

SURVIVOR COMPENDIUM

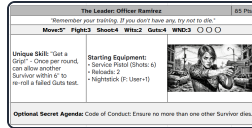
Choose your squad for scenario play or draft fireteams using Point Values (70–92 PV). Each survivor features a distinct stat spread, starting gear, signature skills, and personal Secret Agendas.

THE LEADER

85 PV

OFFICER RAMIREZ

"Remember your training. If you don't have any, try not to die."



MOVE	FIGHT	SHOOT	WITS	GUTS	WOUNDS
5"	3	4	2	4	3

TACTICAL ROLE:

Tactical leader, mid-range shooter, and team morale anchor.

STARTING WEAPONS & GEAR:

- **Service Pistol:**** Range 12", Base Shoot (4 dice), Shots: 6 '[][][][]', Heat +2. *Reliable sidearm.*
- **Nightstick (Police Baton):**** Melee Weapon. Fight +1 (rolls 4 dice in melee), Heat +1. *Trait (Stun/Push):* On hit, may push defender 2" away.
- **Reload Tokens:**** 2 Universal Ammo Reload tokens.

UNIQUE 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 test**** (fear, horror, or hazard save). ---

OPTIONAL SECRET AGENDA: "CODE OF CONDUCT"

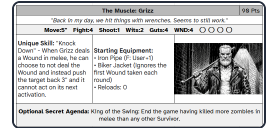
****Objective:**** Ensure no more than one other Survivor dies during the entire scenario. *Flavor:* Ramirez took an oath to protect and serve. She cannot stomach leaving her people behind.

THE MUSCLE

90 PV

GRIZZ

"Back in my day, we hit things with wrenches. Seems to still work."



MOVE	FIGHT	SHOOT	WITS	GUTS	WOUNDS
5"	4	1	2	4	4

TACTICAL ROLE:

Frontline brawler, heavy tank, and crowd control.

STARTING WEAPONS & GEAR:

- **Mechanic's Tire Iron:**** Melee Weapon. Fight +1 (rolls 5 dice in melee), Heat +1. *Trait (Pry Tool):* Can pry open doors, barricades, and car trunks without a Wits test.
- **Heavy Biker Leather Jacket:**** Armor Gear. *Passive (Armor 1):* Ignores the first Wound suffered each round from any attack.
- **Reload Tokens:**** 0 Reloads (Grizz hates guns).

UNIQUE SKILL: "KNOCK DOWN"

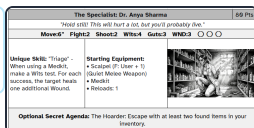
When Grizz inflicts at least 1 Wound in melee combat, he may choose to forgo dealing damage to instead shove the zombie model ****3"** backwards**. The target is knocked prone and loses its next activation! ---

OPTIONAL SECRET AGENDA: "KING OF THE SWING"

****Objective:**** End the game having personally eliminated more zombies in melee combat than any other Survivor. *Flavor:* Grizz has an old-school biker pride. He refuses to let anyone show him up in a brawl.

THE SPECIALIST /
FIELD MEDIC

80
PV



DR. ANYA SHARMA

"Hold still! This will hurt a lot, but you'll probably live."

MOVE	FIGHT	SHOOT	WITS	GUTS	WOUNDS
6"	2	2	4	3	3

TACTICAL ROLE:

Team healer, fast runner, and high-Wits objective solver.

STARTING WEAPONS & GEAR:

- Surgical Scalpel:** Light Blade Melee Weapon. Base Fight (rolls 2 dice), Silent (+0 Heat). **Trait (Agile):** Re-roll one failed die on your first melee attack each round.
- Standard First Aid Kit (Medkit):** Medical Item. One-time use: Spend 1 AP in base contact to heal yourself or an adjacent Survivor for up to 2 Wounds.
- Reload Tokens:** 1 Universal Ammo Reload token.

UNIQUE SKILL: "TRIAGE"

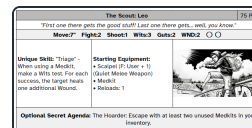
Dr. Sharma's medical expertise turns scrap supplies into surgical miracles. Whenever Anya uses a Medkit or Bandage, she rolls her **Wits pool (4 dice)**: for each success (4+), the target heals **+1 additional Wound** beyond the item's standard rating! ---

OPTIONAL SECRET AGENDA: "THE HOARDER"

Objective: Escape the scenario with at least **two unused Medkits** in your inventory. **Flavor:** Anya knows worse horrors await beyond this town. She refuses to squander life-saving supplies on minor flesh wounds.

THE SCOUT

75 PV



LEO

"First one there gets the good stuff! Last one there gets... well, you know."

MOVE	FIGHT	SHOOT	WITS	GUTS	WOUNDS
7"	2	1	3	2	2

TACTICAL ROLE:

Sprinter, flanker, agile supply runner, and decoy.

STARTING WEAPONS & 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**.
- Reload Tokens:** 0 Reloads.

UNIQUE SKILL: "SLIPPERY"

Leo is lightning on his feet and parkours through ruined streets. Leo can move directly through spaces occupied by **Shambler** models without becoming engaged or stopping, provided he ends his move in an unoccupied space. ---

OPTIONAL SECRET AGENDA: "URBAN EXPLORER"

Objective: Be the first Survivor to enter three distinct buildings or structures on the map. **Flavor:** Leo was an urban explorer before the fall. Curiosity and adrenaline always win out over common sense.

THE SHARPSHOOTER

92 PV

ODESSA

"Distance is my friend. Yours too, if you stand behind me."

MOVE	FIGHT	SHOOT	WITS	GUTS	WOUNDS
5"	2	5	3	3	3

TACTICAL ROLE:

Long-range sniper, Special Infected eliminator, and overwatch.

STARTING WEAPONS & 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.
- Reload Tokens:** 2 Universal Ammo Reload tokens.

UNIQUE SKILL: "PRECISION SHOT"

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

OPTIONAL SECRET AGENDA: "TROPHY HUNTER"

Objective: Personally eliminate at least one Special Infected (Screamer, Brute, Hunter, or Bloater) from more than 18" away. **Flavor:** Odessa is a competitive big-game hunter. She doesn't just shoot to survive—she aims for legendary kills.

THE MECHANIC

75 PV

SPARKY

"If it's broken, I can fix it. If it's not broken, I can probably make it better. Or make it explode. 50/50 shot."

MOVE	FIGHT	SHOOT	WITS	GUTS	WOUNDS
5"	2	2	4	3	3

TACTICAL ROLE:

Field engineer, MacGyver crafter, and mechanical objective repairer.

STARTING WEAPONS & 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.
- Industrial Duct Tape:** Crafting Item. Can combine with any gear or weapon.
- Reload Tokens:** 1 Universal Ammo Reload token.

UNIQUE 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 Action** once per turn (rather than spending 1 AP). 2. **Emergency Repair:** When interacting with broken vehicles, generators, or scenario objectives, Sparky gains +2 dice on his Wits repair tests! ---

OPTIONAL SECRET AGENDA: "RIGHT TOOL FOR THE JOB"

Objective: Successfully use your **Master Jury-Rig** skill to repair or bypass a scenario objective before any other player. **Flavor:** Sparky takes intense professional pride in his craft. Let the muscle swing bats—he's here to keep the machines breathing.

THE MORAL COMPASS

85 PV

FATHER MICHAEL

""Faith can move mountains... but a shotgun helps.""

MOVE	FIGHT	SHOOT	WITS	GUTS	WOUNDS
4"	2	2	3	5	4

TACTICAL ROLE:

High-Guts tank, sacrificial paladin/healer, and close-quarters shotgun shock trooper.

STARTING WEAPONS & GEAR:

- **Worn Double-Barrel Shotgun:**** 12-Gauge. Range 10", Shoot +1 at 5" (rolls 3 dice at close range), Shots: 2 [], Heat +2. *Spread:* Hits up to 2 adjacent zombies.
- **Heavy Iron Crucifix (Holy Symbol):**** Gear. *Passive:* Grants +1 to all Guts tests (unshakeable fortitude).
- **Reload Tokens:**** 1 Universal Ammo Reload token.

UNIQUE 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 ****1 Wound** onto himself ****** in sacred martyrdom. ---

OPTIONAL SECRET AGENDA: "TEST OF FAITH"

****Objective:**** Complete the scenario with ****no more than 1 Wound remaining****, without ever having been Downed. *Flavor:* Michael believes the Lord is testing his endurance. He will bleed for his flock, but he must not fall.

THE SCROUNGER

80 PV

PATCHES

""One man's trash is another man's treasure. In this world, it's all treasure.""

MOVE	FIGHT	SHOOT	WITS	GUTS	WOUNDS
6"	2	1	5	3	2

TACTICAL ROLE:

Master scavenger, lock-breaker, and hoarder of critical supplies.

STARTING WEAPONS & 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).
- **Reload Tokens:**** 0 Reloads.

UNIQUE 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 deck, chooses the best one to keep, and discards the other! ---

OPTIONAL SECRET AGENDA: "PACK RAT"

****Objective:**** End the game with at least ****5 Salvage Cards**** in your inventory (Junk included). *Flavor:* In the old world, people called Patches crazy for saving junk. Now, whoever holds the scrap holds the future.

THE FIREFIGHTER / BERSERKER

90 PV

FURY

"You run from the fire. I run towards it. Same principle here."

MOVE	FIGHT	SHOOT	WITS	GUTS	WOUNDS
6"	3	2	2	4	4

TACTICAL ROLE:

Fire-immune shock brawler, door breaker, and damage-scaling powerhouse.

STARTING WEAPONS & 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.
- Reload Tokens:** 0 Reloads.

UNIQUE 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! (Example: When down to 1 Wound, Fury gains +3 dice $\rightarrow$ swinging her Fire Axe with an unbelievable 8 dice!).

OPTIONAL SECRET AGENDA: "PAIN IS WEAKNESS"

Objective: End the game having survived with **more missing Wounds** than any other living Survivor.
Flavor: Fury lives on the razor's edge. She measures victory in scars and smoke.

THE GAMBLER

80 PV

LADY LUCK

"You gotta know when to hold 'em, know when to fold 'em, and know when to shoot 'em in the head."

MOVE	FIGHT	SHOOT	WITS	GUTS	WOUNDS
5"	1	2	4	4	2

TACTICAL ROLE:

Probability manipulator, clutch savior, and high-Wits tactician.

STARTING WEAPONS & 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.
- Reload Tokens:** 1 Universal Ammo Reload token.

UNIQUE 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 Luck may force that single die to be **re-rolled**. The new result must be kept. ---

OPTIONAL SECRET AGENDA: "ACE IN THE HOLE"

Objective: Use your **Press Your Luck** skill to turn a teammate's failed test or Bleed Out roll into a direct success! **Flavor:** She's a gambler who always saves the trump card for the final hand.