



Protective Gear or
Bullet Proof Vest



Protective Gear or
Bullet Proof Vest

Zombie Link
+ 1 Action
+ 1 to Dice Roll: Melee
Distributor



Zombie Link
+ 1 Free Melee Action
+1 to Dice Roll: Melee
Reaper: Combat



Protective Gear or
Bullet Proof Vest



Protective Gear or
Bullet Proof Vest

Loud
+ 1 Action
+ 1 Free Combat Action
Lifesaver



Loud
+ 1 Free Melee Action
Blitz
Lifesaver



Protective Gear or
Bullet Proof Vest



Protective Gear or
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Zombie Link
+ 1 Action
+ 1 Die: Ranged
+1 to Dice Roll: Melee



Zombie Link
+ 1 Free Ranged Action
+1 to Dice Roll: Melee
Reaper: Combat





BASTIAN
Protective Gear or
Bullet Proof Vest

▶ Matching Set!	ZOMBICIDE	▶ Starts with .44 magnum
▶ + 1 Action	+ 1 Die : Combat	▶ + 1 Free Melee Action
▶ + 1 Die: Combat	+1 Free Combat Action	▶ + 1 Die: Combat
▶ + 1 Free Combat Action	+1 to Dice Roll: Combat	▶ Death Grasp



BASTIAN
Protective Gear or
Bullet Proof Vest

ZOMBICIDE	▶ +1 Die: Combat
	▶ +1 Dice Roll: Combat

Regeneration



BENNY
Protective Gear or
Bullet Proof Vest

▶ + 1 Die: Ranged Helicopter Pilot	ZOMBICIDE	▶ + 1 Die: Ranged Helicopter Pilot
▶ + 1 Action	+ 1 Die: Ranged	▶ + 1 Free Ranged Action
▶ + 1 Die: Ranged	+1 Free Combat Action	▶ +1 Free Team Action
▶ +1 Free Team Action	Born Leader	▶ Reaper: Ranged



BENNY
Protective Gear or
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ZOMBICIDE	▶ + 1 Die: Ranged
	▶ Born Leader

Full Auto



CAT
Protective Gear or
Bullet Proof Vest

▶ +1 Free Move Action	ZOMBICIDE	▶ + 1 Free Move Action
▶ + 1 Action	+ 1 Free Combat Action	▶ + 1 Free Melee Action
▶ + 1 Free Melee Action	+ 1 Zone per Move	▶ +1 Free Dog Action
▶ +1 Free Dog Action	Slippery	▶ Rotten



CAT
Protective Gear or
Bullet Proof Vest

ZOMBICIDE	▶ + 1 Zone per Move
	▶ Slippery

Zombie Link



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+1 Free Melee Action
+ 1 Action
+ 1 Free Melee Action
+1 to Dice Roll: Melee



+1 Free Melee Action
+ 1 Damage: Melee
+1 Free Melee Action
Born Leader



+1 Die: Combat
+1 Free Melee Action
Is that all you've got?
Born Leader



Protective Gear or
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Protective Gear or
Bullet Proof Vest

Low Profile
+ 1 Action
+ 1 Free Melee Action
Taunt



Low Profile
+ 1 Free Combat Action
Lucky
Toxic Immunity



Dreadnought: Fatty
Lucky
Toxic immunity
Taunt



Protective Gear or
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Protective Gear or
Bullet Proof Vest

+1 to Dice Roll: Melee
+ 1 Action
+ 1 Free Move Action
Low Profile



+1 to Dice Roll: Melee
+ 1 Die: Combat
+1 Free Combat Action
Slippery



+ 1 Die: Combat
+1 to dice roll: Combat
Toxic Immunity
Slippery



Protective Gear or
Bullet Proof Vest

Is That All You've Got?
+ 1 Action
+ 1 Free Ranged Action
Reaper: Combat



Is That All You've Got?
+ 1 Free Combat Action
+1 to Dice Roll: Ranged
Full Auto

Is That All You've Got?
+ 1 Free Ranged Action
Bloodlust: Ranged
Reaper: Combat



Protective Gear or
Bullet Proof Vest

Taunt
+ 1 Action
+ 1 Die: Ranged
Point Blank



Protective Gear or
Bullet Proof Vest

Taunt
+ 1 Free Ranged Action
+ 1 to Dice Roll: Combat
Born Leader



Protective Gear or
Bullet Proof Vest

2 cocktails are better than 1
+ 1 Action
+ 1 re-roll per turn
Slippery



Protective Gear or
Bullet Proof Vest

2 cocktails are better than 1
+ 1 Free Search Action
+ 1 to Dice Roll: Ranged
Lucky



Zombie Link



Protective Gear or
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Protective Gear or
Bullet Proof Vest

► Lucky
► + 1 Action
► + 1 Die: Combat
► Zombie Link



► Lucky
► + 1 Free Ranged Action
► + 1 Damage: Combat
► Zombie Link



Distributor

Hit & Run

Reaper: Combat



Protective Gear or
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Protective Gear or
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► Medic
► + 1 Action
► + 1 to Dice Roll: Melee
► Reaper: Melee



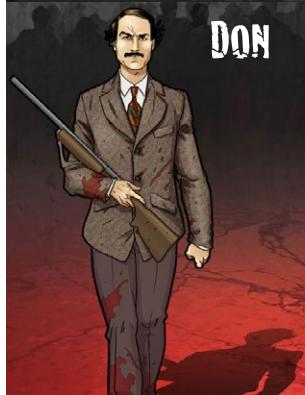
► Medic
► + 1 Free Melee Action
► + 1 to Dice Roll: Melee
► Barbarian



+ 1 Damage: Melee

Roll 6: +1 Die Melee

Zombie Link



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Protective Gear or
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► Born Leader
► + 1 Action
► + 1 Die Ranged
► Distributor



► Born Leader
► + 1 Free Combat Action
► + 1 Max Range
► Tactician



+ 1 Max Range

Point-blank

Tactician