

0 1 2 3 4 5 6 7 8 9



## ANGELA (PERSON)

*From a teenage rebel to a full-grown biker woman, finding protection in the biker gang. But zombies killed them off one by one until only Angela remained. Now she is angry.*

## STARTING DECK

In Play: Rifle

1-3x 1-zombie

Medkit

Safe House

MC

3x Run

Concussion

2x Survivor

Grenade

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**BILL (PERSON)**

*Not being able to save his assigned company, Captain Bill Willis of the 4th brigade, vowed to save others instead, using the same tunnel he escaped by...*

**STARTING DECK**

**In Play: Tunnel**

1-3x 1-zombie

Safe House

3x Survivor

3 Run

Pistol

Sure Aim

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### **Mac (PERSON)**

*Mac was a mechanic, and had both the luck and the equipment needed to survive when the zombies took over. What he lacks in agility he makes up for with strong engines.*

### **Starting Deck**

**In Play:** Gasoline

1-3x 1-zombie

Chainsaw

Safe House

Car

3x Survivor

Perimeter Trap

Run

Dog

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