

Molotov Rose (Last Days Zombie Apocalypse) [5 Scavenge Points, 1Max Group]

Survivors (Survivor) [1Max Group, 5 Scavenge Points]

Neutral [1Max Group, 5 Scavenge Points]

Molotov Rose - KID [1Max Group, 5 Scavenge Points]

Selections: Fire Bomb, Knife* [2 Scavenge Points], Scavenger

Categories: NEUTRAL

Rules: EXPLOSIVE X, FIRE, INSPIRATIONAL PRESENCE, LOBOTOMIZER X, NOISY X, ONE-USE, SCAVENGER, THROWN

Characteristics: KID, **Melee Weapon:** Knife, **Ranged Weapon:** Fire Bomb

Characteristics	AP	CQC	FA	S	E	DC	C	I	Special Rules	Ref
KID	6	2	0	2	2	2	3	3	Inspirational Presence	

Melee Weapon	CQC Modifier	Strength Modifier	Special Rules	Ref
Knife	1	+/-0	Lobotomizer 1	

Ranged Weapon	Class	Range	Damage	RoF	KnockBack	Reload	Special Rules	Ref
Fire Bomb	Explosive *	3		1	1	*	Explosive 3, One-Use, Thrown, Noisy1, Fire	

Selection Rules

EXPLOSIVE X: A piece of equipment with this attribute causes damage over an area instead of simply hitting a single model. It still must target a model as normal. If it hits, you must then make a Damage roll against all (including friendly!) models within X inches of the model targeted (where X is listed in the weapons entry). Treat the model originally hit as source of these additional Ranged Attacks. If the space between this point and a model is completely blocked by solid scenery, do not make a Damage roll for them. ()

FIRE: This weapon leaves a large area of fire when it is used. This is useful to block the advance of the undead or make it impossible for enemy Characters to move through an area. Unlike normal attacks, a weapon with this trait may target any point on the ground within Line of Sight and range of the shooter by passing a Firearms/7 Test. If passed, place a 1" Token on that point. Any model in Explosive range is hit as normal. The marker remains in place until the End Phase of the following turn. Any model beginning its activation, or entering the Explosive range (measured from the Token), will take another hit as the fire continues to burn. If the Test is failed, the weapon fails to ignite and nothing happens. ()

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 ()

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. ()

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. ()

ONE-USE: This weapon can only be used once and is then removed from the Character's roster sheet. ()

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. ()

THROWN: Thrown weapons do not have a range. Instead, a weapon with the Thrown attribute relies on the Strength of the person using it. Maximum range of a thrown weapon is three times the Strength of the model throwing it. ()

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