

Shaun of the Dead (Last Days Zombie Apocalypse) [3Max Group, 51 Scavenge Points]

3 Friends surviving the apocalypse in a pub

Survivors (Survivor) [3Max Group, 51 Scavenge Points]

Uncategorised

Campaign

Selections: 49x Unspent Scavenge Point

The Winchester - The Mall

Selections: Store Room

Rules: *Store ROOM*

Selfless [3Max Group, 51 Scavenge Points]

Tony A.K.A Ed - Farmer [1Max Group, 18 Scavenge Points]

Selections: Club* [2 Scavenge Points], Hunting Rifle [4 Scavenge Points]

Categories: SELFLESS

Rules: *AGRICULTURALIST, HEAVY LIFTER*

Characteristics: *Farmer*, **Melee Weapon:** *Club*, **Ranged Weapon:** *Hunting Rifle*

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

Melee Weapon	CQC Modifier	Strength Modifier	Special Rules	Ref
Club	0	1		

Ranged Weapon	Class	Range	Damage	RoF	KnockBack	Reload	Special Rules	Ref
Hunting Rifle	Rifle	24"	3	1	1	6		

Jess A.K.A. Liz - Rescue Worker [1Max Group, 16 Scavenge Points]

Selections: GearHead, Heavy Club [2 Scavenge Points], Pump-Action Shotgun* [5 Scavenge Points], Stalker

Categories: SELFLESS

Rules: FIRST AID TRAINING, GEAR-HEAD, HEAVY X, LOBOTOMIZER X, POINT BLANK, STALKER, STEPPED FIRE

Characteristics: Rescue Worker, **Melee Weapon:** Heavy Club, **Ranged Weapon:** Pump-Action Shotgun

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
Heavy Club	-1	3	Heavy 1, Lobotomizer 1	

Ranged Weapon	Class	Range	Damage	RoF	KnockBack	Reload	Special Rules	Ref
Pump-Action Shotgun	Shotgun	6/12/18"	6/4/3	1	3/2/2	5	Stepped Fire, Point Blank	

Ray a.k.a. Shaun - The Everyday Hero [1Max Group, 17 Scavenge Points]

Selections: Club* [2 Scavenge Points], Engineer, Inspiration Presence, Leader, Sawn Off/Breech Loading Gun [3 Scavenge Points]

Categories: SELFLESS

Rules: ENGINEER, INSPIRATIONAL PRESENCE, LEADER, POINT BLANK, STEPPED FIRE

Characteristics: The Everyday Hero, **Melee Weapon:** Club, **Ranged Weapon:** Sawn Off/Breech Loading Gun

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
Club	0	1		

Ranged Weapon	Class	Range	Damage	RoF	KnockBack	Reload	Special Rules	Ref
Sawn Off/Breech Loading Gun	Shotgun	3/6/9"	6/4/2	1	3/2/1	2	Stepped Fire, Point Blank	

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. ()

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). ()

FIRST AID TRAINING: This Character 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. ()

POINT BLANK: This weapon fires a spread of shrapnel, making it very effective at close range. Models firing this weapon at a target within 3" gains a bonus of 2 points to their Firearms skill for that shot. ()

STALKER: Moving quickly and quietly is something that comes naturally to this Character. They do not generate Noise Tokens when they run. ()

STEPPED FIRE: This weapon becomes significantly more dangerous the closer it is to the intended target. Its range will have multiple steps, as will its damage and Knockback. Use the appropriate damage and Knockback for the range at which you are firing it. ()

Store ROOM: A Group with a Store Room can re-roll one of the die rolls when inventorying Supply Tokens to determine how many Scavenge points it earns. The second result must be accepted. ()

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