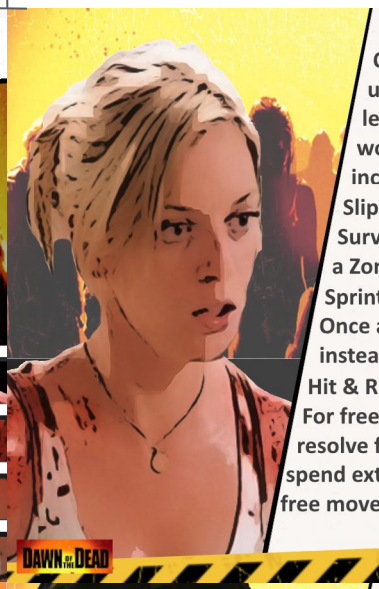
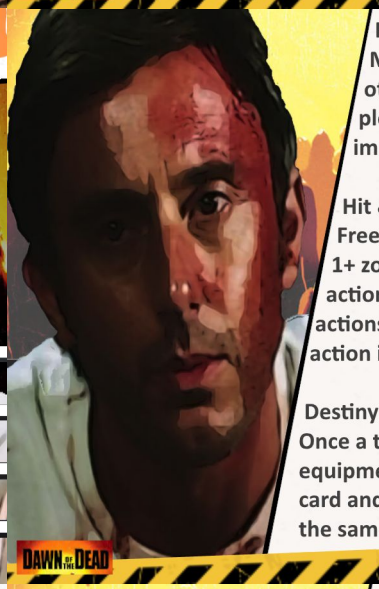


Field Medic:
Once a turn. 1 Action, move up to 2 Zones containing at least 1 Survivor. May heal 1 wound of any survivor there, including self.

Slippery:
Survivor can freely move out of a Zone containing zombies.

Sprint:
Once a Turn. Move 2 or 3 zones instead of 1.

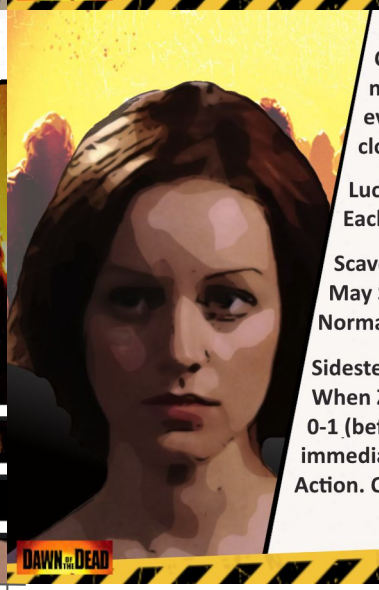
Hit & Run:
For free, after killing 1+ zombies, resolve free Move Action. Does not spend extra actions to perform this free move action if zombies present..



Bornleader:
May give 1 free Action to other survivor, to use as they please. Action is used immediately. Resume turn after.

Hit & Run:
Free, after a combat action killing 1+ zombie, resolve free move action. Does not spend extra actions to perform this free move action if zombies are in their zone.

Destiny:
Once a turn, when revealing an equipment card. Ignore/ discard card and draw another card from the same deck.



Jump:
Once a turn. Spend 1 action, move 2 zones. Ignore everything, except walls and closed doors.

Lucky:
Each action, may re-roll all dice.

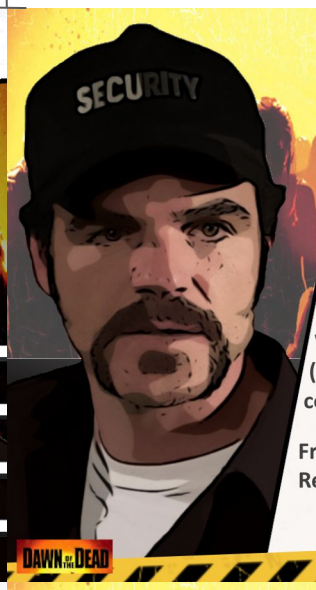
Scavenger:
May Search any building or street. Normal Search rules apply.

Sidestep:
When Zombies spawn within Range 0-1 (before Rushes), survivor may immediately perform a free Move Action. Once per Zombie card drawn.

C.J.

- SHUT THE f@#$ UP
- +1 ACTION
- BLOODLUST: RANGED
- COMBAT REFLEXES
- +1 MAX RANGE
- +1 DAMAGE RANGED
- FREE RELOAD

3
2
1



Shut the f@#$ up:
Once a turn, when the about to sustain a wound, may roll attack dice. Success is blocked.

Bloodlust: Ranged:
Once a turn. Spend action: move to 2 Zones, containing Zombie. Gain 1 free ranged action.

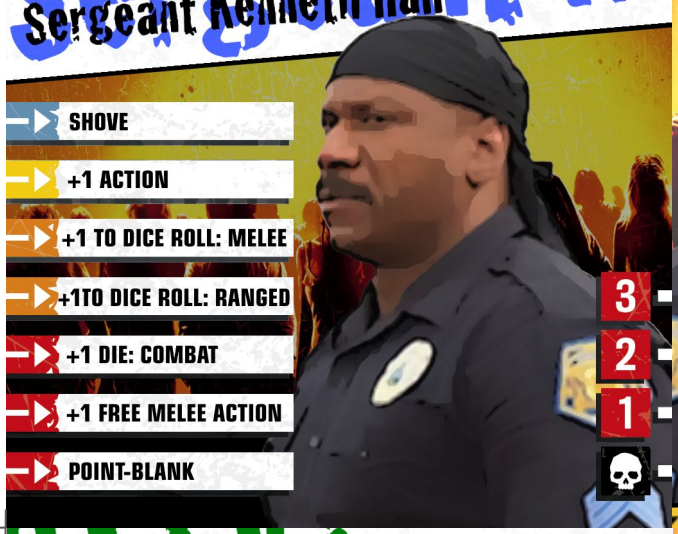
Combat reflexes:
When Zombies spawn within Range (before Rushes), perform free combat action. Use once per card.

Free Reload:
Reloads reloadable weapons for free.

DAWN OF THE DEAD

ZOMBICIDE 2nd EDITION

Sergeant Kenneth Hall



- SHOVE
- +1 ACTION
- +1 TO DICE ROLL: MELEE
- +1TO DICE ROLL: RANGED
- +1 DIE: COMBAT
- +1 FREE MELEE ACTION
- POINT-BLANK

3
2
1

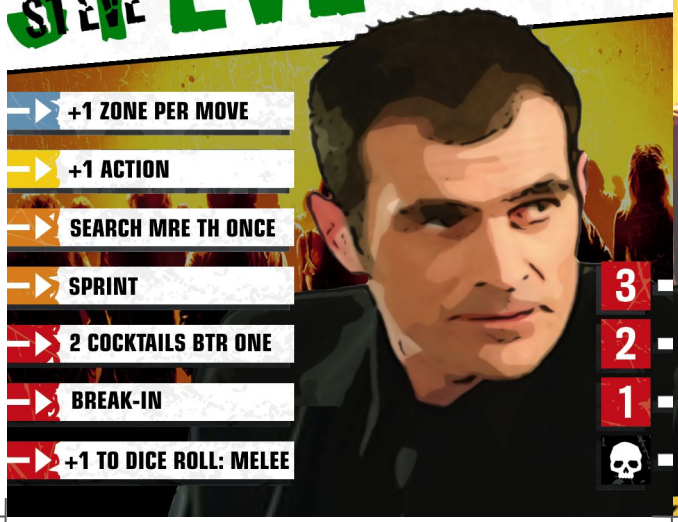
Shove:
Once a turn for free. Select zone at range 1. Both zones need to share a clear path. All zombies in the survivor's zone pushed to selected Zone.

Point-Blank:
Survivor can perform ranged actions in their own zone, no matter the minimum Range. Survivor chooses the targets and can eliminate any type of zombies (no matter the special abilities they have). Ranged weapons still need to inflict enough Damage. Friendly Fire is ignored.

DAWN OF THE DEAD

ZOMBICIDE 2nd EDITION

STEVE



- +1 ZONE PER MOVE
- +1 ACTION
- SEARCH MRE TH ONCE
- SPRINT
- 2 COCKTAILS BTR ONE
- BREAK-IN
- +1 TO DICE ROLL: MELEE

3
2
1

Can Search More Than Once:
Can Search multiple times per Turn.

Sprint:
Once a Turn. Move 2 or 3 Zones instead of 1.

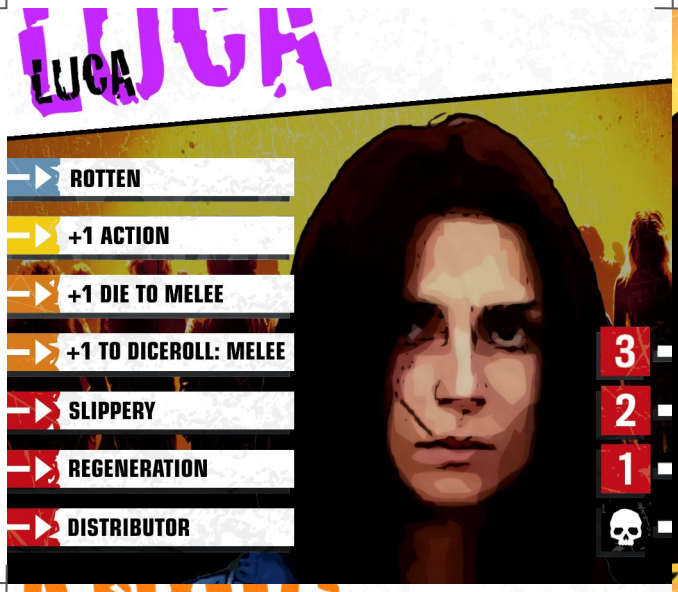
2 Cocktails are better than 1:
Roll a die when discarding. On a 4+ keep Molotov.

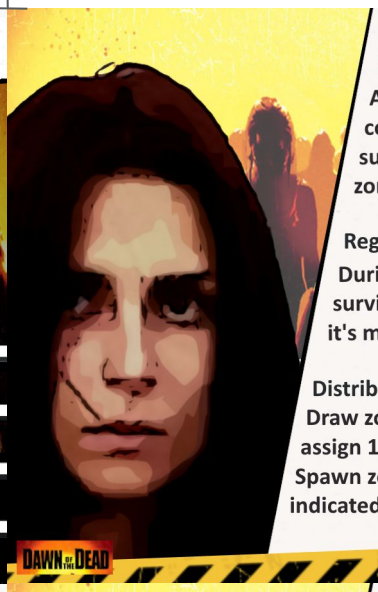
Break-in:
Doesn't need Equipment to open normal doors. Makes no noise. Gain 1 extra free open door action.

DAWN OF THE DEAD

ZOMBICIDE 2nd EDITION

LUCA





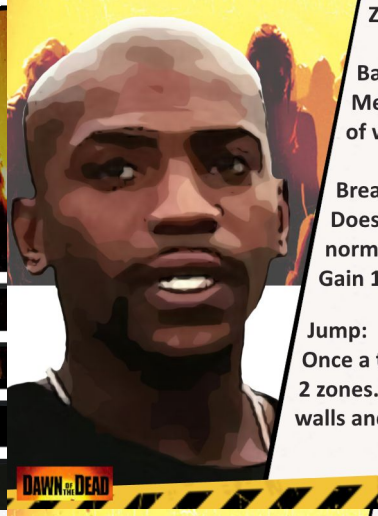
Rotten:
At the end of his turn, no combat or noisy action taken, survivor will be ignored by all zombies.

Regeneration:
During each End Phase, the survivor's health is restored to it's maximum.

Distributor:
Draw zombie spawns as normal, but assign 1 of them to each active Spawn zone, spawning zombies as indicated.

ZOMBICIDE 2nd EDITION

ANDRE



Sprint:
Once a Turn. Move 2 or 3 Zones instead of 1.

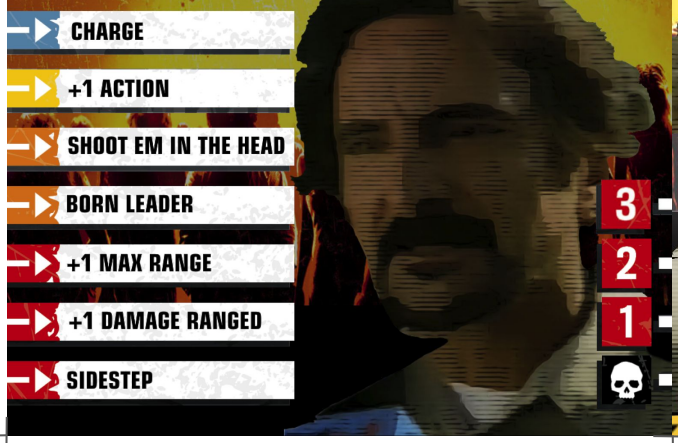
Barbarian:
Melee Action, substitute Dice of weapon(s) with Zombies.

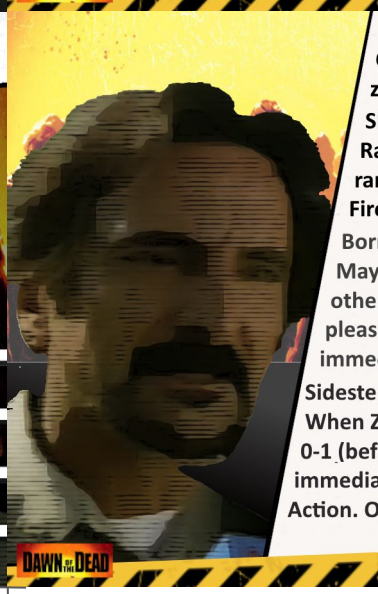
Break-in:
Doesn't need Equipment to open normal doors. Makes no noise. Gain 1 extra free open door action.

Jump:
Once a turn. Spend 1 action, move 2 zones. Ignore everything, except walls and closed doors.

ZOMBICIDE 2nd EDITION

CARL
COUNTY SHERIFF





Charge:
Once during turn. Move to 2 zones to containing 1+ Zombie

Shoot em in the head:
Ranged +1 damage, select ranged targets freely. Friendly Fire is ignored.

Bornleader:
May give 1 free Action to other survivor, to use as they please. Action is used immediately. Resume turn after.

Sidestep:
When Zombies spawn within Range 0-1 (before Rushes), survivor may immediately perform a free Move Action. Once per Zombie card drawn.

ZOMBICIDE 2nd EDITION

Hit & Run:
For free, after killing 1+ zombies, resolve free move action. Does not spend extra actions to perform this free move action if zombies present.

Sprint:
Once a Turn. Move 2 or 3 zones instead of 1.

Break-In:
Doesn't need equipment to open normal doors. Makes no noise. Gain 1 extra free open door action.

DOD - BUS DRIVE TURN COUNTER

Watch out, they've broken our windows!

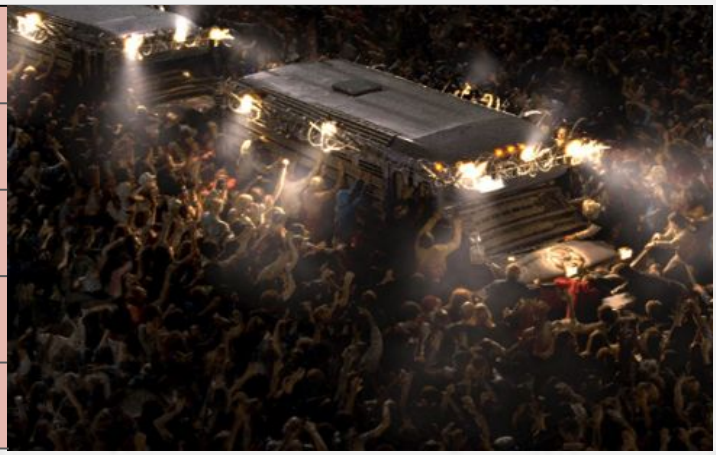
1	
2	
3	
4	
5	

Oh no, the streets are filling up!

6	
7	
8	
9	
10	

Almost there! But, there's too many of them!!

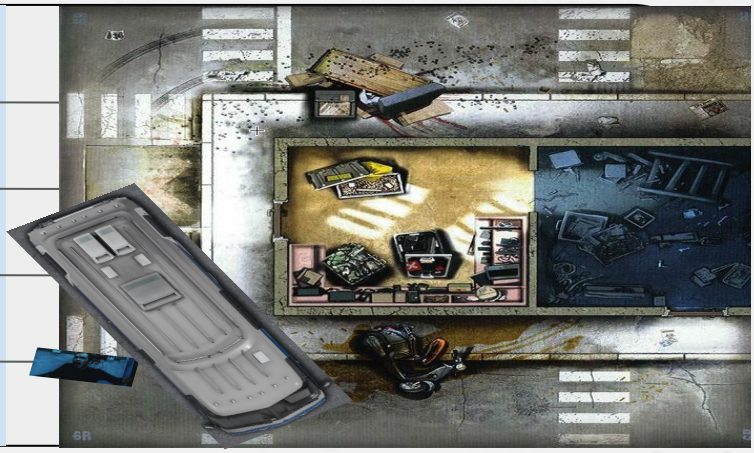
11	
12	
13	
14	
15	



DOD - THE DOCKS TURN COUNTER

We need to get the yacht key!

1	
2	
3	
4	
5	



Oh no, the bus exploded!

6	
7	
8	
9	
10	

The mob has caught up on us! Hurry up!

11	
12	
13	
14	
15	

ZOMBICIDE 2ND EDITION

DOD - CUT-OUT TOKENS #1

Current turn token:

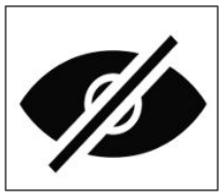
Fallen Steve with key token:

Molotov explosion:

Bus:

Key token:

Rotten token:



DOD - CUT-OUT TOKENS #2

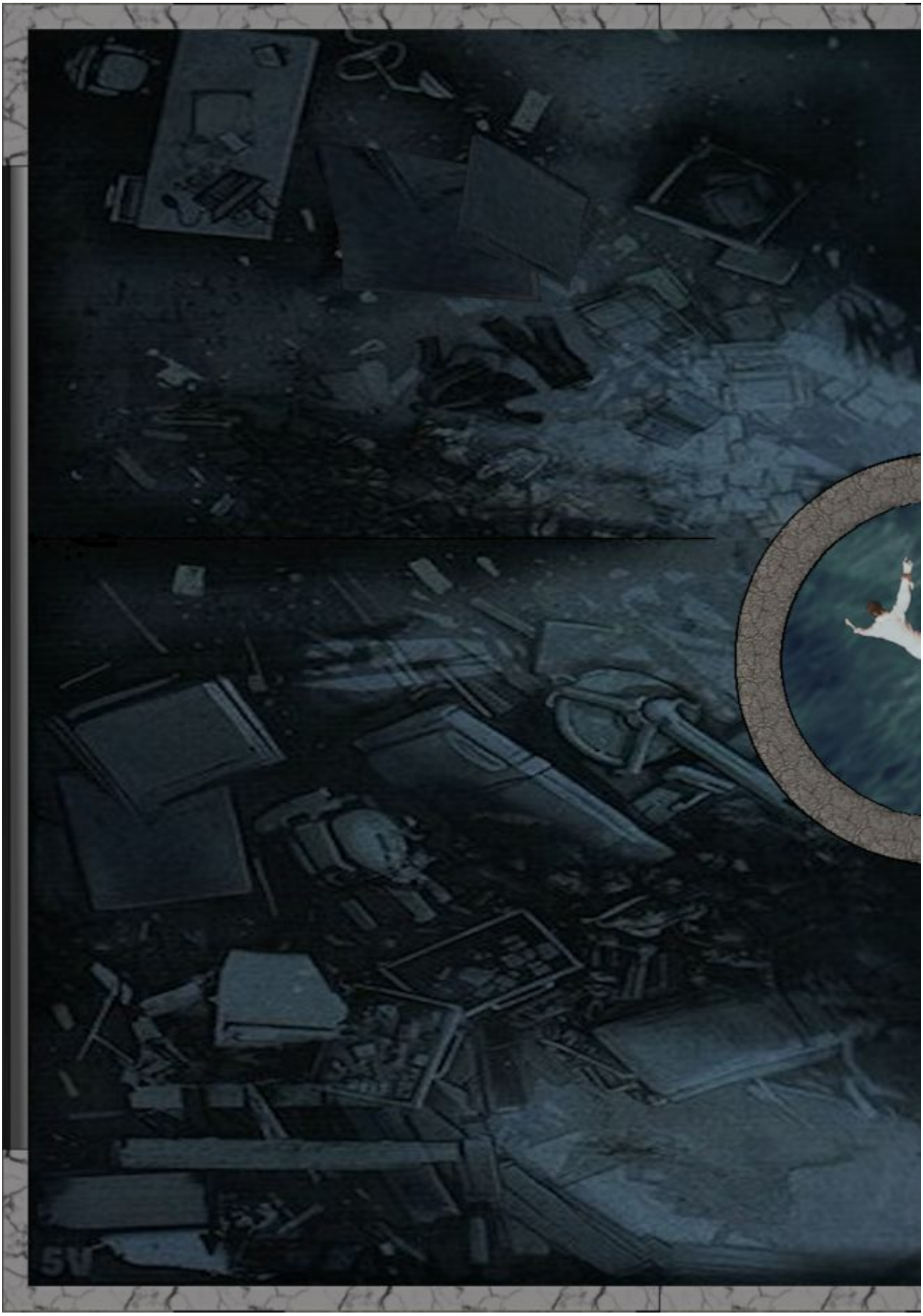
Zombie mob surrounding bus:

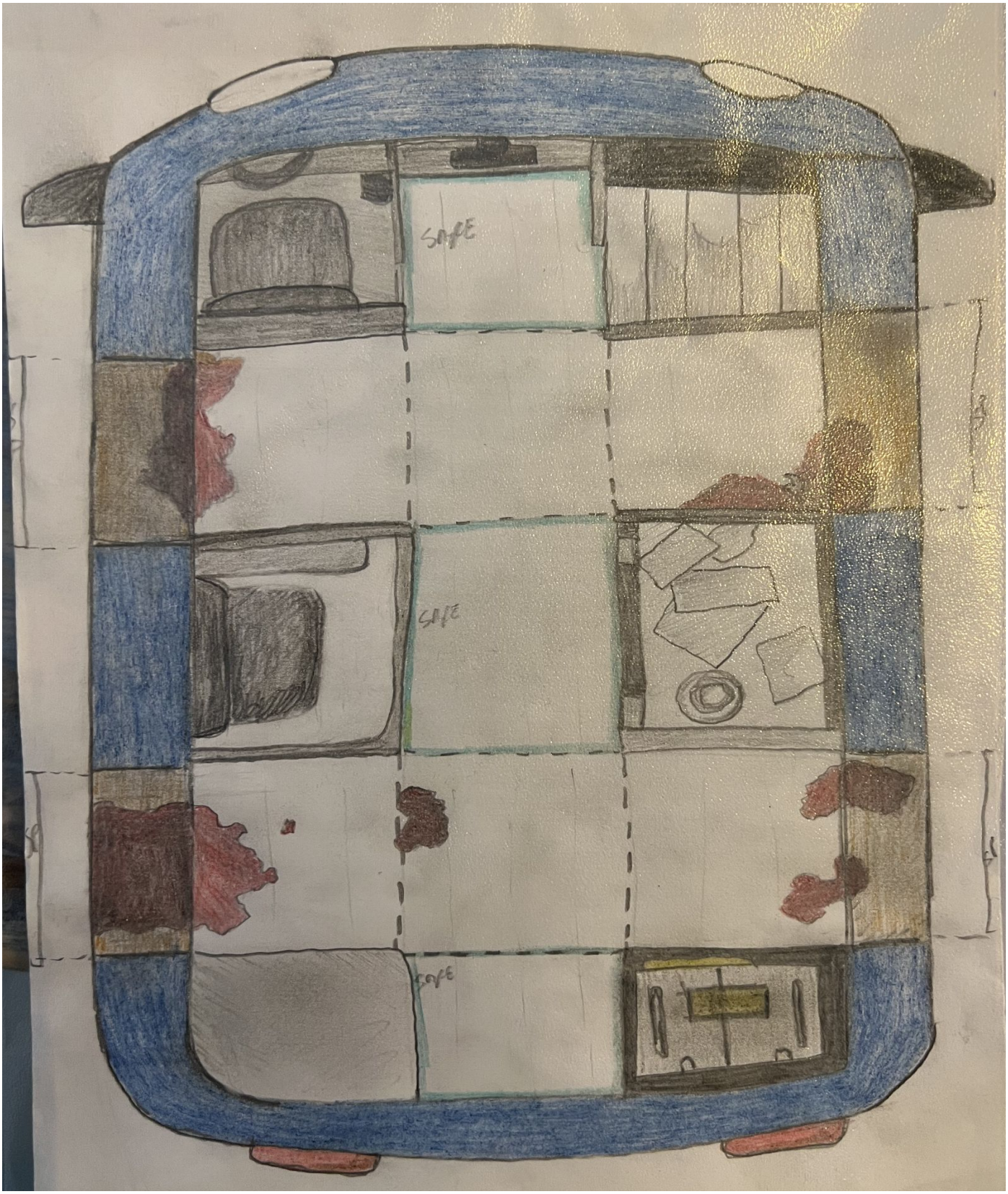
Closed roof hatch:

Roof area (other side of closed roof token):

Crossroads mall sign:

Mall entrance room:




SAFE
SAFE
SAFE