

SHEET 1: PLAYABLE SURVIVORS (PART 1)

6 POKER CARDS (2.5" X 3.5")

SURVIVOR • 85 PV The Leader

OFFICER RAMIREZ

M	F	S	W	G	WND
5"	3	4	2	4	3

SKILL: "Get a Grip!"

Once per round, Ramirez may bark an order to steady a panicked teammate. Any one Survivor within 6" may immediately re-roll a failed ****Guts ...**

Starting Gear: ****Service Pistol:** Range 12" Base**

SURVIVOR • 90 PV The Muscle

GRIZZ

M	F	S	W	G	WND
5"	4	1	2	4	4

SKILL: "Knock Down"

When Grizz inflicts at least 1 Wound in melee combat, he may choose to forgo dealing damage to instead shove the zombie model ****3"** backwards...

Starting Gear: ****Mechanic's Tire Iron:** Melee Weapon. Fight +1 (rolls 5 dice in**

SURVIVOR • The Specialist / 80 PV Field Medic

DR. ANYA SHARMA

M	F	S	W	G	WND
6"	2	2	4	3	3

SKILL: "Triage"

Dr. Sharma's medical expertise turns scrap supplies into surgical miracles. Whenever Anya uses a Medkit or Bandage, she rolls her ****Wits poo...**

Starting Gear: ****Surgical Scalpel:** Light Blade Melee**

SURVIVOR • 75 PV The Scout

LEO

M	F	S	W	G	WND
7"	2	1	3	2	2

SKILL: "Slippery"

Leo is lightning on his feet and parkours through ruined streets. Leo can move directly through spaces occupied by ****Shambler**** models witho...

Starting Gear: ****Aluminum Baseball Bat:** Melee Weapon. Fight +1 (rolls 3 dice in melee), Heat +1. *Trait (Knockback):* On hit, may push the defender up to 2" away., ****Courier Backpack:** Gear. *Passive:* Increases Leo's carrying capacity from 3 items to ****4 Item Cards****.****

SURVIVOR • 92 The Sharpshooter

ODESSA

M	F	S	W	G	WND
5"	2	5	3	3	3

SKILL: "Precision Shot"

Once per round when performing a Shoot attack, Odessa may re-roll one failed die in her attack pool. ---...

Starting Gear: ****Hunting Rifle:** Bolt-Action .30-06. Range 24", Base Shoot (rolls 5 dice), Shots: 4 '[][][][]', Heat +2. *Trait (Marksman):* Automatically ignores Light Cover penalties on targets at distance., ****Combat Knife:** Light Blade. Base Fight (rolls 2 dice), Silent (+0 Heat). *Trait (Agile):* Re-roll one failed die on your first melee attack each round.****

SURVIVOR • 75 PV The Mechanic

SPARKY

M	F	S	W	G	WND
5"	2	2	4	3	3

SKILL: "Master Jury-Rig"

Sparky is a wizard with rusty junk. 1. ****Free Crafting:** Sparky can combine two items from the ****MacGyver Crafting Table**** as a ****Free Act...****

Starting Gear: ****Heavy Pipe Wrench:** Melee Weapon. Fight +1 (rolls 3 dice in melee), Heat +1. Sturdy blunt force., ****Spare Fan Belt & Wire:** Crafting Item. Can be used immediately on the MacGyver Crafting Table.****

SHEET 2: PLAYABLE SURVIVORS (PART 2)

4 POKER CARDS + REFERENCE CARDS

SURVIVOR • 85 PV The Moral Compass

FATHER MICHAEL

M	F	S	W	G	WND
4"	2	2	3	5	4

SKILL: "Rally the Faithful"

Once per turn as a ****Free Action****, Father Michael may pray over an injured ally within 6": he removes ****1 Wound** from that ally ****** by taking ...

Starting Gear: ****Worn Double-Barrel Shotgun: ** 12-Gauge**

SURVIVOR • 80 PV The Gambler

LADY LUCK

M	F	S	W	G	WND
5"	1	2	4	4	2

SKILL: "Press Your Luck"

Lady Luck bends fate when the chips are down. Once per round, immediately after ****any die**** is rolled by any player (or the Director), Lady ...

Starting Gear: ****Small .22 Snub-Nose Pistol: ** Light Pistol. Range 8", Base Shoot (rolls 2 dice), Shots: 5 `[ ] [ ] [ ] [ ]`, Heat +1. *Trait (Concealed):* Can fire point-blank while locked in melee contact., ****Lucky Deck of Cards: ** Trinket. *Passive:*** Once per game, can discard this deck to completely negate one attack that would Down her.**

SURVIVOR • 80 PV The Scrounger

PATCHES

M	F	S	W	G	WND
6"	2	1	5	3	2

SKILL: "Knows Where to Look"

Patches has a sixth sense for hidden stashes. Whenever Patches successfully performs a ****Search action****, he draws ****two cards**** from the de...

Starting Gear: ****Rusted Steel Crowbar: ** Melee Weapon. Fight +1 (rolls 3 dice in melee), Heat +1. *Trait (Pry Tool):* Can pry open doors, window shutters, and crates without a Wits test., ****Tattered Scavenger Pack: ** Gear. *Passive (Pack Rat Capacity):*** Patches can carry up to ****5 Item Cards**** in his inventory (breaking the normal 3-item limit).**

SURVIVOR • The Firefighter / 90 PV Berserker

FURY

M	F	S	W	G	WND
6"	3	2	2	4	4

SKILL: "Adrenaline Rush"

Pain only sharpens Fury's fury. For every ****1 Wound** Fury is missing from her maximum of 4**, she gains ****+1 die**** to all her Fight rolls! *...

Starting Gear: ****Heavy Fire Axe: ** Heavy Chopper. Fight +2 (rolls 5 dice in melee), Noisy (+1 Heat). *Heavy Hitter:*** Deals full excess Wounds. Smashes wooden doors automatically., ****Turnout Coat (Firefighter Turnout Gear): ** Armor Gear. *Passive (Fire Immunity):*** Fury is completely immune to Burning Markers, Molotov fires, and burning wreckage.

SHEET 3: CORE SCAVENGE DECK (PART 1)

WEAPONS, MEDICAL & AMMO

GEAR / AMMUNITION

SCAVENGE

UNIVERSAL AMMO RELOAD

Discard during activation to fully refill all ammunition tick boxes on ANY 1 firearm. Free reload!

BORROWED TIME • CORE SCAVENGE

GEAR / AMMUNITION

SCAVENGE

UNIVERSAL AMMO RELOAD

Discard during activation to fully refill all ammunition tick boxes on ANY 1 firearm. Free reload!

BORROWED TIME • CORE SCAVENGE

MEDICAL SUPPLY

SCAVENGE

STERILE FIELD BANDAGES

Spend 1 AP in base contact to heal yourself or an adjacent active survivor for 1 Wound.

BORROWED TIME • CORE SCAVENGE

MEDICAL SUPPLY

SCAVENGE

STERILE FIELD BANDAGES

Spend 1 AP in base contact to heal yourself or an adjacent active survivor for 1 Wound.

BORROWED TIME • CORE SCAVENGE

MEDICAL SUPPLY

SCAVENGE

STANDARD FIRST AID KIT

Spend 1 AP to heal yourself or an adjacent survivor for up to 2 Wounds. Cannot revive Downed.

BORROWED TIME • CORE SCAVENGE

MEDICAL SUPPLY

SCAVENGE

BOTTLE OF PAINKILLERS

Free Action: Ingest to ignore all movement penalties and wound debuffs for 2 full rounds.

BORROWED TIME • CORE SCAVENGE

MEDICAL SUPPLY

SCAVENGE

SMELLING SALTS

Spend 1 AP in base contact with a Downed ally to Revive them immediately with 1 Wound.

BORROWED TIME • CORE SCAVENGE

GEAR / EXPLORATION

SCAVENGE

HEAVY-DUTY FLASHLIGHT

Passive: Negates darkness penalty (-1 die). Grants +1 bonus die to all Search tests.

BORROWED TIME • CORE SCAVENGE

GEAR / EXPLORATION

SCAVENGE

HIKERS BACKPACK

Passive: Increases survivor carrying capacity from 3 items to 4 items.

BORROWED TIME • CORE SCAVENGE

SHEET 4: CORE SCAVENGE DECK (PART 2)

GEAR, CRAFTING MATERIALS & TROUBLE!

MELEE WEAPON

SCAVENGE

RUSTY MACHETE

Fight +1, Quiet (+0 Heat).
Cleave: Killing a Shambler deals 1 free Wound to adjacent zombie.

BORROWED TIME • CORE SCAVENGE

MELEE WEAPON

SCAVENGE

LOUISVILLE SLUGGER

Fight +1, Noisy (+1 Heat).
Knockback: On a hit, push the defender 2" directly away.

BORROWED TIME • CORE SCAVENGE

RANGED WEAPON

SCAVENGE

POCKET .22 PISTOL

Range 8", Base Shoot, Shots 5, Heat +1. Concealed: Can be fired while locked in melee!

BORROWED TIME • CORE SCAVENGE

MELEE WEAPON

SCAVENGE

SERRATED COMBAT KNIFE

Base Fight, Silent (+0 Heat).
Agile: Re-roll 1 failed melee die on first attack each turn.

BORROWED TIME • CORE SCAVENGE

CRAFTING MATERIAL

SCAVENGE

INDUSTRIAL DUCT TAPE

Combine with junk or weapons on the MacGyver Table to craft reinforced weapons or suppressors.

BORROWED TIME • CORE SCAVENGE

JUNK / DISTRACTION

SCAVENGE

JINGLE OF CAR KEYS

Key fob for nearby vehicle. Press button to trigger car alarm lure (+3 Heat in target zone).

BORROWED TIME • CORE SCAVENGE

TROUBLE! CARD

SCAVENGE

LOUD CRASH!

RESOLVE IMMEDIATELY:
Something heavy collapses! Add +2 Heat to the Heat Track immediately. Discard.

BORROWED TIME • CORE SCAVENGE

TROUBLE! CARD

SCAVENGE

ITS A TRAP!

RESOLVE IMMEDIATELY:
Rusted wire or bear trap! The searching survivor suffers 1 Wound. Discard.

BORROWED TIME • CORE SCAVENGE

TROUBLE! CARD

SCAVENGE

THE BITER!

RESOLVE IMMEDIATELY:
Zombie playing dead! Place 1 Shambler in base contact; free melee attack! Discard.

BORROWED TIME • CORE SCAVENGE