



# DOG COMPANIONS

## #1 DOG COMPANION RULES

*Before the apocalypse, we called them "pets". Now we call them "companions". Some dogs turned, some didn't, and like us, some survived. Dog companions are of great help. They warn us, they fight alongside us, and allow us to reach areas no one else can. Of course, a companion has to be strong to survive and do what we ask of it. Being a survivor's dog is not really a Chihuahua's job.*

### ACQUIRING A DOG COMPANION

Dog Companion cards are Equipment cards. A Companion recognizes the Survivor who has its card in his inventory as its **Handler**. Companion cards can be traded or lost in the same way as regular

Equipment cards. If such a card is lost, remove the Dog miniature as well. Your Companion has fled the scene and is lost.

Each Survivor can begin the game with a single Dog Companion. Before the game begins, choose a Dog Companion and put its card in its Handler's inventory. The card doesn't have to be equipped in hand to be effective. The matching Companion Dog miniature is set in the same starting Zone as its Handler.

Over the course of the game, a Survivor can gain or exchange Dog Companion cards with his teammates in order to have multiple Dog Companion cards in his inventory. He can then lead a real pack!

Some Missions allow Survivors to put Dog Companions in the Equipment pile or link Dog Companions to Objectives. In that case, follow the Mission's special rules.



## DOG COMPANIONS GENERAL TRAITS

A Dog Companion:

- 1- Is a Survivor.
- 2- Is defeated and removed by the first Wound it receives (discard the corresponding Companion card).
- 3- Has the Low Profile, Slippery, and 3 Zones per Move Skills (3 Zones per Move is the same as 2 Zones per Move, for 3 Zones).
- 4- Gives the +1 die: Melee Skill to its Handler as long as they're both in the same Zone. This bonus is cumulative if the Handler has several Dog Companions.
- 5- Can Move freely with its Handler as long as they're both in the Same Zone. In that case, all special rules and Move-related Skills of the Handler (like the 2 Zones per Move Skill) also apply to his Dog Companion.
- 6- Does not have an inventory.

Dog Companions do not have any Actions. A Handler can spend his own Actions to give Instructions to his Dog Companion(s). At the cost of 1 Action given by its Handler, a Dog Companion can execute one of these Instructions:

- **Move** (up to 3 Zones)
- **Melee Attack** (see the dog's card for Melee characteristics)
- **Make some Noise**
- **Get in or out of a car.** A dog doesn't take a seat in a car and, obviously, can't drive it.
- **Search.** A dog can hold a single Equipment card it has found this way (but not use it). Put the Equipment card under the Dog Companion card. The dog can freely give the Equipment card it holds to its Handler anytime they are in the same Zone. The dog can also freely drop the Equipment card at anytime.

## THE DOG COMPANIONS

### German Shepherd



### Blue Heeler



### American Bulldog



**Moog special rule:** Moog can't Search but he compensates by giving the +2 dice: Melee Skill to his Handler if they're both in the same Zone (instead of +1 die: Melee). This Skill is the same as +1 die: Melee, with 2 bonus dice instead of 1.

