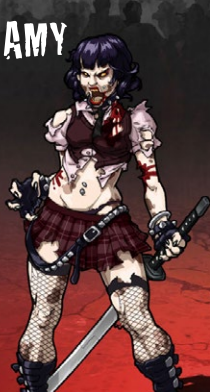




















































 <p>AMY</p>	<p>Protective Gear or Bullet Proof Vest</p>	 <p>AMY</p>	<p>Protective Gear or Bullet Proof Vest</p>
<p> + 1 Free Move Action</p>	<p></p>	<p> + 1 Free Move Action</p>	<p></p>
<p> + 1 Action</p>	<p>+ 1 Die: Combat </p>	<p> + 1 Free Ranged Action</p>	<p>+ 1 Die: Combat </p>
<p> + 1 Combat Action</p>	<p>+ 1 to dice roll: Combat </p>	<p> + 1 Free Move Action</p>	<p>Low Profile </p>
<p> + 1 Free Move Action</p>	<p>Medic </p>	<p> Rotten</p>	<p>Medic </p>
 <p>DOUG</p>	<p>Protective Gear or Bullet Proof Vest</p>	 <p>DOUG</p>	<p>Protective Gear or Bullet Proof Vest</p>
<p> Matching Set!</p>	<p></p>	<p> Matching Set!</p>	<p></p>
<p> + 1 Action</p>	<p>+ 1 to dice roll: Combat </p>	<p> + 1 Free Search Action</p>	<p>+ 1 to Dice roll: Combat </p>
<p> + 1 Die: Ranged</p>	<p>Ambidextrous </p>	<p> + 1 Die: Ranged</p>	<p>Ambidextrous </p>
<p> + 1 Free Combat Action</p>	<p>Slippery </p>	<p> Collector: Runner</p>	<p>Zombie Link </p>
 <p>JOSH</p>	<p>Protective Gear or Bullet Proof Vest</p>	 <p>JOSH</p>	<p>Protective Gear or Bullet Proof Vest</p>
<p> Slippery</p>	<p></p>	<p> Slippery</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 Die: Melee</p>	<p>+ 1 to dice roll: Combat </p>	<p> 1 Re-Roll per turn</p>	<p>Ambidextrous </p>
<p> 1 Re-Roll per turn</p>	<p>Lucky </p>	<p> Low Profile</p>	<p>Lucky </p>

NED

Protective Gear or
Bullet Proof Vest

+ 1 Free Search Action



+ 1 Action

+ 1 Die: Combat

+ 1 Die: Ranged

+ 1 to dice roll: Combat

+ 1 Free Combat Action

Tough

NED

Protective Gear or
Bullet Proof Vest

+ 1 Free Search Action



+ 1 Free Ranged Action

+ 1 Die: Combat

+ 1 Die: Ranged

+ 1 to Dice Roll: Combat

Regeneration

Rotten

PHIL

Protective Gear or
Bullet Proof Vest

Starts with a Pistol



+ 1 Action

+ 1 Die : Ranged

+ 1 Free Search Action

Born Leader

+ 1 to Dice Roll: Combat

Sniper

PHIL

Protective Gear or
Bullet Proof Vest

Starts with a Pistol



+ 1 Free Ranged Action

+ 1 to Die: Ranged

+ 1 to Dice Roll: Ranged

Gunslinger

Regeneration

Sniper

WANDA

Protective Gear or
Bullet Proof Vest

2 Zones per Move Action



+ 1 Action

+ 1 Die: Combat

+ 1 To Dice Roll: Melee

+ 1 Free Move Action

Slippery

+ 1 Zone per Move

WANDA

Protective Gear or
Bullet Proof Vest

2 Zones per Move Action



+ 1 Free Melee Action

+ 1 to Die: Combat

+ 1 to Dice roll: Melee

+ 1 Zone per Move

Regeneration

Death Grasp