

# PRESIDENTIAL BOX

## SURVIVOR PACK

### #01 NEW SURVIVOR CLASS: POTUS

- You look like... You are... Are you?
- Yes. And I have a plan. Trust me, and you will live.

#### POTUSES AND WASHINGTON Z.C.

POTUSes can also be used to replace the President in the *Infected State* campaign (*Washington Z.C.* expansion). Choose the one you want to use upon finding the President!

The rules are the same, except for one thing: the chosen POTUS is still a Companion, but his Leader can use his Blue Level Skill.

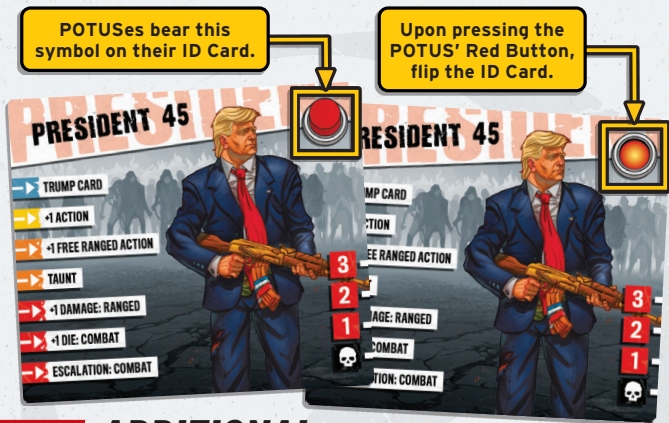
### #02 SPECIAL SKILL: RED BUTTON

Presidents Of The United States (POTUS) usually start with Health 3 and come with a double-sided ID Card. Both sides are the same, except for the Red Button:

- The front shows an armed Red Button, ready to be pressed.
- The back shows a pressed Red Button.
- POTUSes start the game with their ID Card on the front side.



Once per game, before or after resolving an Action, a POTUS can press their Red Button. Flip their ID Card to the back side. Then, resolve a Molotov effect in a single Zone within Line of Sight of the POTUS. They earn all the corresponding AP.



## #03 ADDITIONAL SKILLS

**Ronald's ray gun** - The Survivor can use this Skill once during each of their Turns with a Ranged Action, for free. For this Ranged Action, the weapon's max Range becomes 40, and obstacles blocking Lines of Sight (closed door, or walls, for example) are ignored.

**Trump card** - The Survivor can use this Skill once during each of their Turns, for free, before or after resolving an Action. Look at the top card of the Equipment deck. If it's a Melee or Ranged weapon, the Survivor may immediately perform a free Combat Action with it. Other card types have no effect. Then, the card is discarded.