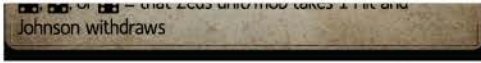
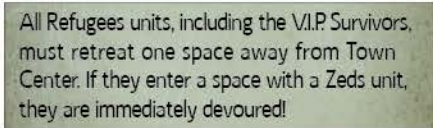


## Cards

*Mr. Johnson* Hero card, *Traps* ability: Changed the word “retreats” to “withdraws” (see image below).

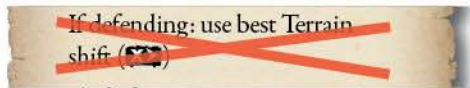


*You Forgot What?!* Fate card: Clarification was added to the first sentence (see image below).



## The Basic Game Rulebook

On the back of the rulebook, in the Gunfire Attack callout box, a section under #3 was removed (see image below).



## The Setup & Epilogue Book

Pages 7-8, *The Basic Game* and *Outbreak!: Level I*: Numbers in deck construction for Long Games show new numbers instead of showing “All” (see *Deck Construction Table* below).

Deck Construction Table:					
Long Co-op or Standard Solo Game					
	★	★★	★★★	★★★★	End Card
	-	1	1	1	1
	3	6	4	3	

Page 8, *Outbreak!: Level I*: Villagers/Refugees units were removed.

Page 8, *Outbreak!: Level I*: Added clarification that Zeds are randomly selected when placed.

Pages 8-9, *Outbreak!: Level I* and *Apocalypse!: Level II*: Noelle Disease Spreader standee was removed.

Pages 9-12, *Apocalypse!: Level II*, *Brains!: Level III*, *Walking Zeds!: Level IV*, and *Director's Cut!: Level V*: The Bridge/Ferry marker was added in the *Items Placed to the Side* sections.

Pages 11-12, *Walking Zeds!: Level IV* and *Director's Cut!: Level V*: Added clarification that Red Diamond Security Guards units are randomly selected when placed.

## The A to Zeds Book

Clarifications shown in **this bold red color**.

### Game Equipment

- 200 cards (91 *Event*, 44 *Fate*, 17 *Hero*, 8 *Heroic Civilians*, 2 *Anti-Civilians*, 5 *Anti-Hero*, 7 *Information*, **25 *Research***, 1 *DPC*)

### Rule 2. Fate Draw and Fated Events

4. The Plot Twist: After completing the Fated Event, examine the Fate card's text. This is the Plot Twist:
  - a. Play this Card: **If possible**, perform this Plot Twist event immediately. After completing the Plot Twist (**or if unable to complete it**), discard this Fate card.

### Rule 4. Zeds Phase Part 1

#### 4.1 Zeds Phase Procedure

**Fated x2 Track card**: In this case, a Fate draw (**of one Fate card only, see Rule 2**) determines which track is being activated. The x2 means that the Fated track is activated twice (*Double Activation*).

Page 9, callout box in left column, **\*\*\* Brains! and Zeds Movement**: Note added at the end of this section (see image below).

**Note: If there are no Zeds units on a track or its Start space, no new Zeds units are added to that track.**

### Rule 6. Fighting

#### 6.3 Saving Rolls

**Anywhere outside of the Hospital, when a Player unit takes its last Hit (that would eliminate the unit)**, it may make a Saving Roll to go to the Hospital. If it fails its Saving Roll, place that unit in the Cemetery.

### Rule 8. Infection Phase

#### 8.3 Outbreak Procedure

2. Where?: Determine where on the Fated track (*from Step 1*) to place a new Zeds unit for the Outbreak:
  - Place the new Zeds unit on the Fated track, on the **Chaos space closest to Town Center** (see Rule 4.7).

### Rule 12. Versus Game

#### 12.4 Versus Level III: Brains!

**Un-Zeds Saving Rolls**: When an Un-Zeds unit takes its last Hit, roll a die:

- If the result is a 1, 2, or 3, place it **at full-strength** on the Start space of its track.




### Index - R

Restore Order **23**



## Rules Reference in Sequence of Play Order

Minor correction to #2 of the Housekeeping Phase section (*see below*).

Rule	When It Applies	Instructions	Pg #
7.1-7.3	Housekeeping Phase	Housekeeping: 2.  Restore Order (Rule 7.2): For each Chaos space with Player units, Raiders, and  Un-Zeds: • Remove 1 Chaos marker and  .	18, 23, 26

## The Farmingdale Dossier

Clarifications shown in **this bold red color**.

### 1. Super Zeds

#### Berserker Zeds

Berserker Zeds unit counter image was updated (*see image on the right*).



### 2. Disease Spreaders

Bullet point added in the first section:

- However, Disease Spreaders will take damage, even when they are with other Zeds, when an Event or Action causes damage to each unit in a space (such as *Mine Explosion!* and *Nuk'lr Meltdown*).

### 3. Status Markers

#### Trained/Defiant



Clarification sentence added to the end of the second paragraph:

**Hits placed on Defiant Civilians from other Actions or events do not remove Defiant markers unless otherwise indicated.**

### 4. Units and Unit Types

#### Bubba's Band (Raiders)

Last paragraph was altered:

**If both Bubba's Band and the other Raiders units appear at the same time, the stronger one moves first. If one of these units enters the other's space: trigger Hand-to-Hand combat, with no  increase, and the defending unit receiving any appropriate Terrain shift (.**

#### Hunt, Sheriff (Law Enforcement Hero)

Added sentence in first paragraph:

**His orders are so effective, they can even make a comatose Civilians unit in the Hospital use a Heal Action on itself!**

#### Piazza, Captain (Military Hero)

A sentence in the last paragraph was altered:

To use this ability, spend 2 Actions (**Event Actions, Player Actions, or other Actions, including from the Mayor's Motivational Speech**) and then make a Gunfire attack with Piazza without spending any of your existing Ammo supply.

#### Pickles - German Shepherd (Scavenger Hero)


First sentence was altered:

This brave canine is very fast (up to 6 spaces per Move Action) and **can** not be stopped by Chaos.

Sentence added to the Noisy Bark paragraph:


**This ability does not work in a Start space and does not cancel Pickles' Stealth.**

Bullet point added to list of Action restrictions at the end of this Hero's section:

- Build barricades; although he can use them when he defends for their Terrain shift ()
- Use vehicles
- Restore order
- Arrest Un-Zeds
- **Gunfire Attacks**

#### Rangers (Special Military Civilians)

Parenthetical added to the second sentence:

In addition, Rangers can make Long-Range Gunfire attacks (**with the usual <1 penalty**), move 1 space for free during each 4R Phase, and get a 1  every time they engage in Hand-to-Hand combat.

#### VFW Local 12 (Heroic Civilians)

Clause added to the second sentence:

In addition, **when this unit is directly fighting Zeds, it stands strong**, winning every combat by forcing opposing units to retreat after Hand-to-Hand combat, regardless of the outcome.

#### Horatius (Primate Hero)

Next to last sentence altered:

Like Pickles, Horatius cannot **make Gunfire Attacks**, build Barricades, use vehicles, restore order, or Arrest Un-Zeds.