

# CIVILIANS

Name	Morale	Experience	Costs	Survivor Points									
	5	Civilian	10pts										
<b>Skills</b>	Spot 20   Firearms 10   Archery 3   First Aid 8   Throw 5   Dodge 5		<b>Cover</b>	Soft cover 5   Medium Cover 7   Hard Cover 9									
<b>Weapons</b>			<b>Armour</b>	Sports Pads 5   Light Body Armour 8   Military Body Armour 12									
<b>Damage</b>	1	2	3	4	5	6	7	8	9	10	11	12	<b>DEAD</b>
<b>H2H</b>	<b>Civilian</b>	<b>Youth</b>	<b>Average Joe</b>	<b>Professional</b>	<b>Elite</b>	<b>Zed</b>	<b>Rager</b>						
<b>Attack</b>	10	8	6	4	2	10	4						
<b>Parry</b>	8	6	4	2	1	8	2						

Name	Morale	Experience	Costs	Survivor Points									
	5	Civilian	10pts										
<b>Skills</b>	Spot 20   Firearms 10   Archery 3   First Aid 8   Throw 5   Dodge 5		<b>Cover</b>	Soft cover 5   Medium Cover 7   Hard Cover 9									
<b>Weapons</b>			<b>Armour</b>	Sports Pads 5   Light Body Armour 8   Military Body Armour 12									
<b>Damage</b>	1	2	3	4	5	6	7	8	9	10	11	12	<b>DEAD</b>
<b>H2H</b>	<b>Civilian</b>	<b>Youth</b>	<b>Average Joe</b>	<b>Professional</b>	<b>Elite</b>	<b>Zed</b>	<b>Rager</b>						
<b>Attack</b>	10	8	6	4	2	10	4						
<b>Parry</b>	8	6	4	2	1	8	2						

Name	Morale	Experience	Costs	Survivor Points									
	5	Civilian	10pts										
<b>Skills</b>	Spot 20   Firearms 10   Archery 3   First Aid 8   Throw 5   Dodge 5		<b>Cover</b>	Soft cover 5   Medium Cover 7   Hard Cover 9									
<b>Weapons</b>			<b>Armour</b>	Sports Pads 5   Light Body Armour 8   Military Body Armour 12									
<b>Damage</b>	1	2	3	4	5	6	7	8	9	10	11	12	<b>DEAD</b>
<b>H2H</b>	<b>Civilian</b>	<b>Youth</b>	<b>Average Joe</b>	<b>Professional</b>	<b>Elite</b>	<b>Zed</b>	<b>Rager</b>						
<b>Attack</b>	10	8	6	4	2	10	4						
<b>Parry</b>	8	6	4	2	1	8	2						

# YOUTH

Name	Morale	Experience	Costs	Survivor Points									
	12	Youth	25pts										
<b>Skills</b>	Spot 20   Firearms 12   Archery 4   First Aid 9   Throw 7   Dodge 12		<b>Cover</b>	Soft cover 5   Medium Cover 7   Hard Cover 9									
<b>Weapons</b>			<b>Armour</b>	Sports Pads 5   Light Body Armour 8   Military Body Armour 12									
<b>Damage</b>	1	2	3	4	5	6	7	8	9	10	11	12	<b>DEAD</b>
<b>H2H</b>	<b>Civilian</b>	<b>Youth</b>	<b>Average Joe</b>	<b>Professional</b>	<b>Elite</b>	<b>Zed</b>	<b>Rager</b>						
<b>Attack</b>	12	10	8	6	4	12	6						
<b>Parry</b>	10	8	6	4	1	10	4						

Name	Morale	Experience	Costs	Survivor Points									
	12	Youth	25pts										
<b>Skills</b>	Spot 20   Firearms 12   Archery 4   First Aid 9   Throw 7   Dodge 12		<b>Cover</b>	Soft cover 5   Medium Cover 7   Hard Cover 9									
<b>Weapons</b>			<b>Armour</b>	Sports Pads 5   Light Body Armour 8   Military Body Armour 12									
<b>Damage</b>	1	2	3	4	5	6	7	8	9	10	11	12	<b>DEAD</b>
<b>H2H</b>	<b>Civilian</b>	<b>Youth</b>	<b>Average Joe</b>	<b>Professional</b>	<b>Elite</b>	<b>Zed</b>	<b>Rager</b>						
<b>Attack</b>	12	10	8	6	4	12	6						
<b>Parry</b>	10	8	6	4	1	10	4						

Name	Morale	Experience	Costs	Survivor Points									
	12	Youth	25pts										
<b>Skills</b>	Spot 20   Firearms 12   Archery 4   First Aid 9   Throw 7   Dodge 12		<b>Cover</b>	Soft cover 5   Medium Cover 7   Hard Cover 9									
<b>Weapons</b>			<b>Armour</b>	Sports Pads 5   Light Body Armour 8   Military Body Armour 12									
<b>Damage</b>	1	2	3	4	5	6	7	8	9	10	11	12	<b>DEAD</b>
<b>H2H</b>	<b>Civilian</b>	<b>Youth</b>	<b>Average Joe</b>	<b>Professional</b>	<b>Elite</b>	<b>Zed</b>	<b>Rager</b>						
<b>Attack</b>	12	10	8	6	4	12	6						
<b>Parry</b>	10	8	6	4	1	10	4						

# AVERAGE JOE

Name	Morale	Experience	Costs	Survivor Points									
	14	Average Joe	50pts										
<b>Skills</b>	Spot 20   Firearms 14   Archery 5   First Aid 9   Throw 8   Dodge 14		<b>Cover</b>	Soft cover 5   Medium Cover 7   Hard Cover 9									
<b>Weapons</b>			<b>Armour</b>	Sports Pads 5   Light Body Armour 8   Military Body Armour 12									
<b>Damage</b>	1	2	3	4	5	6	7	8	9	10	11	12	<b>DEAD</b>
<b>H2H</b>	<b>Civilian</b>	<b>Youth</b>	<b>Average Joe</b>	<b>Professional</b>	<b>Elite</b>	<b>Zed</b>	<b>Rager</b>						
<b>Attack</b>	14	12	10	8	6	14	8						
<b>Parry</b>	12	10	8	6	4	12	6						

Name	Morale	Experience	Costs	Survivor Points									
	14	Average Joe	50pts										
<b>Skills</b>	Spot 20   Firearms 14   Archery 5   First Aid 9   Throw 8   Dodge 14		<b>Cover</b>	Soft cover 5   Medium Cover 7   Hard Cover 9									
<b>Weapons</b>			<b>Armour</b>	Sports Pads 5   Light Body Armour 8   Military Body Armour 12									
<b>Damage</b>	1	2	3	4	5	6	7	8	9	10	11	12	<b>DEAD</b>
<b>H2H</b>	<b>Civilian</b>	<b>Youth</b>	<b>Average Joe</b>	<b>Professional</b>	<b>Elite</b>	<b>Zed</b>	<b>Rager</b>						
<b>Attack</b>	14	12	10	8	6	14	8						
<b>Parry</b>	12	10	8	6	4	12	6						

Name	Morale	Experience	Costs	Survivor Points									
	14	Average Joe	50pts										
<b>Skills</b>	Spot 20   Firearms 14   Archery 5   First Aid 9   Throw 8   Dodge 14		<b>Cover</b>	Soft cover 5   Medium Cover 7   Hard Cover 9									
<b>Weapons</b>			<b>Armour</b>	Sports Pads 5   Light Body Armour 8   Military Body Armour 12									
<b>Damage</b>	1	2	3	4	5	6	7	8	9	10	11	12	<b>DEAD</b>
<b>H2H</b>	<b>Civilian</b>	<b>Youth</b>	<b>Average Joe</b>	<b>Professional</b>	<b>Elite</b>	<b>Zed</b>	<b>Rager</b>						
<b>Attack</b>	14	12	10	8	6	14	8						
<b>Parry</b>	12	10	8	6	4	12	6						

# PROFESSIONAL

Name	Morale	Experience	Costs	Survivor Points									
	16	Professional	75pts										
<b>Skills</b>	Spot 20   Firearms 16   Archery 6   First Aid 11   Throw 9   Dodge 16		<b>Cover</b>	Soft cover 5   Medium Cover 7   Hard Cover 9									
<b>Weapons</b>			<b>Armour</b>	Sports Pads 5   Light Body Armour 8   Military Body Armour 12									
<b>Damage</b>	1	2	3	4	5	6	7	8	9	10	11	12	<b>DEAD</b>
<b>H2H</b>	<b>Civilian</b>	<b>Youth</b>	<b>Average Joe</b>	<b>Professional</b>	<b>Elite</b>	<b>Zed</b>	<b>Rager</b>						
<b>Attack</b>	16	14	12	10	8	16	10						
<b>Parry</b>	14	12	10	8	6	14	8						

Name	Morale	Experience	Costs	Survivor Points									
	16	Professional	75pts										
<b>Skills</b>	Spot 20   Firearms 16   Archery 6   First Aid 11   Throw 9   Dodge 16		<b>Cover</b>	Soft cover 5   Medium Cover 7   Hard Cover 9									
<b>Weapons</b>			<b>Armour</b>	Sports Pads 5   Light Body Armour 8   Military Body Armour 12									
<b>Damage</b>	1	2	3	4	5	6	7	8	9	10	11	12	<b>DEAD</b>
<b>H2H</b>	<b>Civilian</b>	<b>Youth</b>	<b>Average Joe</b>	<b>Professional</b>	<b>Elite</b>	<b>Zed</b>	<b>Rager</b>						
<b>Attack</b>	16	14	12	10	8	16	10						
<b>Parry</b>	14	12	10	8	6	14	8						

Name	Morale	Experience	Costs	Survivor Points									
	16	Professional	75pts										
<b>Skills</b>	Spot 20   Firearms 16   Archery 6   First Aid 11   Throw 9   Dodge 16		<b>Cover</b>	Soft cover 5   Medium Cover 7   Hard Cover 9									
<b>Weapons</b>			<b>Armour</b>	Sports Pads 5   Light Body Armour 8   Military Body Armour 12									
<b>Damage</b>	1	2	3	4	5	6	7	8	9	10	11	12	<b>DEAD</b>
<b>H2H</b>	<b>Civilian</b>	<b>Youth</b>	<b>Average Joe</b>	<b>Professional</b>	<b>Elite</b>	<b>Zed</b>	<b>Rager</b>						
<b>Attack</b>	16	14	12	10	8	16	10						
<b>Parry</b>	14	12	10	8	6	14	8						

# ELITE

Name	Morale	Experience	Costs	Survivor Points									
	18	Elite	100pts										
<b>Skills</b>	Spot 20   Firearms 18   Archery 7   First Aid 12   Throw 10   Dodge 18		<b>Cover</b>	Soft cover 5   Medium Cover 7   Hard Cover 9									
<b>Weapons</b>			<b>Armour</b>	Sports Pads 5   Light Body Armour 8   Military Body Armour 12									
<b>Damage</b>	1	2	3	4	5	6	7	8	9	10	11	12	<b>DEAD</b>
<b>H2H</b>	<b>Civilian</b>	<b>Youth</b>	<b>Average Joe</b>	<b>Professional</b>	<b>Elite</b>	<b>Zed</b>	<b>Rager</b>						
<b>Attack</b>	16	14	12	10	8	16	10						
<b>Parry</b>	14	12	10	8	6	14	8						

Name	Morale	Experience	Costs	Survivor Points									
	18	Elite	100pts										
<b>Skills</b>	Spot 20   Firearms 18   Archery 7   First Aid 12   Throw 10   Dodge 18		<b>Cover</b>	Soft cover 5   Medium Cover 7   Hard Cover 9									
<b>Weapons</b>			<b>Armour</b>	Sports Pads 5   Light Body Armour 8   Military Body Armour 12									
<b>Damage</b>	1	2	3	4	5	6	7	8	9	10	11	12	<b>DEAD</b>
<b>H2H</b>	<b>Civilian</b>	<b>Youth</b>	<b>Average Joe</b>	<b>Professional</b>	<b>Elite</b>	<b>Zed</b>	<b>Rager</b>						
<b>Attack</b>	16	14	12	10	8	16	10						
<b>Parry</b>	14	12	10	8	6	14	8						

Name	Morale	Experience	Costs	Survivor Points									
	18	Elite	100pts										
<b>Skills</b>	Spot 20   Firearms 18   Archery 7   First Aid 12   Throw 10   Dodge 18		<b>Cover</b>	Soft cover 5   Medium Cover 7   Hard Cover 9									
<b>Weapons</b>			<b>Armour</b>	Sports Pads 5   Light Body Armour 8   Military Body Armour 12									
<b>Damage</b>	1	2	3	4	5	6	7	8	9	10	11	12	<b>DEAD</b>
<b>H2H</b>	<b>Civilian</b>	<b>Youth</b>	<b>Average Joe</b>	<b>Professional</b>	<b>Elite</b>	<b>Zed</b>	<b>Rager</b>						
<b>Attack</b>	16	14	12	10	8	16	10						
<b>Parry</b>	14	12	10	8	6	14	8						