

Blaze

1 step per power.
Place fire after each step.

Weapons of Zombie Destruction © 09.14.2008

Strafe

1 step per power.
Step forward, left or right.

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Skewer

1 step per power.
Killed zombies become shields.

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Fuel Tank

Discard power when attacked:
Ignore damage, kill attacking zombie.

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Memory Core

+1 hand size per power.

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Scythe

+1 kill adjacent per power.

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Flame Thrower

All targets: front 3
Discard power: +1 range.

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Auto-Turret

Any 1 target in range
+1 range or +1 target per power.

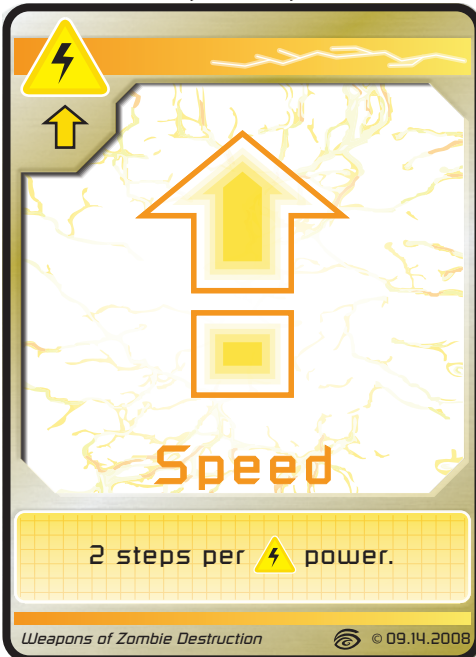
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Ripsaw Launcher

Closest target: front facing
+1 target per power.

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Print 6 times, but you only need 8 Power cards (not 12) and 1 Adaptive AI card.



Speed

2 steps per ⚡ power.

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The Speed card features a yellow lightning bolt icon in the top left corner and a yellow arrow icon below it. The main illustration shows a large orange arrow pointing upwards, with a smaller square icon below it. The background is a yellow and white lightning pattern.



Power

Can be placed under an existing command.

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The Power card features a colorful atom icon in the top left corner. The main illustration shows a glowing atom with a red, green, and yellow background. The background is a gradient of red, green, and yellow.



Generator

+1 ⚡ power to next slot per ⚡ power.

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The Generator card features a yellow lightning bolt icon in the top left corner and a yellow circular arrow icon below it. The main illustration shows a large orange circular arrow pointing to the right, with a yellow lightning bolt icon to its right. The background is a yellow and white lightning pattern.



Power

Can be placed under an existing command.

Weapons of Zombie Destruction © 02.02.2008

The Power card features a colorful atom icon in the top left corner. The main illustration shows a glowing atom with a red, green, and yellow background. The background is a gradient of red, green, and yellow.



Shock

All targets: adj. diagonal
+1 chain per ⚡ power.

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The Shock card features a yellow lightning bolt icon in the top left corner and a yellow starburst icon below it. The main illustration shows a large yellow starburst with a yellow lightning bolt icon in the center. The background is a yellow and white lightning pattern.



Adaptive A.I.

Execute the commands under this component in any order. For each  power, you may execute any other command on this W.Z.D.

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The Adaptive A.I. card features a green circuit board background. The main illustration shows a glowing green eye in the center. The background is a green and white circuit board pattern.

Overload Coils



+1 power to previous and next slots per ⚡ power. When destroyed kill all diagonally chained zombies.

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Spiked Armor



Execute the commands under this component. Damage against Spiked Armor is ignored. Kill zombies that attack Spiked Armor.

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Jet Burst



Face any direction. Step forward until you hit a wall. 1 burst per ⚡ power.

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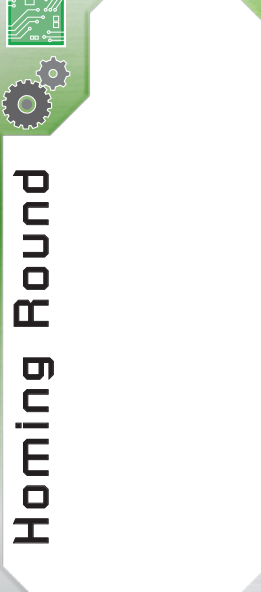
Flame Nova



All targets: adjacent and diagonal. Discard 🔥 power to extend radius.

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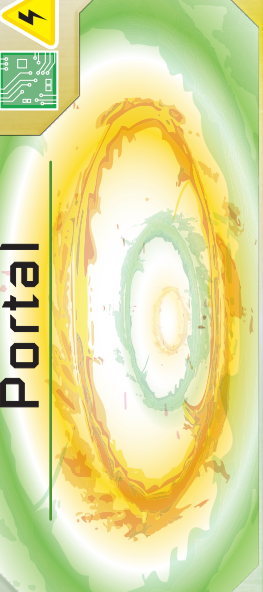
Homing Round



1 target: any space. +1 target per ⚙️ power.

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Portal



Move to any space in a line. Keep the same facing. 1 teleport per ⚡ power.

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Guided Missile



2 targets: first hit + 1 behind. Discard 🔥 power to extend explosion. May make one 90° turn per ⚙️ power.

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Grenade Launcher



5 targets: closest in front + 4 adjacent. Launch over +1 obstacle per ⚙️ power. Discard 🔥 power to target diagonals.

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Pulse Laser



All targets: any one diagonal. 1 pulse per 🔥 power.

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