

*\*apply until player's zombie character is killed (respawn without it)*

**Faberge:** +1 movement for all zombies within range 3 of her.

**Dkembe:** +1 movement, -1 attack.

**Striker:** +1 attack

**Grimsby:** When attacked, -1 to attacker's roll.

**Grunt:** May drag items along with him. *1AP to 'get caught on it' and incurs -1AP to movement*).

**Paul:** Will 'come back' to being human if, when attacking, the defence roll is 2.

**Juniper:** Can only be attacked from within range 1.

**Bobby:** May use 1 from roll (1AP) to go straight through a door/fence

**Yurei:** Can use her turn to immediately move to range 7 of any human.