

Cheerleader, 11 points



Courage 0 0 0
Activation 4+
Combat 5+
Light Armor 5+
Scream

Deputy, 19 points



Courage 0 0 0 0
Activation 3+
Combat 4+
Light Armor 5+
Pistol, Shotgun

Goth Girlfriend, 12 points



Courage +2
Activation 3+
Combat 4+
Light Armor 5+
Makes Nerds Unafraid of Clowns

homeowner, Green, 5 points



Courage 0 0
Activation 5+
Combat 6+

homeowner, Seasoned, 7 points



Courage 0 0
Activation 4+
Combat 5+
Must have a Soccer Mom model in unit

7 points

Jock, 14 points



Courage 0 0 0 0 0 0
Activation 4+
Combat 5+
Light Armor 5+
+1 Close Combat if Assaulting in a base-to-base line

Minister, 15 points



Unafraid
Activation 3+
Combat 4+
Abjure

National Guardsman, 6 points



Courage 0 0
Activation 5+
Combat 6+
Assault Rifle, 2 Grenades

Nerd, 15 points



Courage 0 0 0 0
Activation 4+
Combat 5+
Weird Science: 24" range, 4 Fire Points vs. Monsters

Sheriff, 19 points



Courage 0 0 0 0
Activation 3+
Combat 4+
Light Armor 5+
Pistol, Shotgun

Slayer, Cheerleader, 13 points



Courage +3
Activation 2+
Combat 4+
Permanently kills Vampires

Slayer, Sob, 14 points



Unafraid
Activation 2+
Combat 4+
Permanently kills Vampires

Survivalist, 11 points



Courage 0 0 0 0
Activation 4+
Combat 5+
Assault Rifle

White Witch, 15 points



Courage 0 0 0 0 0
Activation 3+
Combat 4+
Spells, Fly

Witch Hunter, 22 points



Unafraid
Activation 2+
Combat 4+
Medium Armor 4+
Crossbow, Sword

Carpathian Vampire, 20 points



Horror Rating 3
Activation 2+
Combat 4+
Fly, Rise Again, Command
Zombies, Create Zombie

Clown, 6 points



Horror Rating 1, 3 vs. Nerds
Activation 4+
Combat 5+
Lamentable Humor: 12", 1 Fire
Point

Cult High Priest, 10 points



Horror Rating 1
Activation 3+
Combat 4+
Light Armor 5+
Spells

Cultist, 9 points



Activation 4+
Combat 5+
Pistol, Shotgun

Dark Witch, 9 points



Horror Rating 1
Activation 3+
Combat 4+
Fly, Spells

Fast Zombie, 5 points



Horror Rating 2
Activation 5+
Combat 6+
May only Walk, Run, or Assault
Infection

Harlequin, 10 points



Horror Rating 1
Activation 2+
Combat 4+
Stage Magic

Igor, 9 points



Horror Rating 1
Activation 3+
Combat 4+
Pistol

Modern Vampire, 13 points



Horror Rating 2
Activation 3+
Combat 4+
Rise Again

Mortuary Priest, 8 points



Horror Rating 2
Activation 4+
Combat 5+
Light Armor 5+
Cannot Duck'n'Weave or Run

Mummy High Priest, 15 points



Horror Rating 4
Activation 2+
Combat 4+
Medium Armor 4+
Spells; Cannot Duck'n'Weave or Run

Reanimation, 14 points



Horror Rating 3
Activation 3+
Combat 4+
Medium Armor 4+
+2 in Close Combat
Pathos

Re-Animator, 5 points



Activation 4+
Combat 5+

Slow Zombie, 4 points



Horror Rating 1
Activation 5+
Combat 6+
Walk or Assault only
Cannot be suppressed

The Slasher, 19 points



Horror Rating 4
Activation 2+
Combat 4+
Light Armor 5+
+1 in Close Combat
Disappear

Werewolf, 10 points



Horror Rating 1
Activation 3+
Combat 4+
+1 in Close Combat
Must attack Vampires if visible
Climb