

Dawn of the Zeds 3rd edition Expansion #2: New Player Blues

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▣ “Bouncing” Betty Bolivar (Hero)

Think of Betty as a *Brains!*-driven Zeds unit fighting on *your* side. If she wins at *any* Hand-to-Hand combat with any Zeds unit, she follows the retreating Zeds into their space and attacks them! If she wins, and there are any Zeds units in the next space, she enters that space and attacks again!

When she wins a fight against any Zeds unit, including Zeds Mobs, whether attacking *or* defending, she will keep hunting down Zeds.

She will do this as long as she keeps winning and there are Zeds in the next space to fight.

Once started, the only things that stop her are 1) if she is eliminated, 2) there are no more Zeds to attack, or 3) if the next space to enter is a Start space. Not even a collapsed Bridge or Chaos slows her down once she is fearlessly attacking. *Every* new Hand-to-Hand combat, however, increases  normally, so “chain” fighting like this can be too much of a good thing, especially if she starts 4 or 5 fights in a row! *With all that infection, some call her “Typhoid Betty” — but never to her face!*

If she ends her fighting streak on the Bridge Collapsed space, she must retreat one space, and if she ends it on a Chaos space, she will restore order normally at the end of the turn. *Oh, boy, more infection!*

While she is too nearsighted to make accurate Gunfire attacks, when she fights Hand-to-Hand, she fights hard, using the **Humans x3** column when she is at full strength and the **Humans x2** column when at reduced strength. This is true whether defending or attacking, and regardless of any other shifts (like Terrain shifts or shifts from units like May Hauser that normally would apply). However, when she is stacked with Wilson, she *can* roll 3 dice (  ), picking 2, to determine her combat result. Special cards, Super Weapon components, or effects that grant a re-roll for combat or change the value of combat dice *will* apply to her. However, she cannot contribute her Strength to any other Player unit nor can they contribute to her Strength in any way; her special Strength ability is only relative to the Zeds *she* is fighting.

Because the only thing Betty lives for is to destroy Zeds, when she is eliminated and makes a Saving Roll, she rolls   and picks the better result. Never count her out; Betty has a way of coming back!

