernatural* foes affect this model.

STURMZOMBIE



HORDE For each 3RP spent on Sturmpzombies, 3 become available to enter the board every turn until the game ends.

STRENGTH IN NUMBERS Each zombie beyond the first that makes a HTH attack on the same enemy model in the course of the German turn gains +1 DD per HTH attack. This is cumulative: the second zombie rolls 2DD per attack, the third 3DD per attack, and so on.

BOMBERZOMBIE



KA-BOOM! *Special HTH attack.* Pay the usual 1AP; the zombie detonates the massive naval mine it carries. Work out just like a grenade attack with the blast centered on target model. Add +3 to the DD roll for any model or object in the blast. Remove the zombie after this attack.

VOLATILE When the Bomberzombie becomes a casualty from shooting, roll D6:

- 1-2 The model explodes in the square where it "died" as described above.
- 3 The model is removed as a casualty.
- 4-6 The model is immediately subject to the effects of the *Blaze of Glory* Battle card.

GERMAN SWD

GRETEL VON X



ZOMBIE CONTROLLER So long as Gretel is alive, she adds 4 special CP to the CP pool that may only be used by Sturmpzombies or Bomberzombies to do Actions.

These may be used for no other purpose and do not carry over turn to turn.

ILSA VON X



TWO-GUN Wields 2 SMGs. Roll 2 DD as normal per AP for shooting an SMG but reroll any results that do not cause a DP. DD may only ever be rerolled once.

LEAP May move through spaces occupied by other models if AP available. May not end activation on another model. CP may not be used to initiate or complete this movement.

COMMANDER Each turn she is alive during the *Replenish Hand* part of the Maintenance Phase, the German player takes 1 extra Battle card.

MASK Ignores the *Rackley Hated His Mask* Battle card.

HANS THE HUNTER



HARPOON GUN 1 AP to fire, ROF 1.

If the target does not suffer a DP, roll a die: 4+ the model is dragged to the square in front of Hans, as is a model that suffers a DP from the shot but is not killed. If the target is killed by the shot or later killed in HTH, Hans must forfeit 1AP to yank the harpoon free and may then fire again. Harpooned Models are automatically freed if Hans is dead.

Hans may *not* go into *Reaction Fire* mode.

CLUB Hans adds +2 to each DD for HTH attacks he initiates.

ZOMBIE BOMBARDIER If Hans is in a German force, the limit on the number of Bomberzombies that may be purchased is removed.

BLITZHUND



RAGING BEAST Rolls 3 DD per AP spent on HTH.

AGILE May make facing changes for free.

LEAP See Ilsa.

SUPERNATURAL Weapon effects against *Supernatural* foes affect this model.

STURMZOMBIE



HORDE For each 3RP spent on Sturmpzombies, 3 become available to enter the board every turn until the game ends.

STRENGTH IN NUMBERS Each zombie beyond the first that makes a HTH attack on the same enemy model in the course of the German turn gains +1 DD per HTH attack. This is cumulative: the second zombie rolls 2DD per attack, the third 3DD per attack, and so on.

BOMBERZOMBIE



KA-BOOM! *Special HTH attack.* Pay the usual 1AP; the zombie detonates the massive naval mine it carries. Work out just like a grenade attack with the blast centered on target model. Add +3 to the DD roll for any model or object in the blast. Remove the zombie after this attack.

VOLATILE When the Bomberzombie becomes a casualty from shooting, roll D6:

- 1-2 The model explodes in the square where it "died" as described above.
- 3 The model is removed as a casualty.
- 4-6 The model is immediately subject to the effects of the *Blaze of Glory* Battle card.