

## Official ApocalypZe Card Errata

- Albert & Anita Hanson: **May not attach weapons. Once per turn**, if you are about to remove a cult fanatic here, keep the fanatic in play.
- Bishop Land: **May not attach weapons.** During your occupation phase, you may play any 1 cultist from your deck.
- Bitten: Attach to your zombie. During combat, you may attach this card to a survivor in the same engagement (may not be consumed). During your occupation phase, remove this card and turn the human into a zombie with the same attack, defense, and value.
- Chain Link Fence: Type fixture has been changed to type fortification.
- Crowbar: Attach to your human. **Once during your occupation phase**, you may remove 1 Locked Doors from here. Recycle if another weapon attached.
- General Store: **While you have survivors here**, draw 1 extra card during your draw phase. When complete, recover 6 cards.
- Head Shot: **Target and remove a zombie from the same engagement as your human with a handgun.**
- John Misarti: **May not attach guns.** During combat, before totals are calculated, you may remove Misarti to add 5 to your attack total (6 if he has a melee weapon attached).
- Locked Doors: Attach to a scavenging location. One less section is cleared each turn. **Stackable.**
- Police Station: Once per game, may play 1 police from your deck. **Once during your occupation phase**, may attach 1 gun from your deck to a police here.
- Pop: If one of your characters has a handgun attached, **target** one opponent's character in the same engagement. **Target** is value -1.
- Searchlight: Type fixture has been changed to fortification. Attach to your stronghold. Once per turn, if an opponent plays **or moves** a raider here, you may immediately draw 1 card. If the card is a survivor you may put the card into play here.
- Shotgun: Attach to your human. May target 1 or 2 opponent's characters **in the same engagement** and recycle shotgun. Targets are each value -1 (-3 if targeting 1 character). Recycle if another weapon is attached.
- Sniper Rifle: Attach to your survivor. May target a raider here during your occupation phase. Target is value -2. Recycle if another weapon attached.

Wes Trentin:

***May not attach weapons.*** Once during your occupation phase, you may recover 1 Molotov Cocktail.