

ACHILLE



Protective Gear or  
Bullet Proof Vest

ACHILLE



Protective Gear or  
Bullet Proof Vest

▶ Zombie Link



▶ Zombie Link



▶ + 1 Action

+ 1 Damage: Ranged ◀

▶ + 1 Free Melee Action

+1 Damage: Ranged ◀

▶ + 1 to Dice Roll: Melee

+1 Free Combat Action ◀

▶ +1 to Dice Roll: Melee

Born Leader ◀

▶ Distributor

Born Leader ◀

▶ Reaper: Combat

Bloodlust: Combat ◀

ADRIANA



Protective Gear or  
Bullet Proof Vest

ADRIANA



Protective Gear or  
Bullet Proof Vest

▶ Loud



▶ Loud



▶ + 1 Action

+ 1 Free Move Action ◀

▶ + 1 Free Melee Action

+ 1 to Dice Roll: Combat ◀

▶ + 1 Free Combat Action

+ 1 to Dice Roll: Combat ◀

▶ Blitz

Steady Hand ◀

▶ Lifesaver

Steady Hand ◀

▶ Lifesaver

Super Strength ◀

AUDREY



Protective Gear or  
Bullet Proof Vest

AUDREY



Protective Gear or  
Bullet Proof Vest

▶ Zombie Link



▶ Zombie Link



▶ + 1 Action

+ 1 Free Combat Action ◀

▶ + 1 Free Ranged Action

Blitz ◀

▶ + 1 Die: Ranged

Blitz ◀

▶ +1 to Dice Roll: Melee



















Bloodlust: Combat ◀

▶ +1 to Dice Roll: Melee




Bloodlust : Combat ◀






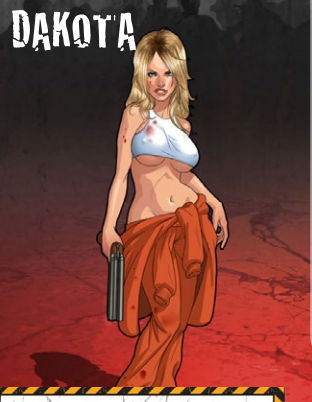








▶ Reaper: Combat

Frenzy: Combat ◀

BASTIAN		BASTIAN	
	Protective Gear or Bullet Proof Vest		Protective Gear or Bullet Proof Vest
			
▶ Matching Set!		▶ Starts with .44 magnum	
▶ + 1 Action	+ 1 Die : Combat ◀	▶ + 1 Free Melee Action	+ 1 Die: Combat ◀
▶ + 1 Die: Combat	+ 1 Free Combat Action ◀	▶ + 1 Die: Combat	+ 1 Dice Roll: Combat ◀
▶ + 1 Free Combat Action	+ 1 to Dice Roll: Combat ◀	▶ Death Grasp	Regeneration ◀
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BENNY		BENNY	
	Protective Gear or Bullet Proof Vest		Protective Gear or Bullet Proof Vest
			
▶ + 1 Die: Ranged Helicopter Pilot		▶ + 1 Die: Ranged Helicopter Pilot	
▶ + 1 Action	+ 1 Die: Ranged ◀	▶ + 1 Free Ranged Action	+ 1 Die: Ranged ◀
▶ + 1 Die: Ranged	+ 1 Free Combat Action ◀	▶ + 1 Free Team Action	Born Leader ◀
▶ + 1 Free Team Action	Born Leader ◀	▶ Reaper: Ranged	Full Auto ◀
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CAT		CAT	
	Protective Gear or Bullet Proof Vest		Protective Gear or Bullet Proof Vest
			
▶ + 1 Free Move Action		▶ + 1 Free Move Action	
▶ + 1 Action	+ 1 Free Combat Action ◀	▶ + 1 Free Melee Action	+ 1 Zone per Move ◀
▶ + 1 Free Melee Action	+ 1 Zone per Move ◀	▶ + 1 Free Dog Action	Slippery ◀
▶ + 1 Free Dog Action	Slippery ◀	▶ Rotten	Zombie Link ◀



			
Protective Gear or Bullet Proof Vest		Protective Gear or Bullet Proof Vest	
			
 +1 Free Melee Action		 +1 Free Melee Action	
 + 1 Action		 + 1 Free Melee Action	
 + 1 Free Melee Action		 +1 to Dice Roll: Melee	
 +1 to Dice Roll: Melee		 Is that all you've got?	
			
 Low Profile		 Low Profile	
 + 1 Action		 + 1 Free Melee Action	
 + 1 Free Melee Action		 Reaper: Melee	
 Taunt		 Taunt	
			
 +1 to Dice Roll: Melee		 +1 to Dice Roll: Melee	
 + 1 Action		 + 1 Free Melee Action	
 + 1 Free Move Action		 Low Profile	
 Low Profile		 Toxic Immunity	

			
CURRO		CURRO	
Protective Gear or Bullet Proof Vest		Protective Gear or Bullet Proof Vest	
			
<p>▶ Is That All You've Got?</p>		<p>▶ Is That All You've Got?</p>	
<p>▶ + 1 Action</p>	<p>+ 1 Free Combat Action</p>	<p>▶ + 1 Free Ranged Action</p>	<p>+1 Damage: Combat</p>
<p>▶ + 1 Free Ranged Action</p>	<p>+1 to Dice Roll: Ranged</p>	<p>▶ Bloodlust: Ranged</p>	<p>+1 to dice Roll: Ranged</p>
<p>▶ Reaper: Combat</p>	<p>Full Auto</p>	<p>▶ Reaper: Combat</p>	<p>Full Auto</p>
			
			
DAKOTA		DAKOTA	
Protective Gear or Bullet Proof Vest		Protective Gear or Bullet Proof Vest	
			
<p>▶ Taunt</p>		<p>▶ Taunt</p>	
<p>▶ + 1 Action</p>	<p>+ 1 Free Combat Action</p>	<p>▶ + 1 Free Ranged Action</p>	<p>+ 1 to Dice Roll: Combat</p>
<p>▶ + 1 Die: Ranged</p>	<p>+ 1 to Dice Roll: Combat</p>	<p>▶ + 1 Die: Ranged</p>	<p>Blitz</p>
<p>▶ Point Blank</p>	<p>Born Leader</p>	<p>▶ Bloodlust: Combat</p>	<p>Born Leader</p>
			
			
DAVE		DAVE	
Protective Gear or Bullet Proof Vest		Protective Gear or Bullet Proof Vest	
			
<p>▶ 2 cocktails are better than 1</p>		<p>▶ 2 cocktails are better than 1</p>	
<p>▶ + 1 Action</p>	<p>+ 1 Die: Ranged</p>	<p>▶ + 1 Free Search Action</p>	<p>+ 1 to Dice Roll: Ranged</p>
<p>▶ + 1 re-roll per turn</p>	<p>+ 1 to Dice Roll: Ranged</p>	<p>▶ 1 re-roll per turn</p>	<p>Lucky</p>
<p>▶ Slippery</p>	<p>Lucky</p>	<p>▶ Rotten</p>	<p>Zombie Link</p>



DICK		DICK	
	Protective Gear or Bullet Proof Vest		Protective Gear or Bullet Proof Vest
Lucky	+ 1 Free Combat Action	Lucky	+ 1 Free Ranged Action
+ 1 Action	Distributor	+ 1 Free Ranged Action	Distributor
+ 1 Die: Combat	Hit & Run	+ 1 Damage: Combat	Hit & Run
Zombie Link	Reaper: Combat	Zombie Link	Reaper: Combat
DOE		DOE	
	Protective Gear or Bullet Proof Vest		Protective Gear or Bullet Proof Vest
Medic	+ 1 Damage: Melee	Medic	+ 1 Free Melee Action
+ 1 Action	+ 1 Free Combat Action	+ 1 Free Melee Action	+ 1 Damage: Melee
+ 1 to Dice Roll: Melee	Roll 6: + 1 Die Melee	+ 1 to Dice Roll: Melee	Roll 6: + 1 Die Melee
Reaper: Melee	Zombie Link	Barbarian	Zombie Link
DON		DON	
	Protective Gear or Bullet Proof Vest		Protective Gear or Bullet Proof Vest
Born Leader	+ 1 Free Combat Action	Born Leader	+ 1 Free Ranged Action
+ 1 Action	+ 1 Max Range	+ 1 Free Ranged Action	+ 1 Max Range
+ 1 Die Ranged	Tactician	+ 1 Die: Ranged	Point-blank
Distributor	Reaper: Ranged	Reaper: Ranged	Tactician