




















































 <p>DEREK</p>	<p>Protective Gear or Bullet Proof Vest</p>	 <p>DEREK</p>	<p>Protective Gear or Bullet Proof Vest</p>
<p> + 1 Max Range</p>	<p></p>	<p> + 1 Max Range</p>	<p></p>
<p> + 1 Action</p>	<p>+ 1 Free Move Action </p>	<p> + 1 Free Melee Action</p>	<p>+ 1 to Dice Roll: Combat </p>
<p> + 1 Free Melee Action</p>	<p>+ 1 to dice roll: Combat </p>	<p> Regeneration</p>	<p>Slippery </p>
<p> Toxic Immunity</p>	<p>Slippery </p>	<p> Toxic Immunity</p>	<p>Zombie Link </p>
 <p>ELSA</p>	<p>Protective Gear or Bullet Proof Vest</p>	 <p>ELSA</p>	<p>Protective Gear or Bullet Proof Vest</p>
<p> Break-In</p>	<p></p>	<p> Break-In</p>	<p></p>
<p> + 1 Action</p>	<p>+ 1 Free Combat Action </p>	<p> + 1 Free Ranged Action</p>	<p>+ 1 Free Combat Action </p>
<p> + 1 Free Ranged Action</p>	<p>+ 1 Free Move Action </p>	<p> Rotten</p>	<p>+ 1 Free Move Action </p>
<p> Slippery</p>	<p>2 Zones per Move Action </p>	<p> Slippery</p>	<p>Super Strength </p>
 <p>NEEMA</p>	<p>Protective Gear or Bullet Proof Vest</p>	 <p>NEEMA</p>	<p>Protective Gear or Bullet Proof Vest</p>
<p> Born Leader</p>	<p></p>	<p> Born Leader</p>	<p></p>
<p> + 1 Action</p>	<p>+ 1 free Melee Action </p>	<p> + 1 Free Search Action</p>	<p>+ 1 Free Melee Action </p>
<p> + 1 Combat Action</p>	<p>+ 1 Free Ranged Action </p>	<p> Is That All You've Got?</p>	<p>+ 1 Free Ranged Action </p>
<p> Is That All You've Got?</p>	<p>Tough </p>	<p> Zombie Link</p>	<p>+ 1 to Dice Roll: Combat </p>

RAOUL

Protective Gear or
Bullet Proof Vest

Webbing

+ 1 Action

Hoard

Medic

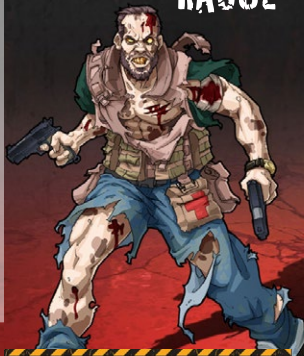
ZOMBICODE

+ 1 Free Melee Action

+ 1 Free Ranged Action

+ 1 to Dice Roll: Ranged

RAOUL

Protective Gear or
Bullet Proof Vest

Webbing

+ 1 Free Search Action

Death Grasp

Hoard

ZOMBICODE

+ 1 Free Ranged Action

+ 1 to Dice Roll: Ranged

Rotten

ADAM

Protective Gear or
Bullet Proof Vest

+ Die: Melee

+ 1 Action

+ 1 Die: Combat

Webbing

ZOMBICODE

+ 1 Free Combat Action

+ 1 to Dice Roll: Combat

Hoard

ADAM

Protective Gear or
Bullet Proof Vest

+ Die: Melee

+ 1 Free Melee Action

+ 1 Die: Combat

Regeneration

ZOMBICODE

+ 1 to Dice Roll: Combat

Hoard

Zombie Link

JEFF

Protective Gear or
Bullet Proof Vest

Sniper

+ 1 Action

+ 1 Die: Ranged

+ 1 Max Range

ZOMBICODE

+ 1 free Ranged Action

Reaper: Combat

Tactician

JEFF

Protective Gear or
Bullet Proof Vest

Sniper

+ 1 Free Ranged Action

+ 1 Max Range











Frenzy Ranged

ZOMBICODE

+ 1 Free Ranged Action

Reaper: Combat

Tactician

JULIEN		JULIEN	
	Protective Gear or Bullet Proof Vest		Protective Gear or Bullet Proof Vest
			
▶ Steady Hand	▶ Steady Hand	▶ Steady Hand	▶ Steady Hand
▶ + 1 Action	+ 1 Die: Combat ◀	▶ + 1 Free Ranged Action	+ 1 Damage: Ranged ◀
▶ + 1 to Dice Roll: Ranged	+ 1 Free Combat Action ◀	▶ + 1 to Dice Roll: Ranged	+ 1 Die: Combat ◀
▶ Hit & Run	Point-Blank ◀	▶ Bloodlust: Ranged	Point-Blank ◀
<hr/>			
TIFF		TIFF	
	Protective Gear or Bullet Proof Vest		Protective Gear or Bullet Proof Vest
			
▶ Starts with a Sub MG	▶ Starts with a Sub MG	▶ Starts with a Sub MG	▶ Starts with a Sub MG
▶ + 1 Action	+ 1 Die: Ranged ◀	▶ + 1 Free Ranged Action	+ 1 Die: Ranged ◀
▶ + 1 Free Ranged Action	+ 1 Free Ranged Action ◀	▶ Hit & Run	Charge ◀
▶ Sniper	Gunslinger ◀	▶ Sniper	Gunslinger ◀