



TOTENKÖRPERVERBANDE
BLUTKREUZ KORPS
ZOMBIE GUARD SQUAD
 * BLUTKREUZ *
 * ZOMBIE * PANZERFAUST * GRENADE *
 * PANZERFAUST 100 * GRENADE *

2
 4
 1

RAUBE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 1x MG 48	9/1	8/1	6/1	3/1	5/1	3/1	-	-	-	-	-	3/1	2/1	-
B 4x MP 46 SUBMACHINE-GUN	5/1	4/1	3/1	-	3/1	-	-	-	-	-	-	-	-	-
C 1x PANZERFAUST 100 (LIMITED AMMO)	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4
D 3x PANZERFAUST (LIMITED AMMO)	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4



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TACTICS

BLUTKREUZ: All Mindless Zombie Units within Range 1 at the start of their Activation increase their Move to 3, their March Move to 4, and gain Charge.

(CHARGE: May take a free Attack Action using Close-Combat Weapons after performing a March Move Action.)

ZOMBIE: Zombies always pass Infantry Saves on as well as . Zombie are never Suppressed and cannot mount Vehicles or Aircraft. Only a Zombie may Join Zombies.

GRENADE: Target Infantry get no Cover Save from this weapon (but still have an Infantry Save).