



Protective Gear or
Bullet Proof Vest

+ 1 Free Move Action
+ 1 Action
+ 1 Combat Action
+ 1 Free Move Action



Protective Gear or
Bullet Proof Vest

+ 1 Free Move Action
+ 1 Die: Combat
+ 1 to dice roll: Combat
Medic



Protective Gear or
Bullet Proof Vest

Matching Set!
+ 1 Action
+ 1 Die: Ranged
+ 1 Free Combat Action



Protective Gear or
Bullet Proof Vest

Matching Set!
+ 1 Free Search Action
+ 1 Die: Ranged
Slippery



Protective Gear or
Bullet Proof Vest

Slippery
+ 1 Action
+ 1 Die: Melee
1 Re-Roll per turn



Protective Gear or
Bullet Proof Vest

Slippery
+ 1 Free Melee Action
+ 1 to dice roll: Combat
Lucky



NEDProtective Gear or
Bullet Proof Vest**NED**Protective Gear or
Bullet Proof Vest

► + 1 Free Search Action

► + 1 Action

► + 1 Die: Ranged

► + 1 Free Combat Action



► + 1 Free Search Action

► + 1 Die: Combat

► + 1 Die: Ranged

Tough



► + 1 Die: Combat

► + 1 to Dice Roll: Combat

Rotten

PHILProtective Gear or
Bullet Proof Vest**PHIL**Protective Gear or
Bullet Proof Vest

► Starts with a Pistol

► + 1 Action

► + 1 Free Search Action

► + 1 to Dice Roll: Combat



► Starts with a Pistol

► + 1 Die : Ranged

Born Leader

Sniper



► + 1 to Die: Ranged

Gunslinger

Sniper

WANDAProtective Gear or
Bullet Proof Vest**WANDA**Protective Gear or
Bullet Proof Vest

► 2 Zones per Move Action

► + 1 Action

► + 1 To Dice Roll: Melee

► Slippery



► 2 Zones per Move Action

► + 1 Die: Combat

► + 1 Free Move Action

► + 1 Zone per Move



► + 1 to Die: Combat

► + 1 Zone per Move

Death Grasp