

5 Friends and a Dog (Last Days Zombie Apocalypse) [80 Scavenge Points, 6Max Group]

You know who they are meant to be, i have treated the dog as another human as he is generally capable of everything the lanky one can do.

Survivors (Survivor) [6Max Group, 80 Scavenge Points]

Uncategorised

Uncle Scoobs farm - Campaign

When the mystery machine broke down the group help up at the puppy farm that Hamlet had come from.

Selections: 20x Unspent Scavenge Point

The Farm House

Selections: Fenced-OFF Garden.

Rules: *Fenced-OFF Garden*

Neutral [2Max Group, 22 Scavenge Points]

Scrappy doo - DOG [1Max Group, 9 Scavenge Points]

The noisy one

Categories: NEUTRAL

Rules: ANIMAL, CROWD CONTROL, NOISY X

Characteristics: DOG

Characteristics	AP	CQC	FA	S	E	DC	C	I	Special Rules	Ref
DOG	8	4	0	3	3	3	4	1	Noisy 1, Crowd Control, Animal	

Felicity - Survivor [1Max Group, 13 Scavenge Points]

She may appear frail but this lass knows how to chew gum and hit balls.. alas currently she is all out of gum.

Selections: Dirty Fighter, Heavy Club [2 Scavenge Points], Knife* [2 Scavenge Points], Scavenger, Semi-Automatic* [3 Scavenge Points]

Categories: NEUTRAL

Rules: DIRTY FIGHTER, HEAVY X, LOBOTOMIZER X, SCAVENGER

Characteristics: Survivor, **Melee Weapon:** Heavy Club, Knife, **Ranged Weapon:** Semi-Automatic

Characteristics	AP	CQC	FA	S	E	DC	C	I	Special Rules	Ref
Survivor	6	3	3	3	3	3	3	3		

Melee Weapon	CQC Modifier	Strength Modifier	Special Rules	Ref
Heavy Club	-1	3	Heavy 1, Lobotomizer 1	
Knife	1	+/-0	LoBotomizer 1	

Ranged Weapon	Class	Range	Damage	RoF	KnockBack	Reload	Special Rules	Ref
Semi-Automatic	Pistol	12"	3	2	1	10		

Selfless [4Max Group, 58 Scavenge Points]

Wolsey - Farmer [1Max Group, 18 Scavenge Points]

His expertise in growing and cooking herbal treats has made him the closest thing to a farmer this group has, An eternal coward thought,

Selections: Booze* [2 Scavenge Points], Heavy Club [2 Scavenge Points], Knife* [2 Scavenge Points]

Categories: SELFLESS

Rules: AGRICULTURALIST, HEAVY LIFTER, HEAVY X, LOBOTOMIZER X

Characteristics: Farmer, **Equipment:** BOOZE (*), **Melee Weapon:** Heavy Club, Knife

Characteristics	AP	CQC	FA	S	E	DC	C	I	Special Rules	Ref
Farmer	6	3	3	3	3	3	3	3	Agriculturalist, Heavy Lifter	

Equipment	Equipment	Ref
BOOZE (*)	Any Character equipped with this may choose to use it at the beginning of the game. The model will receive a +1 bonus to their CQC, Endurance, and Courage characteristics for the entire game, but will suffer a penalty of -1 to their Action Points, Firearms, and Intelligence characteristics as well. This item is one-use.	

Melee Weapon	CQC Modifier	Strength Modifier	Special Rules	Ref
Heavy Club	-1	3	Heavy 1, Lobotomizer 1	
Knife	1	+/-0	LoBotomizer 1	

Hamlet - Good Samarithan [1Max Group, 9 Scavenge Points]

Yes he may be a dog - but he is a very clever dog who can occasionally use his paws as hands, he is also not as noisy as his braver cousins.

Selections: Engineer, Martial arts, Scavenger

Categories: SELFLESS

Rules: ENGINEER, INSPIRATIONAL PRESENCE, MARTIAL ARTS, SCAVENGER

Characteristics: Good Samarithan

Characteristics	AP	CQC	FA	S	E	DC	C	I	Special Rules	Ref
Good Samarithan	6	3	3	3	3	3	3	3	Inspirational Presence	

Louise - Rescue Worker [1Max Group, 13 Scavenge Points]

The brainy one of the group, well except for use of a chainsaw which is quite noisy

Selections: Chainsaw, GearHead, Knife* [2 Scavenge Points], Revolver* [2 Scavenge Points], Situational Awareness

Categories: SELFLESS

Rules: FIRST AID TRAINING, GEAR-HEAD, HEAVY X, LOBOTOMIZER X, NOISY X, SITUATIONAL AWARENESS

Characteristics: Rescue Worker, **Melee Weapon:** Chainsaw, Knife, **Ranged Weapon:** Revolver

Characteristics	AP	CQC	FA	S	E	DC	C	I	Special Rules	Ref
Rescue Worker	6	3	3	3	3	3	3	3	First Aid Training	

Melee Weapon	CQC Modifier	Strength Modifier	Special Rules	Ref
Chainsaw	-1	4	Noisy 2, Heavy 2, Lobotomizer 2	
Knife	1	+/-0	Lobotomizer 1	

Ranged Weapon	Class	Range	Damage	RoF	KnockBack	Reload	Special Rules	Ref
Revolver	Pistol	12"	3	1	1	6		

Barney - The Everyday Hero [1Max Group, 18 Scavenge Points]

The clean cut leader of this little band, armed with a pistol and katana (heavy blade)

Selections: Ambushers, GearHead, Heavy Blade [3 Scavenge Points], Leader, Semi-Automatic* [3 Scavenge Points]

Categories: SELFLESS

Rules: AMBUSHERS, GEAR-HEAD, LEADER, LOBOTOMIZER X

Characteristics: The Everyday Hero, **Melee Weapon:** Heavy Blade, **Ranged Weapon:** Semi-Automatic

Characteristics	AP	CQC	FA	S	E	DC	C	I	Special Rules	Ref
The Everyday Hero	6	4	3	3	3	3	4	3	Leader	

Melee Weapon	CQC Modifier	Strength Modifier	Special Rules	Ref
Heavy Blade	1	2	Lobotomizer 1	

Ranged Weapon	Class	Range	Damage	RoF	KnockBack	Reload	Special Rules	Ref
Semi-Automatic	Pistol	12"	3	2	1	10		

Selection Rules

AGRICULTURALIST: This Character's green-thumb means any growing and preserving of food done by the Group yields a far greater surplus than if it were tended by an untrained hand. If this Character is sent to work the Fenced-In Garden Perk of a Refuge, they may roll 2D6 to see how many Scavenge Points they generate instead of just one. ()

AMBUSHERS: Surprise can mean the difference between victory and defeat in a world without laws or consequences. This Character knows how to spot avenues of advance that will put Group members in the right place to catch their enemies unaware. During deployment, nominate between 1 and 3 Characters in your Group. Make an Intelligence/6 Test. If it is passed, when deploying the first model selected they may be placed anywhere within 6" of the neutral sides of the board, not within your opponent's half. If the Test is failed, they get lost. They may not participate in this game but are unharmed and arrive safely back at the Refuge later on. Increase the difficulty of this roll by 1 for the second and 2 for the third models selected. (Intelligence/7 and Intelligence/8 Tests respectively). ()

ANIMAL: This Character never earns Experience and may only perform Actions marked with a '*' in the Action phase ()

CROWD CONTROL: This Character is an expert at using his opponent's numbers against them. He ignores the negative CQC penalty for being in contact with multiple hostile models. ()

DIRTY FIGHTER: Even in an absolute struggle for life or death it is hard for most people to truly, savagely attack another living being. This Character has no such compunctions and will use any advantage they can. In the case of a tie in an opposed CQC Test involving this model, they will be considered the winner and cause a Damage roll, even if they were defending. If both models have this skill, then the result is still a tie. ()

ENGINEER: When it comes to planning, expanding, or reinforcing the Group's Refuge, this Character has skills that can make backbreaking work simpler, easier, and more efficient, with the results being better and more durable. When assigned to build a new Perk in a Refuge, this model reduces the cost of the Perk by 25% (round up the nearest Scavenge Point). ()

Fenced-OFF Garden: If a Character works this Perk the Group may collect D6 Scavenge Points between each game. This Perk may be built multiple times. ()

FIRST AID TRAINING: This Characters knows a bit about basic emergency medicine and will do their best with whatever is around to keep their teammates alive. If this fighter is not Out of Action at the end of the game, they will allow you to re-roll one of the two dice rolled on the Injury chart in the Campaigns section. The second die roll must stand and cannot be re-rolled again. If you have two Characters with this skill however, their combined efforts can be used to re-roll the other die. This must be decided upon before either die is re-rolled. A Character can only use this skill once between each game. ()

GEAR-HEAD: There isn't a lot about cars, trucks, and automobiles that this Character doesn't know. Whenever an Encounter calls for a model to take Interact actions on any type of vehicle, this Character may roll two dice when taking Intelligence Tests and choose whichever of the two results they wish. ()

HEAVY LIFTER: A Character with this skill can ignore up to 1 point of the Heavy attribute. So, if it was carrying 2 items with the Heavy 1 attribute it would only lose 1 Action Point in each Action Phase. ()

HEAVY X: This weapon or piece of equipment is particularly heavy and hard to lug around. As long as it is equipped by a Character, they must pay a penalty of -X Action Points at the beginning of each Action Phase. This takes effect before determining the distance of a Run Action. ()

INSPIRATIONAL PRESENCE: This fighter reassures and encourages the rest of his group of survivors. Any friendly model that is required to take a Courage Test (not the model with this skill) gains a temporary bonus of +1 to their Courage characteristic if they are within 6" of the model with this skill. Multiple instances of this skill are cumulative. Models with this skill do not benefit from being within 6" of themselves, but may benefit from others.

LEADER ()

LEADER: Whether naturally charismatic or brutally domineering, a model with this skill is in charge of this group of survivors. If a Leader is within 6" of a friendly model with the Courage characteristic, they may use his Courage value instead of their own for Horror Tests (they are not required to if the Leader's is lower). ()

LOBOTOMIZER X: This weapon is particularly handy at busting open zombie heads. It may add up to X to the die roll when attempting to damage a model with the Shoot them in the head! attribute. ()

MARTIAL ARTS: Whatever form or discipline it takes, this Character has been trained in unarmed combat. This not only gives him the benefit of being quite deadly in Close Quarters Combat, but also making him exceptionally difficult to hit as he is adept at defending himself as well. So long as this Character is not equipped with any Close Combat weapons, it receives a +1 modifier to Damage enemies and any hostile models that attack them suffer a -1 to their CQC characteristic. ()

NOISY X: A character, weapon, or piece of equipment with this attribute generates +X additional Noise Tokens whenever it is used (each time it is selected to fire, not per ROF or every time it is used in CQC). If a model has this attribute itself, it generates these Noise Tokens during the beginning of its activation. ()

SCAVENGER: This Character knows perhaps a little too much about breaking and entering or where best to find certain items. If they carried a Supply Token off the board, then in the post-game sequence they allow you to modify one of the two rolls on the Scavenge chart by +1/-1. ()

SITUATIONAL AWARENESS: This Character has an almost sixth-sense about what is around him and an uncanny ability to spot a trap or hostile groups lying in wait. If they are targeted by an enemy Character with a Locked and Loaded Token, then those two Characters make an opposed Intelligence Test. If the character with this skill wins, the Locked and Loaded Token is lost but that model still generates Ammo and Noise Tokens up to its full Rate of Fire as the Character bluffs them into firing at a distraction. If it they lose the Test, the Locked and Loaded Token is resolved as normal. ()

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