

Ashley Willem

Battle-scarred Burnout

Courage

Start Ability – Medikit whenever you buy a Gift that is Luck-based, heal back to full health.

Ability – Trouble Magnet if you have any Pestilence, Fire, and/or Stun tokens, add 1d8 to your attack.

Ability – Chain Hand if any Fiends are in your area, roll an extra 1d8.

Luck

(start 2)

Toughness

(start 2)

Attack box

(start 1d4+1d4)

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Start Cap

Max

0 1 2 3 4 5 6 7 8 9 10

Start
Cost: 5

Team discards 2 Luck, then acquire ability: Trouble Magnet

Start
Cost: 5

Team discards 2 Luck, then add +1 to your cap & current health

Cost: 7

Team discards 2 Luck, then acquire ability: Chain Hand

Cost: 7

Team discards 2 Luck, then add a 1d8 token to your attack box

Cost: 9

Add +1 to your toughness

Cost: 9

Add +1 to your toughness.

Flaw: Imperceptive you must pay 1 Courage to perform First Aid whether or not enemies are in your area.

Note: any hero or combination of heroes can discard the needed Luck when Ash buys a Gift.



Eva Noel

Tough little scrapper

Courage

Luck

(start 0)

Toughness

(start 2)

Attack box

(start 1d6)

Start Ability – Hidden Stash at game start, add an extra 4 Courage to the Pool (even on maps normally starting with 0 Courage)

Ability – Moral Support when you share an area with an ambush, that ambush fires as though it had 1 more trooper (max of 4).

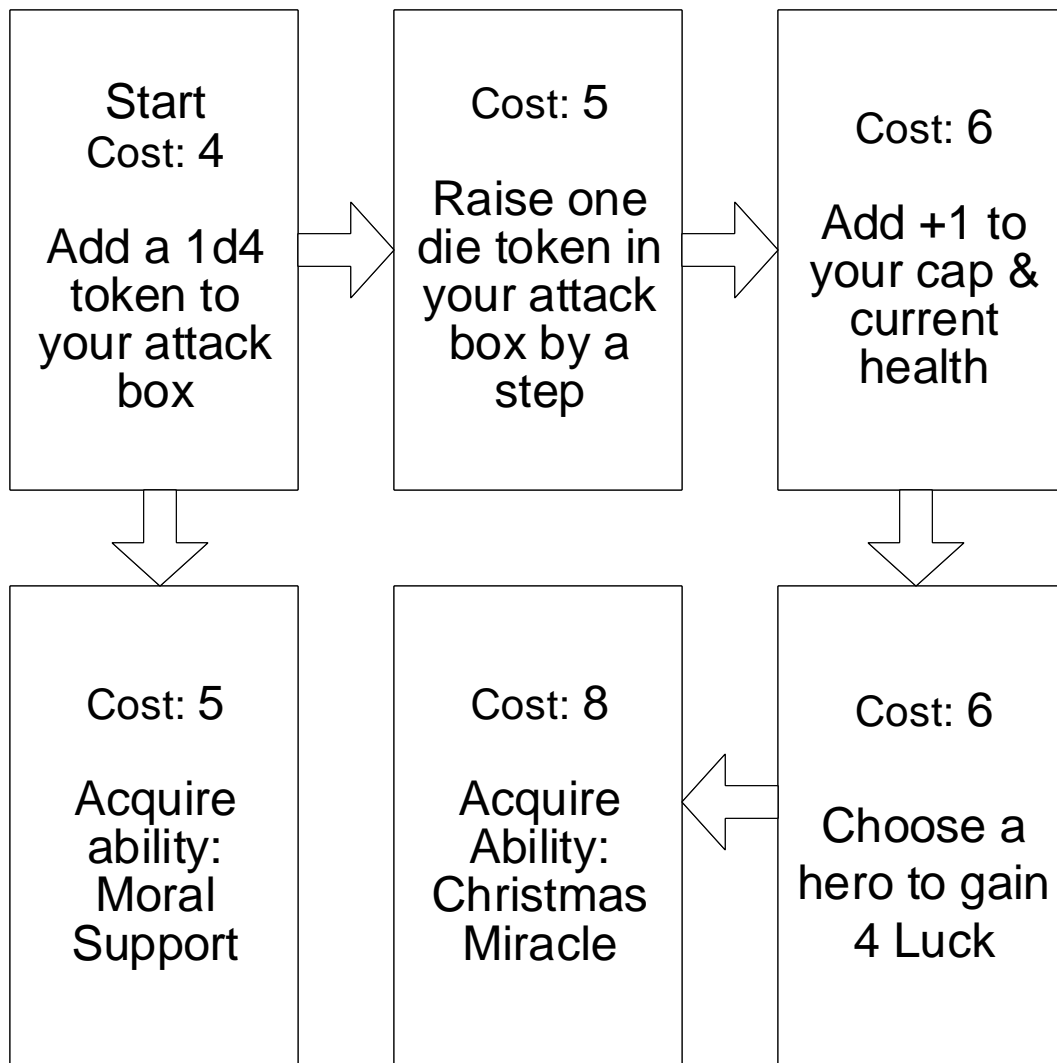
Ability - Christmas Miracle If you are killed, permanently discard this ability token to (once) return to full health in the same area. You cannot use this ability during Hell Time.

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Start Cap

Max

0 1 2 3 4 5 6 7 8 9 10



Flaw: Self-Pity you cannot buy a Gift during the Team phase unless another hero also buys one.



Bruno Dawn

Doomed Psychotic

Courage

Luck

(start 5)

Toughness

(start 1)

Attack box

(start 1d6)

Start Ability – Delusional
at game start choose any one unused trooper type and place them by the others. You (only) can recruit these troopers. Add 1 to your recruit die roll when recruiting delusional troopers.

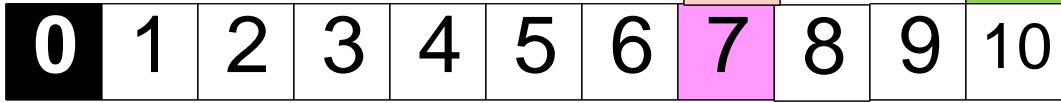
Ability
- **Certifiable** when you become team Captain, gain 1 Luck.

Ability – Megalomania if you end your turn in a 4th Circle Demon's area, gain 3 Courage

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Start Cap

Max



Start
Cost: 4

Acquire ability:
Megalomania

Cost: 8

Add +1 to your toughness

Cost: 6

Add a 1d8 token to your attack box

Cost: 5

Raise one die token in your attack box by a step

Cost: 8

Add +1 to your cap & current health

Start
Cost: 5

Acquire ability:
Certifiable

Flaw: Literally Insane when you are the Captain, you may never allow another hero to use the Courage Pool.



Carolyn Tutenkoff

Road Warrior

Courage

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Start Cap

Max

0	1	2	3	4	5	6	7	8	9	10
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Start
Cost: 5

Acquire Ability:
Booby Trap

Cost: 5

Add +1 to
your cap
and current
health

Cost: 2

No effect

Start Ability – Lost Everything no start ability but increased stats

Luck
(start 1)

Ability – Gang Cred when you recruit Cost 1 troopers, gain 1 extra trooper (maximum of 4).

Toughness
(start 3)

Ability - Booby Trap as a hero action, place one of your attack tokens in your area. In the enemy phase it fires, adding to any ambush, then returns to your attack box.

Attack box
(start 1d6)

Start
Cost: 8

Add a 1d10 token to your attack box

Start
Cost: 4

Acquire Ability:
Gang Cred

Cost: 6

Add +1 to your Toughness

Flaw: Charismatic when you are killed, the team loses 4 Doom instead of 2. **Do not use Carolyn with the Russian Region.**