

### GUNSLINGER



x10
x8
x4
x2

The Gunlinger walker retained the ability to fire his gun, and will attack Survivors up to a range of 2 when activated!


### HORSEHEAD WALKER



x10
x8
x4
x2

With his newfound speediness and unsteady gait, the horsehead walker requires a -1 accuracy roll to hit him!

### LUMBERJACK



x10
x8
x4
x2





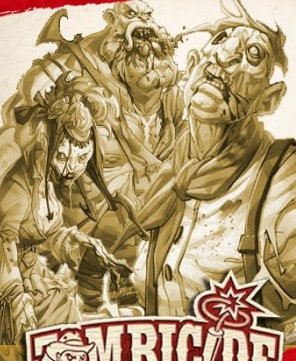

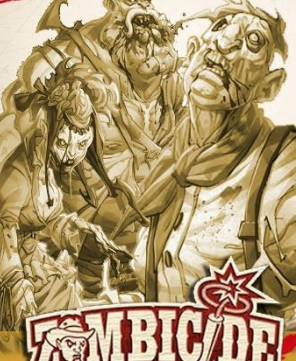

When defining his target zone and moving, the Lumberjack gets to ignore walls in his way.

### MARIACHI



x10
x8
x4
x2

Any attack action directed at his zone has its Accuracy target increased by -1.

### MINER



x10
x8
x4
x2

With a bag of dynamite, if he is shot... BOOM! - all actors in his zone are killed! However, eliminate him in melee. Survivors gain x1 dynamite!

### REVENANT



x10
x8
x4
x2

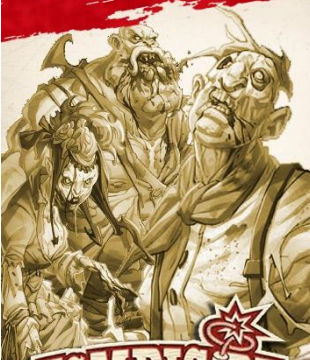

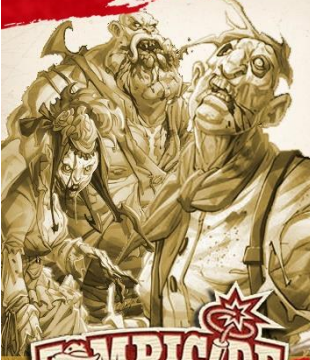

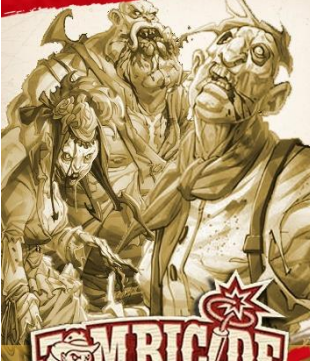

When killed this walker respawns on the closest pile of corpses.

### SNAKE OIL SALESMAN



x10
x8
x4
x2

Beware this swindler! During his activation, he'll snatch one of the items from your inventory instead of attacking.



### SOLDIER



x10

x8

x4

x2

Able to attack survivors 2 zones away.  
His trusty saber deals 2 damage  
when attacking in his own zone!

### STAGECOACH DRIVER



x10

x8

x4

x2

Spawns in the Wagon (if in the game).  
When moves, the Wagon moves with it.  
On entering a space containing Survivors,  
they get run over, suffer 1 Wound each!

### STATION MASTER



x10

x8

x4

x2

The Station Master  
always spawns on the train.  
While on the train,  
he has 2 extra activations.

### TEACHER



x10

x8

x4

x2

As long as Survivors can see her,  
they are unable to use any  
skills they've unlocked by  
gaining Adrenaline Points

