

DAWN OF THE ZEDS

3RD EDITION

THE
FARMINGDALE
DOSSIER

CONFIDENTIAL

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This dossier contains information and rules clarifications on the many units and markers in *Dawn of the Zeds*, 3rd edition.

1. Super Zeds

Super Zeds units enter the game whenever an Unchecked Outbreak occurs (see Rule 8.2); they may also occasionally appear because of an Event. If they enter Town Center, you lose the game. Permanently remove Super Zeds units when they are eliminated.

Super Zeds in Mobs

Super Zeds with special movement capabilities, such as Berserkers and Were-Zeds, conduct their unique movement actions *independently* of other Zeds; they move the first space *with* a Zeds Mob they are part of, but they do not carry other Zeds units with them on their *additional* movement.

Berserker Zeds

These Zeds are relentless, wild-eyed, and totally predictable in their tenacity. If the Berserker Zeds unit attacks and wins, it immediately advances another space (repeat as necessary) in the same manner as all Zeds units do during a *Brains!* event. *In effect, this unit is on a permanent quest for brains.* Fortunately, the zeal the Berserkers have for brains does not extend to other Zeds. If it is part of a Zeds Mob, it splits off from the mob for any additional movement, leaving the other Zeds behind as it advances.




Doom Zeds

No one is sure who or what is responsible for bringing these Zeds out into the light. Some suspect the Doom Zeds to be mutated native wildlife, the result of the foul laboratory waste which was dumped into the catacombs behind Dr. Marteuse's lab. Whatever the cause, everyone can agree that it would best be undone. Doom Zeds are ugly, slimy, and vicious, so repulsive that few can withstand the sight for more than a few moments.

Any unit engaging them in Hand-to-Hand combat automatically loses and *must retreat* regardless of the combat result; Hits are still applied. If this unit engages in Hand-to-Hand combat with another unit that forces retreats, the combat result will determine who wins and loses.




Iron Zeds

These Zeds have developed hard, steely skin and dense, gelatinous internal organs that make them very hard to damage – good luck stopping them! They are Tough; each time the Iron Zeds unit receives a Hit,  for each Hit: on a 1, 2, or 3, that Hit is cancelled; on a 4, 5, or 6, it suffers that Hit normally.






Leapers

When Leapers move into a space, they *immediately* destroy any Barricade there, with the exception of the Strongpoint (which cannot be destroyed, even by Leapers). Worse, any defending unit engaging them, or the Zeds Mob they are part of, in Hand-to-Hand combat receives *no* Terrain shift () , regardless of the location! *This is a death from above leap right on top of the defenders, leaving them no way to prepare for the attack.*



Oozers

As the name implies, oozing is what Oozers do... a lot. Highly infectious, Oozers secrete mucous green ooze that sticks to everything they touch, making them significantly more contagious and toxic than normal Zeds. *All Hand-to-(sticky)Hand fighting with this unit or a Zeds Mob containing this unit increases the Infection Level by 3 () instead of 1.*



Ravagers

Don't let their weak full-strength side fool you! They are innocent and almost human in their near-dormant form, but once they become bloodied in combat, Ravagers transition into maniacal killing machines, going from a Strength of 1 on their full-strength side to a Strength of 8 on their reduced-strength side!

Reanimator Zeds

Every time they are activated, Reanimators remove one Hit of damage from themselves *before* moving. When they are on their reduced-strength side, this heal may flip them back to their full-strength side. If their track gets activated twice during a Zeds Phase, they remove one Hit for the first activation and then a *second* Hit for the second activation! On a *Brains!* event, they are only activated once (they can keep moving if they win, but that does not count as a separate activation).

Were-Zeds

These Super Zeds canines are also known as K-10s because they are one level smarter and more vicious than normal canine units. These are curs that you need to put down quickly because their infectious bite is far worse than their bark! *All Hand-to-Hand combat with Were-Zeds increases the Infection Level by 2 (☠☠) instead of 1.* After moving one space forward, Were-Zeds will *always* try to move a *second* space closer to Town Center! If they are stacked with slower Zeds units, Were-Zeds abandon them on their second move; they cannot carry them. So if they begin the turn as part of a Zeds Mob, they move forward one space *with the mob*, and then forward a second space on their own. Think of them as a Fast Zeds unit and each of their activations is its own double move. This means that Were-Zeds may advance up to 4 spaces on a turn with a Double Activation! Thankfully, during a *Brains!* event, Were-Zeds shuffle forward one space at a time, like any other Zeds unit.

Zed-hemoths





These super-sized Zeds have no special abilities; they simply have enormous Strength. You would be wise to avoid Hand-to-Hand combat with full-strength Zed-hemoths; try to weaken them with Gunfire attacks instead.

2. Disease Spreaders

Like Super Zeds, Disease Spreaders are a special kind of Zeds unit, represented by standees. They include: Infected Vermin and Noelle.

- For each Disease Spreader that is on a track space (but not on a Start space), increase the Infection Level by 1 (☠) at the beginning of every Infection Phase.
- Disease Spreaders are stack free; that is, they do not count against the Zeds unit stacking limit (see Rule 4.6). On a space with other Zeds units, they become part of the Zeds Mob.
- When they are on the Start space and their track is activated, they always move forward; they can always move into spaces because they are stack free.
- Apply any Hits to Zeds Disease Spreaders *last* when they are in a space with other Zeds.
- 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*).
- Disease Spreaders have a special Saving Roll: on a 1, 2, or 3, they return to their track's Start space; on a 4, 5, or 6, they are removed from the game.

In other ways, Disease Spreaders are like Regular Zeds units:

- They *do* count as a Zeds unit when determining tracks with fewest or most Zeds (for  and some Fate and Event cards).
- They *do* add their Strength to that of any Zeds units they are with for Hand-to-Hand combat and for .
- If they end up in a space occupied by a non-Zeds unit, they *will* attack normally (at their very low Strength value).
- If they enter Town Center, you lose the game.
-  Disease Spreaders place Chaos markers just like other Zeds units (see Rule 4.7).
-  Like other Zeds units, they destroy Barricades when they leave a space (see Rule 5.6).






3. Status Markers

Status markers (such as Well-Armed, Tough, Barricade, etc.) are placed on top of the indicated unit or space as per card instructions or via Actions and remain with that unit or in that position until removed from play. **There is no limit to how many Status markers can affect a single unit or space.** Markers' effects are cumulative. Zeds Status markers (Tough, Fast, etc.) can only be placed on Regular Zeds (i.e., not Super Zeds or Disease Spreaders). There is no limit to how many of these markers can affect a single Zeds unit.

Antidote

See the Final Component/Antidote.

Barricade

This marker can be constructed by any Player unit, except Pickles, Horatius, and Refugees, at the cost of 2 Supplies. If you are lucky enough to get them, Bob Bauer's Construction Crew can build Barricades for only 1 Supply. A Barricade gives a Terrain shift of . There can only ever be 1 Barricade or Strongpoint marker on any given track. Once placed, a Barricade can only be removed by a Zeds unit; you may not deconstruct it. Since Terrain shifts  do not stack, do not build a Barricade in a Town space (since Town spaces already get a ).

When a Zeds unit is activated and exits a Barricade space, this counts as a Goodbye Movement Event. The Barricade is *immediately* destroyed when a Zeds unit leaves the Barricade space to move *towards Town Center*, before any combat resulting from the move is resolved. When a Zeds unit retreats from a Barricade space for any reason, this does not destroy the Barricade.

Bridge Collapsed/Ferry

The Bridge Collapsed side of this marker prevents entry by all Player units, Un-Zeds, and Raiders into the Farmingdale Suspension Bridge space. If a Player unit is on this space when the bridge collapses, it remains there and can exit normally in either direction. Player units that get eliminated on the other side of the collapsed bridge still get Saving Rolls. A Player, Raiders, or Un-Zeds unit forced to retreat into this space will continue to retreat to the next available space.

You can spend 1 Action to flip this marker to the Ferry side. When the Ferry side is showing, every non-Zeds unit can *enter* this space, but its Move Action then ends. It must use *another* Move Action to leave.


Zeds can *always* cross the Farmingdale Suspension Bridge space normally, even when there is a Bridge Collapsed or Ferry marker on it.

If you have Bob Bauer's Construction Crew in play, they can remove this marker when they are in this space so that the space can be moved through normally again.

Defiant

See Trained/Defiant.

Elwood Berra

This marker gets placed over the Infection marker on the Infection track. Elwood Berra's ability to set up effective quarantines allows him to reduce the Infection Level by 1 (-) , but never below zero, at *the end of each* Housekeeping Phase (after order has been restored).

Fast


This marker makes a Regular Zeds unit move **two** spaces every time the unit is activated (when its track is activated or as part of **-Z**)! Fast Zeds will move forward twice: First, move one space and resolve any combat, then move forward one space again and resolve any combat. If you are unlucky enough to have their track activate again, the Fast Zeds will move up to *four* times. Of small comfort, however, during a *Brains!* event, Fast Zeds only move one space at a time, like all other Zeds units. If the Fast Zeds unit is part of a Zeds Mob, it does not share its super speed with the other Zeds unit. It will move forward one space *with* the Zeds Mob, and then it will move forward again alone.

Ferry

See Bridge Collapsed/Ferry.

Final Component/Antidote


The Final Component marker is discovered through the Research deck. Place it in the Laboratory and shuffle its Research card, *Antidote Breakthrough*, back into the Research deck. If the Final Component's Research



card is the last card in the Research deck, simply place it face down, to be revealed by the next successful Research die roll. When it is revealed again, you have discovered the Antidote. Flip the Final Component marker to its Antidote side, and replace the Infection marker with the Antidote marker on the Infection track. The Antidote decreases Infection by 1 (-☹️) *at the end of every Housekeeping Phase* (after order has been restored).

📦 Goodies!/No Entry

The Goodies! side of this marker can be used for one turn only as a reminder that a space will yield Ammo, Supplies, or Research if a Player unit occupies that space at the end of the turn. This is used for cards such as *Hunting Lodge Located* and *Supply Room Discovered*. The other side of this marker is the No Entry marker. The No Entry marker can be used for one turn only as a reminder that a space cannot be entered for the remainder of that turn. It is used for the *Nuk'lr Meltdown*, *Mine Explosion!*, and *Tunnel Ceiling Collapses* events. A unit forced to retreat into this space will continue to retreat to the next available space.



👤 Leader


The Leader marker is placed on a Regular Civilians unit only (no Special or Heroic Civilians). It receives a 1▶ in all combat, including Gunfire attacks. This marker cannot be placed on a Regular Civilians unit immediately after a combat roll to change a combat result.

📖 Memory

Use these markers to remind you where you left off when an Outbreak or Fated event occurs!

💣 Minefield

Only Kingman can build this marker – a field of explosives and anti-personnel mines – for the cost of 2 Supplies and 1 Ammo. This marker makes an immediate Gunfire attack at its full-strength value of 7 against the first Zeds unit or Zeds Mob that enters its space (Raiders are not attacked). Apply any Hits to a Zeds Mob in any way you choose. Other combat or actions are resolved **after** this attack. After the Minefield has exploded for the first time, flip the marker to its reduced-strength side. The *next time* any Zeds unit or Zeds Mob enters the space, it will be immediately hit with a Gunfire attack at the Minefield's reduced-strength value of 4. After the second detonation, this marker is eliminated from play and cannot be built again. The Minefield only affects Zeds, Super Zeds, and Disease Spreaders; Player units, Raiders, and Un-Zeds are unaffected. The Minefield's attack does not increase Infection nor is it altered in any way if the Super Weapon is in play (it does not receive Super Weapon benefits). The Minefield's attack is not optional; if it is there, it will detonate when Zeds enter.



🚫 No Entry

See Goodies!/No Entry.

👤 Plague of Lawyers


This marker enters the game with the Berk's Z Party Anti-Civilians unit. As a Zeds Action, the Berk's Z Party unit may place this marker on any Hero or Heroic Civilians card, giving that unit a -1 die roll modifier to all its die rolls except for Saving Rolls. This marker remains where it is until the Zeds player spends a Zeds Action to move it, the affected Hero or Heroic Civilians unit ends up in the Cemetery, or Berk's Z party is Arrested or eliminated.

🧠 Smart

This marker makes a Regular Zeds unit *and* any Zeds Mob it is part of a lot more deadly by giving it a ◀1 when it attacks (but not when it defends).

👤 Stench

This marker gives a Regular Zeds unit a Gunfire Stench attack. When a Regular Zeds unit with the Stench marker enters a space *and does not* engage in any Hand-to-Hand combat, it makes a single Gunfire attack on adjacent Player, Raiders, and Un-Zeds units. The attack is always *towards* Town Center into the space directly in front of the Stench Zeds unit. If it moves and *does* engage in Hand-to-Hand combat, it makes no Gunfire attack. The Stench attack uses no Ammo and is made using the Gunfire table at the Zeds unit's current Strength; defending units get no Terrain shifts (☒). Distribute any Hits to units in the target space as desired; this is the Hero player's choice even in a Versus game *unless* one of the units in that space is an Un-Zeds unit. In this case, roll a die (🎲): on a 1, 2, or 3, the Hero player's unit is hit by the Stench attack; on a 4, 5, or 6, the Un-Zeds unit is hit by the Stench attack. If the Gunfire attack inflicts a total of 2 or more Hits, all units in that space are forced to **retreat** (apply the



Civ. Leader

Plague of Lawyers

Stench

Smart


stacking limit if necessary; see Rule 5.2). However, this does *not* count as a win for *Brains!* events.

Stench *cont'd*

- Defiant Civilians attacked by Stench do not lose their Defiant marker nor do they retreat; their Village has not been invaded yet.
- Villagers units and Refugees units cannot be attacked by Stench and remain where they are.
- Pickles and Horatius are not immune to the Stench attack.
- Dr. Marteuse and Natalia Marteuse are both immune to Regular Zeds and their attacks, including this Stench attack. Any susceptible unit on their space will bear the brunt of the Stench attack.
- Raiders that are forced to retreat from a Stench attack retreat as normal, towards their Start space; this means they will be forced to retreat into the space with the Stench Zeds, starting a Hand-to-Hand combat where the Raiders now attack that Zeds unit or Zeds Mob.


If this unit is part of a Zeds Mob, the Stench attack ability is *not* shared by the other Zeds unit, so the effect will apply only one time (just for this unit) even if this unit advances as part of a Zeds Mob. The Strength of the Zeds unit with the marker is the Gunfire attack strength. If the Zeds unit with this marker is eliminated, so is the marker. When the Stench Zeds unit retreats or attempts a move that does not succeed, such as trying to exit a Catacombs space, this does not trigger a Stench attack.

Strongpoint

Only Kingman can build this marker, a heavily fortified position, for the cost of 3 Supplies. This marker is permanent; it cannot even be removed by Zeds rampaging through its space. Only one Barricade or Strongpoint is allowed per track. This marker provides a permanent  Terrain shift.






Tough

The Tough marker allows a Regular Zeds unit to cancel Hits. For *every* Hit of damage inflicted on the Tough Zeds unit, : on a 1, 2, or 3, the Hit is cancelled; on a 4, 5, or 6, the Hit is applied normally. This marker's effects are not shared with other Zeds units if the Tough Zeds are part of a Zeds Mob; only the Hits inflicted on the Tough Zeds unit can be cancelled.

Tough

Toxic

The Toxic marker makes a Regular Zeds unit a lot nastier, causing any Hand-to-Hand combat with the Toxic Zeds (or any Zeds Mob it is part of) to increase Infection by 3 () instead of 1!

Toxic

Trained/Defiant

Trained is the reverse side of the Defiant marker; Trained units receive +2 Strength until eliminated. Only Otto Hauser can Train Regular Civilians as long as he is on or adjacent to their space. In order for Otto Hauser to Train a Regular Civilians unit, there must be one free Trained marker available or the unit must be Defiant (so that its marker can be used to show that it has been Trained). When they are Trained, place a Trained marker on the Regular Civilians unit as a reminder. Defiant Civilians may also be Trained by flipping over their Defiant marker to its Trained side, which also releases that unit.

The Defiant marker is placed on Regular Civilians in Village spaces during setup. Defiant Civilians cannot move, though they can conduct Forage Actions and make Gunfire attacks. The first time a Village space is attacked by Zeds, remove the Defiant marker from the Regular Civilians unit on that space; they are now released and are free to move during the Action Phase. Hits placed on Defiant Civilians from other Actions or events do not remove Defiant markers unless otherwise indicated.

Trained
+2 Strength



Defiant
Cannot Move

Well-Armed

Well-Armed

The Well-Armed marker gives a Regular civilians unit 1  in all Hand-to-Hand combat and Gunfire attacks.

Zeds Leader

This marker gives a Regular Zeds unit, and any Zeds Mob it is part of, a 1 in all Hand-to-Hand combat. A Zeds Mob with this effect can become quite deadly, as the 1 shift is in addition to the stacked Strength of the Zeds Mob!




Zeds
Leader

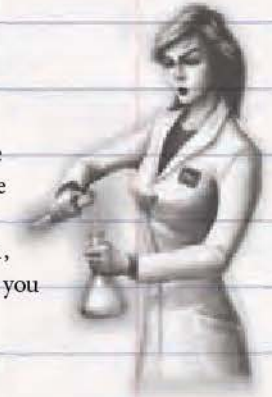
4. Units and Unit Types

This section contains descriptions and rules clarifications for several non-Zeds units in the game along with some of their abilities.

Units are not required to use their special abilities. This is *always* a choice.

Agee, Professor (Science Hero)

The abilities of this Science Hero depend on where she is placed. When she is in the Hospital, each Heal Action there decreases Infection by 2 (-) rather than by 1. If she is in the Laboratory, she gets a +1 die roll modifier to all her Research die rolls. Die rolls greater than 6 are treated as a 6. Agee also allows you to acquire an extra (fourth) Super Weapon Component! In the field, after the Super Weapon is first discovered, she lowers the Infection Level by 2 (-) instead of increasing it by 1, when she restores order in a Chaos space. Regardless of where Agee is, if she is in play, once per turn, you may increase Infection by 3 () to get 1 additional Event Action during the Action Phase.



Anti-Civilians

These Un-Zeds units function as Special Civilians, with 4 Hits each, generally moving up to 3 spaces when activated to move with a Zeds Action, and restoring order. When they enter the game, place them on any *above-ground named* space without a Zeds unit. If eliminated, they get a Saving Roll that succeeds on a 1, 2, or 3, and are placed on their track's Start space if they pass the roll. Any Character Actions that these units have can only be used by first spending their Character Action marker (by flipping the marker) and then conducting the appropriate Action. On Event and Fate cards, the use of the term "any Civilians" does not apply to Anti-Civilians unless otherwise indicated.



Anti-Heroes

These Un-Zeds units function as Heroes, with 2 Hits each, generally moving up to 4 spaces when activated to move with a Zeds Action, and restoring order. When they enter the game, place them on any *named* space without a Zeds unit. If eliminated, they get a Saving Roll that succeeds on a 1, 2, or 3, and are placed on the Start space of their track if they pass the roll. Most Anti-Heroes are Red Diamond units, allowing them to move out of Catacombs spaces normally. Any Character Actions that these units have can only be used by first spending their Character Action marker (by flipping the marker) and then conducting the appropriate Action. On Event and Fate cards, the use of the word "Heroes" does not apply to Anti-Heroes unless otherwise indicated.



Berk's Z Party (Anti-Civilians)

As a Zeds Action, the Z Party can place the Plague of Lawyers marker on any Hero or Heroic Civilians card. This gives that unit a -1 die roll modifier to all die rolls except for Saving Rolls. This effect can only be removed:

- by Arresting the Z Party;
- by the Zeds player if they spend another Zeds Action to place this marker on a different unit's card; or
- upon the elimination of the Z Party

As if this were not enough, as a Zeds Action this unit may spend one Hero's or Heroic Civilians' Character Action marker (flip it to its Spent side). That Character Action is not available for use for the remainder of the turn.





Bob Bauer's Construction Crew (Heroic Civilians)

As a Character Action, once per Action Phase, Bob's Crew can create Ammo from Supplies (2 Supplies to make 1 Ammo). This unit can also build Barricades on, or *adjacent to*, its space, using *only 1* of your Supplies, and it can repair the Farmingdale Bridge should it collapse by removing the Bridge Collapsed/Ferry marker.



Bubba's Band (Raiders)

This special Raiders unit represents a psychotic group of people, led by former heavy metal guitarist Bubba DeNardo of the famous death metal band *Schnitzel Blitz*. It gets placed on the Start space of the above-ground track with the fewest Zeds units (or your choice if there is a tie). It behaves just like Raiders, except it receives a \blacktriangleleft 1 shift when fighting Player units or Raiders and a \blacktriangleright 1 when fighting Zeds units. If it reaches Town Center, it will inflict one Hit on *each* Player unit located on *every* Town space (including Town Center, Suburbia, etc.) *in addition* to the normal Raiders effect of reducing your Supplies and Ammo each by an amount equal to its Strength.

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 ().





▣ Civilians

This includes Regular Civilians units, Heroic Civilians units, Special Civilians units, and Anti-Civilians units. Any Character Actions that these units have can only be used by first spending their Character Action marker (by flipping the marker) and then conducting the appropriate Action. On Event and Fate cards, the use of the term “any Civilians” does not apply to Anti-Civilians unless otherwise indicated.

▣ Clarion Courier (Heroic Civilians)

While not strong in terms of fighting, the Clarion Courier unit confers some unusual benefits. First, when this unit enters play (even during setup), place one extra random Heroic Civilians unit in Town Center. Second, while this unit remains in play, any Zeds unit attempting to enter Town Center does not automatically cause you to lose. Instead, the Zeds only win if they *succeed* in an attack on Town Center (you can choose which unit to defend with). Finally, during *any* Phase, the second Supply you would have to spend is free.



For example: If you build a Barricade that normally costs 2 Supplies, you only need to spend 1 Supply, because the second one is free. This only happens *once* per phase; if you build multiple Barricades on a turn, for example, only the first one will get this cost reduction. Similarly, if you have to lose 2 or more Supplies during the Eat Phase, the second one you would consume is “free;” you must still lose the rest.

▣ Cole, Flint “Char” (Anti-Hero)

As an Action, “Char” can place a Chaos marker in his current space if it does not have one already. However, he cannot place Chaos in Town Center! He cannot enter the Hospital or Laboratory, but he *can* put Chaos in unnamed spaces. Chaos stops any Player unit in that space (except for Pickles and Horatius) from conducting Actions until order has been restored during the Housekeeping Phase. However, in a Versus game, Player units may attempt to Arrest Un-Zeds units in Chaos spaces, although they may not perform any other Actions. “Char” can move through Chaos (it does not stop him) and he never restores order.



▣ Darling, Alyssa (Hero)

Alyssa is a martial arts expert. When she enters a space with Zeds or Raiders, or when they enter her space, ☉: on a 1, she and the Zeds or Raiders engage in normal Hand-to-Hand combat; on a 2, she may withdraw (back up) one space towards Town Center (apply the stacking limit if necessary; see Rule 5.2) or she may fight the Zeds or Raiders normally; on anything higher, however, she stays undetected while launching an Assassin Hand-to-Hand strike (even if it is the Zeds or 4R Phase). This Assassin Strike gives her a 2►, no Infection increase, no Terrain shift (☒) (because she is attacking), and she takes *no* damage, regardless of the result! The result, however, determines whether she or the other unit must retreat. If she fails to make her Assassin die roll, she has to conduct normal Hand-to-Hand combat, which will include a Terrain shift (☒) if she is defending a space the Zeds just entered.



When Alyssa is on a space with another Player unit and Zeds or Raiders enter that space, if the other Player unit defends and loses, Alyssa must retreat with that unit; she can no longer attack at that point. Alyssa’s Assassin Strike can be used with Event cards like *Rule #7: Cardio*; if she fails her die roll, she may still retreat as per the card’s instructions.

Alyssa gets a Rugged die roll, canceling Hits on a 5 or 6. So if she *does* fail her Assassin die roll and has to fight the Zeds or Raiders normally, she may be able to shrug off some of the damage. Finally, this master of stealthy destruction is fast (5 spaces per Move Action).

Fortune smiles on Alyssa, and when a “Hold for Later” Fate card is played, Alyssa can spend her Zen Action during that turn’s Action Phase to move, Forage, etc. This Action can only be spent on Alyssa’s unit.



▣ Farmingdale Furies (Heroic Civilians)

A solid wall of ferocity, the Farmingdale Furies move 4 spaces per Move Action and are Tough, allowing them to shrug off Hits on a ☉ of 4 or higher. Their only drawback? They’re not packing pistols, so they can’t make Gunfire attacks.



F.D. 129 Auxiliaries (Heroic Civilians)

The 1 ➤ shift that this unit gets in all Hand-to-Hand combat makes it a lot stronger than it initially appears. These firefighters also have a Character Action that allows them to release Civilians units (removing Defiant markers) or Villagers (flipping them to their Refugees side), so those units will be able to move. The F.D. 129 Auxiliaries have to be on or adjacent to a Village space to use this ability.



Finally, this unit has Fire Hoses: an attack that will push back (force a retreat on) one Zeds unit. To use Fire Hoses, roll two dice (🎲🎲); if the result is greater than or equal to the current Strength of a Zeds unit on an adjacent space, that unit must retreat! This Action cannot be used to force back a *Zeds Mob*, but can be used to force back one Zeds unit from a Zeds Mob, thus breaking up that Mob.

For example: If the adjacent space has an 8-strength Zeds unit and a 7-strength Zeds unit, a Fire Hoses 🎲 result of 5 and 2 would give a total Strength of 7. With this result, you can push back the 7-strength Zeds unit.

F.D.P.D. Riot Squad (Heroic Law Enforcement Civilians)



The Riot Squad *never* increases the Infection Level in combat when they are the unit attacking or defending in Hand-to-Hand combat, not even when fighting against the supreme infection-spreading Were-Zeds and Oozers! If another unit on their space defends instead, however, Infection increases normally. The Riot Squad also restores order without raising the Infection Level. As strong as they are, however, they cannot make any Gunfire attacks. If you are playing the Versus game, this unit counts as a Law Enforcement unit that can Arrest Un-Zeds on a die roll (🎲) of 4, 5, or 6.

Film Crew (Anti-Civilians)



Redacted

Pending Lawsuit



Grey, Gary "Ghost" (Anti-Hero)



When Gary Ghost *is on a named space*, he can spend his Character Action either to give any Un-Zeds unit, including himself, a free Action *or* to add 1 🎲 to any non-Saving die roll, allowing the Zeds player to select the die or dice used to determine the outcome. For example, this Action can be spent to try to alter a Combat die roll; in this case 3 dice (🎲🎲🎲) would be rolled, and the Zeds player would select which 2 dice to use to determine the outcome. This ability can be used on Combat, Outbreak, Research, Forage, Arrest, and all other die rolls *except for* Saving Rolls. Gary Ghost also gives Player units on or adjacent to his space a -1 die roll modifier to their Forage rolls *and* to their attempts to Arrest him.



Hauser, Otto "Sarge" (Military Hero)

This Military Hero is very good at increasing the fitness of Civilians units. He can Train Regular Civilians (giving them +2 Strength) when he is on or adjacent to their space. This is marked on the reverse side of the Defiant marker. If the Civilians are Defiant, Training also releases them from this state. If there is no Defiant/Trained marker available, the Civilians unit *cannot* be Trained. In particular, the Regular Civilians unit in Town Center cannot be Trained until another Civilians unit has been released, removing its Defiant/Trained marker. Civilians remain Trained until they end up in the Cemetery.

When Otto is in Town Center, for the cost of 1 Ammo, he can recruit local citizens, train them, and send them in as reinforcements to any Regular Civilians unit on the map (but not in the Hospital). This removes 1 Hit from that Civilians unit, and is *not* considered a Heal. Otto is also fairly good at Foraging, getting a +1 die roll modifier to all his Forage rolls. If he does end up in combat, he is Tough, allowing him to potentially cancel some incoming damage.





Heroes

This includes both regular Heroes and Anti-Heroes. Unless otherwise noted, these units have 2 Hits and move 4 spaces per Move Action. Any Character Actions that these units have can only be used by first spending their Character Action marker (by flipping the marker) and then conducting the appropriate Action. On Event and Fate cards, the use of the word "Heroes" does not apply to Anti-Heroes unless otherwise indicated.

Heroic Civilians



These are Special Civilians that you can acquire during setup or as part of an Event or Fate card. They have 4 Hits and generally move 3 spaces per Move Action. Any Character Actions that these units have can *only* be used by first spending their Character Action marker (by flipping the marker) and then conducting the appropriate Action.














Hernandez, Mayor (Hero)

Because he figuratively (and sometimes literally) has the keys to the city, if Mayor Hernandez is in play, any *other* unit's Forage die rolls made in a Town or Town Center space are all increased by one (they have a +1 die roll modifier). This modifier stacks with other similar die roll modifiers.

For example: When the Mayor is in play, Otto Hauser receives +2 to his Forage die rolls in Town Center (+1 from his own ability and +1 from the Mayor's).


If a Scavenger Hero rolls  , like Pickles, *both* dice get modified; however, both dice need to be *natural doubles* to get double the results.

For example: Pickles is in the Town Center space with the Mayor and makes a Forage roll with  . He rolls a  and a  (which would yield 2 Supplies for being natural doubles), but the Mayor's +1 die roll modifier for both dice turns Pickles' Forage result into a  and a ! With that modified result, the player has the choice of receiving 2 Supplies, 2 Ammo, or one of each! If Pickles had rolled a  and a  instead, the Mayor's +1 die modifier for both dice turns Pickles' Forage result into a  and a , and only the best result of the two (the modified ) would apply. In this case, the player would receive either 1 Supply or 1 Ammo.



In addition, when Mayor Hernandez is in play, Player and Un-Zeds units *entering* Town Center *with a Move Action* can do so for free; that is, once a unit is activated for movement, it costs *no* Movement Points to enter Town Center (*it still costs Movement Points to exit*). Other types of movement, such as Refugees' automatic movement during the 4R Phase, units retreating or withdrawing into Town Center, or units being Discharged from the Hospital, do not get an extra space for these moves from the Mayor since these are not Move Actions.




As a Character Action, the Mayor allows one unit in Town Center to make one free Gunfire attack with a 1  per turn.

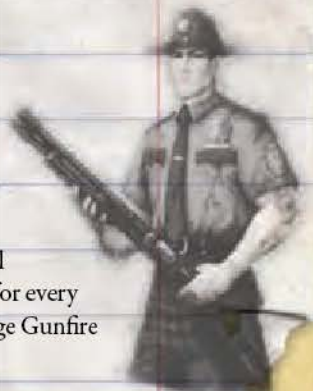
Finally, once per game, as a Character Action, the Mayor can give a Motivational Speech that is so inspirational that every other Player unit in a Town space (including Town Center) receives 1 free Action to use on that turn only. The Mayor does not get an extra Action, though.

Horatius (Primate Hero)



See back cover.

Hunt, Sheriff (Law Enforcement Hero)

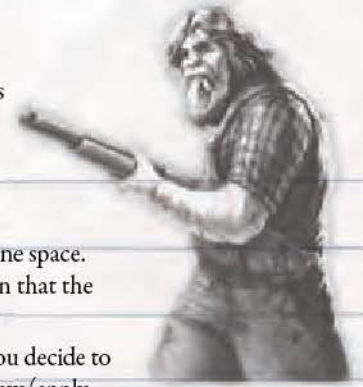
The Sheriff has a Character Action letting him bark orders at *any* Civilians or Refugees unit to do something useful, thus giving that unit a free Action! He needs to either be on the space with them or adjacent to them, but he cannot order an Anti-Civilians unit at all. His orders are so effective, they can even make a comatose Civilians unit in the Hospital use a Heal Action on itself! No slouch in the fighting department, he can re-roll in Hand-to-Hand combat (re-roll *both* dice to get a new combat result; the result of a second die roll is final) and he is Tough, so for every Hit he takes, there's a good chance he can shrug off the damage. Hunt can also make Long-Range Gunfire attacks (2 spaces away), although he does get a 1 penalty in this case.



Johnson, Mr. (Scavenger Hero)

Whenever Johnson enters play, including during setup, you immediately gain +2 Supplies and +3 Ammo! He is one of the Scavenger Heroes (including Pickles and Wilson) who roll  whenever they Forage. Although his melee fighting is not strong, his Gunfire attacks are, receiving a 2 \blacktriangleright shift. In addition, he has Traps. When a Zeds unit enters his space, : on a 1, 2, or 3, conduct normal Hand-to-Hand combat; on a 4, 5, or 6, the Zeds unit takes 1 Hit, there is no Infection increase, and Johnson withdraws (backs up) one space. Apply the stacking limit if necessary (see Rule 5.2). This is not a retreat and does not mean that the Zeds unit won; in a *Brains!* event, the Zeds unit does not continue to move forward.


If Johnson is stacked with another unit when Zeds enter his space, he can only use Traps if you decide to defend with *him* instead of with the other unit. If his Traps succeed, both units must withdraw (apply the stacking limit if necessary), unless the other units are Refugees, who remain where they are, or Pickles who may either withdraw or choose to try and use his Stealth instead. If the Traps fail, then Johnson must conduct Hand-to-Hand combat with the Zeds. Traps can be used with Event cards like *Rule #7: Cardio*, because their effects apply as a choice “instead of engaging in Hand-to-Hand combat.” If Traps fail here, Johnson can still retreat as per the card’s instructions. However, he cannot use Traps to prevent a surprise attack (where Zeds attack out of nowhere), such as on the *Shambling Zeds*, *Wandering Zeds*, *Lake Effect Zeds*, and *Right Beneath Our Feet* cards. Finally, he can conduct a Heal Action (as an Action) for 1 Supply on any unit, on or adjacent to his space, including himself.




Jones, Alan “Xeno” (Science Hero)

This strange Science Hero follows his own agenda. He receives one Character Action every Action Phase to spend on *his unit* only! During the 4R Phase, if the 4R value is greater than or equal to 1, you can spend 1 available Refugees activation to teleport him directly to the Laboratory or a Hospital Staff Office space or *from* the Laboratory or a Hospital Staff Office space to *any* empty (non-Start) space (the space can have *markers*, but not any kind of unit). His heavy research background has allowed him to come up with a prototype gun, so that when he makes a Gunfire attack, it costs 1 Supply instead of 1 Ammo. Finally, when Jones is in a Hospital Staff Office, he can spend his Character Action to move 1 unit in the Hospital to the Cemetery to turn over the next Research card in the Research deck. This does not count as a successful Research Action and does not prevent him or any other Science Hero from making Research die rolls during that turn.

Kingman, Colonel (Military Hero)

This Military Hero can build the best Terrain feature in the game, the Strongpoint, as well as a Minefield. Both the Strongpoint and the Minefield can only be built once per game, so use them carefully! Furthermore, when Kingman is defending, he receives a 1 \blacktriangleright shift. This shift does not count as a Terrain shift ().

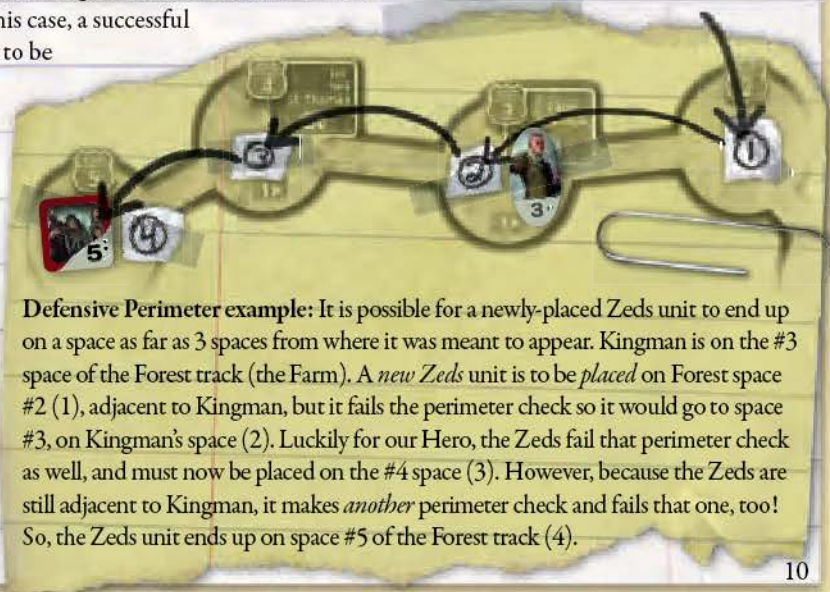
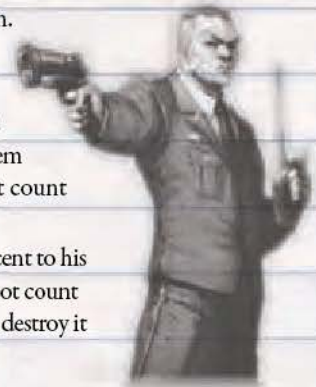
The Colonel also has a Defensive Perimeter: Whenever a Zeds unit or Zeds Mob moves into or adjacent to his space, : on a 1, 2, 3, or 4, there is no effect; on a 5 or 6, the Zeds units' *move is cancelled*. This does not count as a retreat; the Zeds simply stay where they are. If there is a Barricade on the Zeds' space, they do not destroy it because they cannot leave the space until they pass through Kingman's Defensive Perimeter.

The Defensive Perimeter also applies when a Zeds unit is placed on, or withdraws / retreats into, his space or adjacent to his space. In this case, a successful Defensive Perimeter roll will force the unit to be

placed or retreated one space closer to the Start space. If this space also requires a Defensive Perimeter check, repeat this process as necessary (see example).

If a Zeds unit or Zeds Mob successfully enters Kingman's space but loses in combat, it retreats normally; no Defensive Perimeter roll is made.

Kingman's Defensive Perimeter operates when he is in Town Center *and*, as long as he is not comatose, when he is in the Hospital. *Remember, the Hospital is considered adjacent to Town Center.* This can prevent or delay Zeds entry into the Town Center, if you are lucky.



Defensive Perimeter example: It is possible for a newly-placed Zeds unit to end up on a space as far as 3 spaces from where it was meant to appear. Kingman is on the #3 space of the Forest track (the Farm). A *new* Zeds unit is to be *placed* on Forest space #2 (1), adjacent to Kingman, but it fails the perimeter check so it would go to space #3, on Kingman's space (2). Luckily for our Hero, the Zeds fail that perimeter check as well, and must now be placed on the #4 space (3). However, because the Zeds are still adjacent to Kingman, it makes *another* perimeter check and fails that one, too! So, the Zeds unit ends up on space #5 of the Forest track (4).

Kosakowski, Xaio (Anti-Hero)




This Anti-Hero is a bit more like an Anti-Science Hero! As a Zeds Action during the Zeds Phase, he can declare Bad Medicine: All Heal Actions for the remainder of that turn will cost the Hero players an additional 1 Supply! Also, during the Zeds Phase, as an Action, he may attempt to sabotage the Hero players' Research by rolling a die (d6): on a 1, 2, or 3, add one random Early Research card face down on top of the Research deck; on a 4, 5, or 6, nothing happens. As if these Actions were not bad enough, while Xaio is in play, the Zeds player can spend 2 Zeds Actions at any time to release 1 Un-Zeds unit from Jail. If Xaio gets Arrested, any effect his Actions had on healing remains until the end of the turn. Research effects never change; however, *while he is Arrested*, he cannot conduct any *new* Zeds Actions, nor does the Zeds player get to spend 2 Zeds Actions to make Bail.

Law Enforcement

See Military and Law Enforcement.

Marteuse, Dr. (Anti-Hero)

Every Zeds Phase, Dr. Marteuse receives one Character Action to spend on *his unit* only. He can spend this Action to:

- move;
- increase the Infection Level by 2 ( );
- remove 1 Hit from up to 2 Zeds and/or Super Zeds units; or
- increase the Infection Level by 1 () and remove 1 Hit from any 1 Zeds or Super Zeds unit

Instead of just removing a Hit marker, Dr. Marteuse can remove *Hits* from Zeds. This makes him very powerful; removing 1 Hit from a Zeds unit may cause it to flip back to its full-strength side! His Character Action cannot be used to modify Zeds before **Z**; it can only be used *during* the Zeds Phase and at no other time, not even during events that occur at the beginning or end of the Zeds Phase.

When Dr. Marteuse is on the map, the Zeds player can break ties involving the placement or movement of Zeds units, such as determining which units move during **Z** when there are equally strong units, and which equally weak tracks receive new units during **Z**. Event cards or Fate cards that create a tie, where players normally get to choose what happens, become the Zeds player's choice while Marteuse is on the map as well.

For example, if there is a tie as to which strongest Zeds unit gets a marker or a tie as to which track gets an Outbreak, the Zeds player will make this decision. The exception is when a Fate card specifies that the "Where?" is "Player's Choice." Dr. Marteuse does not exert this tie-breaking effect when he is in Jail or on a Start space. He also does not exert this effect when, as part of an event, Zeds or Super Zeds are placed on full Start spaces nor when they *retreat* into full Start spaces. In these cases, the Hero player chooses where to move the extra Zeds or Super Zeds units.

Dr. Marteuse is not stopped by Chaos, nor does he restore order. He is immune to *all* Regular Zeds, Disease Spreaders, and Super Zeds as well as their attacks and effects, although he cannot use his special Character Action or exert his tie-breaking effect while he is on a space with any kind of Zeds unit. If Dr. Marteuse is on a space where Zeds units are in combat with other units, he may retreat with any remaining Zeds units, if they lose. The presence of Dr. Marteuse does not prevent Zeds on his space from placing Chaos there normally.

Marteuse, Natalia (Anti-Hero)

As if Dr. Marteuse and his Super Zeds are not enough, his daughter adds yet another diabolical obstacle to the success of the Hero players. First, simply by being on a space with or adjacent to a Player unit, she makes it a lot harder for them to survive by giving them a -2 die roll modifier to their Saving Rolls! Also terrifying is her ability to Heal her "babies," by removing 1 Hit marker of any kind from any Zeds or Super Zeds unit once per Zeds Phase. Natalia does, however, need to be on a named space to Heal her "babies." If there is no Hit marker on the Zeds unit, she cannot Heal that unit. She cannot Heal Zeds before **Z**; this Action can only be used *during* the Zeds Phase and at no other time, not even during events that occur at the beginning of the Zeds Phase.

Natalia is not stopped by Chaos, nor does she restore order. She is immune to Regular Zeds and Disease Spreaders! If she is in a space with Super Zeds, however, she will have to fight them (and only them) in Hand-to-Hand combat. If




This unit (*left*) has no Hit marker to remove, so a Zeds Heal Action (for the Zeds Player) cannot Heal this unit. However, Dr. Marteuse can remove 1 Hit from this unit! By removing 1 Hit, the Zeds unit will return to its full-strength side, having a 2-Hit marker on it (*right*).



Natalia Marteuse is on a space where Zeds units are in combat with other units, she may choose to retreat with the Zeds. **Note:** The Marteouses are the only Un-Zeds units that can co-exist with Zeds units. They do not count towards the Zeds' stacking limit because they are not Zeds units. They may even be in the same above-ground space with 2 Zeds units. This is because the Zeds units' stacking limit is 2, and the Player unit stacking limit (which they count towards) is 2. This will not work in a Tunnel space that has a stacking limit of 1. In such a case, only 1 Zeds unit will be able to co-exist with either Marteuse unit.

The presence of Natalia Marteuse does not prevent Zeds on her space from placing Chaos there normally.

Military and Law Enforcement

These units have a better chance to Arrest Un-Zeds during a Versus game, succeeding on a  roll of 4, 5, or 6. They include Captain Piazza, Colonel Kingman, Sheriff Hunt, Deputy Schmidt, Otto Hauser, the Red Diamond Security Guards, Rangers, the National Guard, and the F.D.P.D. Riot Squad.



National Guard (Military)

This is a special Player unit that is placed on the Start space of a Fated *above-ground* track when the *National Guard Arrives!* Event card appears. This powerful unit has as many Hits as Zeds, allowing it to take 6 Hits in damage before it must make a Saving Roll! If it passes its Saving Roll, it goes to the Hospital like every other Player unit.

The National Guard *may* be moved up to 1 space during the 4R Phase for free, immediately resolving any Hand-to-Hand combat normally. During the Action Phase, it can also move 1 space per Move Action, but is always restricted to above-ground tracks.

The National Guard unit does not have access to the Super Weapon until it arrives in a Town or Town Center space, but it can make Gunfire attacks at its current Strength! Each Gunfire attack it makes requires 2 Ammo instead of the usual 1 Ammo. Because the National Guard is a Military unit, it gets a +1 to its Arrest die rolls.



Petra's Angels (Special Civilians)

This unit cannot stack with other Hero or Civilians units, except in Town Center. Petra's Angels can move 4 spaces per Move Action (above-ground only – they are on motorcycles), and their Gunfire attacks cost 1 Supply each rather than Ammo. If this unit is forced to retreat, it must retreat towards Town Center to the first space with no other Hero or Civilians units on it. If there is no such space, it may end up retreating all the way to Town Center! If another Civilians or Hero unit is forced to retreat into a space with Petra's Angels, that unit cannot stop there unless that space is Town Center; it must continue to retreat until it finds an available space. Petra's Angels *may* stack with Refugees and Un-Zeds units.

Piazza, Captain (Military Hero)

This Military Hero can make Long-Range Gunfire attacks from up to 3 spaces away (except through the Town Center)! Her Gunfire attack Strength varies by distance *only*, even if she is on her reduced-strength side. Whenever she makes a Gunfire attack, she *may* choose to withdraw (back up) one space from her target after her attack; if there is no room in that space, she continues to back up until she reaches an available space. Backing up when making a Gunfire attack is not a separate Move Action; it is a free, optional move. Any Player unit in Piazza's space may move back with her when she does this; apply the stacking limit if necessary (see Rule 5.2). Units in Town Center will not move back with Piazza, however, and units will not withdraw with her if this will place them in a Zeds-occupied space. If you wish to move Defiant Civilians with Piazza, they lose their defiance. Villagers may also move back with her; flip them to their Refugees side when doing so. If Piazza withdraws into a Zeds-occupied space, this will start a Hand-to-Hand combat where she is the attacker.



In addition, Piazza is fast, so she can get into firing range quickly. As part of her elite sniper skill set, Piazza can make her own Ammo before shooting. 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. The first of these 2 Actions is for Piazza to make her own Ammo, and the second is to fire it. This ability is not restricted; she may fire in this way as long as 2 Actions are spent each time.

Pickles - German Shepherd (Scavenger Hero)

This brave canine is very fast (up to 6 spaces per Move Action) and can not be stopped by Chaos. He is also a Scavenger (🐾🐾 when Foraging), *and* Stealthy!

Pickles and Stealth:

- When Pickles enters a space with a Zeds unit or a Zeds enters his space, 🎲: on a 1, engage in Hand-to-Hand combat; on any other result, Pickles succeeds his Stealth roll and can safely remain on that Zeds-controlled space.
- If Pickles is already Stealthed with a Zeds unit when another Zeds enters his space, he must roll again. If he fails, he is attacked by both Zeds units (which are now a Zeds Mob).
- Refugees on the same space as Pickles are vulnerable to entering Zeds (see Rule 10.2), *unless* Pickles chooses to defend that space and succeeds. If Pickles Stealths instead, the Refugees are devoured, because he cannot protect them when he is Stealthed.
- If another Hero or Civilians unit is on the space with Pickles *when Zeds enter*, the other unit (even if it is an Un-Zeds unit) defends the space unless you choose to defend with Pickles. If that unit fails, Pickles may then either attempt to Stealth *or* retreat with the unit that lost that fight. If Pickles' Stealth attempt fails, he must fight.
- If a Hero or Civilians unit *moves into a space* where Pickles is Stealthed with a Zeds unit or Zeds Mob, Pickles remains Stealthed and may either retreat with the Hero or Civilians unit if the attack fails or remain Stealthed in that space.
- Pickles' Stealth can be used with Event cards like *Rule #7: Cardio*. If he fails his Stealth roll, he may still retreat as per the card's instructions.
- Pickles' Stealth may also be used with Event cards like *Shambling Zeds*, *Wandering Zeds*, *Lake Effect Zeds*, and *Right Beneath Our Feet* to avoid the card's special attack on a successful Stealth roll. If he is in a space with an actual Zeds unit and fails this Stealth roll, he does not lose his current Stealth; he is only attacked by the card's "virtual" Zeds unit.

When a Zeds unit or Zeds Mob attempts to advance from (not retreat from) a space shared with Pickles, he may use his Noisy Bark to try and stop them; 🎲: on a 1, 2, or 3, the Zeds unit or Zeds Mob is able to leave the space; on a 4, 5, or 6, the Zeds move is cancelled. This ability does not work in a Start space and does not cancel Pickle's Stealth.

When Pickles is in a Zeds-controlled space (with a Zeds unit or Chaos), he can still Forage, but may only roll 1 die (🎲) when doing so. When Pickles is Stealthed, he can also spend 1 Move Action to cancel Stealth and conduct Hand-to-Hand combat with the Zeds unit in his space.

Note that Pickles' Stealth ability and Noisy Bark work against Raiders and Bubba's Band, as well as Zeds.

While Pickles is an extraordinary dog, there are certain Actions and events that are simply impossible for him:

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

While we tried to cover most of these, apply some logic to any circumstances that may arise during gameplay when making a decision regarding Pickles' abilities.

Plaid Coalition (Anti-Civilians)

This group of agitators makes it difficult for the Hero side to get things done. As a Character Action, during the Zeds Phase, 🎲: If the result is greater than the space number that this unit occupies, the Hero players get one fewer Event Action that turn! So, the closer this unit is to Town Center, the greater the chance that the Hero players will receive fewer Event Actions. If this unit gets Arrested during the Action Phase, the Hero players do not recover any lost Event Action for that turn.

When it is on a named space, as a Zeds Action, the Plaid Coalition can make a die roll (🎲) to attract more Un-Zeds or Zeds units to their cause! On a 1, the Zeds player receives a new, random Un-Zeds unit to place on a named space; that new unit can only be another Anti-Civilians unit in Level III, *Brains!*, but can be any Un-Zeds unit in Levels IV and V. Anti-Civilians can only be placed on above-ground named spaces. On a 2 or 3, the Zeds player can place up to 2 new Zeds units on *one* Start space. This creates a Zeds Mob on the Start space, so only 1 Zeds unit can be added if the space already has 1 Zeds unit, but if the Start space is empty, 2 Zeds units can be placed there.

Player Units


This is the group of units that Hero players can control during the game, and includes Heroes, Regular Civilians, Heroic Civilians, Special Civilians, the National Guard, Refugees, and Villagers. It does not include any Un-Zeds units, Raiders, or Zeds units of any kind.



Raiders

Raiders appear on the Start space of an *above-ground* track and move forward 1 space towards Town Center during every 4R Phase, including the turn in which they appear. They ignore Villagers and Refugees, even stacking with these units, but they conduct Hand-to-Hand combat with any other units they encounter. They do not create Chaos, but *do* restore order.



When fighting Zeds, they behave like Civilians units, increasing Infection, taking advantage of Terrain shifts (XX) when they are defending, etc. When they fight Player or Un-Zeds units, treat the Raiders like Zeds, including removing Defiant markers if they attack Defiant Civilians. The only ways they differ from Zeds in fights with Player units is that they do not increase  in Hand-to-Hand combat, *and* the side that is defending (whether it is the Raiders or the Player/Un-Zeds units) gets any appropriate Terrain shift (XX) for that Hand-to-Hand Combat. Fortunately, Raiders do not get Terrain shifts (XX) when you shoot them.

If Raiders lose a Hand-to-Hand combat, they retreat towards the Start space. If they are eliminated, they get no Saving Roll, but are placed directly in the Cemetery.

If they get to Town Center, reduce your Supplies and Ammo by the Raiders' current Strength.

For example: If their current Strength is 3, you may choose to lose 2 Supplies and 1 Ammo, or 3 Ammo, etc. There is no penalty if you do not have enough Supplies and Ammo, however. Then remove the Raiders unit from play; they do not wind up in the Cemetery in this case.

Rangers (Special Military Civilians)

Placed on the Start space of a Fated track (through a Fate draw), this strong Special Civilians unit brings 4 Ammo with them! 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. The Rangers are a Military unit and get a +1 to Arrest die rolls.



Red Diamond

These units can exit Catacombs spaces normally (without rolling on the Catacombs table). Red Diamond units include: Red Diamond Security Guards, Professor Agee, Mayor Hernandez, Sheriff Hunt, Pickles, Horatius, Doc Seaver, Wilson the Hermit, Special Agent Wright, and various Anti-Heroes.

Red Diamond Security Guards (Special Law Enforcement Civilians)

These units first enter play in *Walking Zeds!* (level IV), strategically placed in the Tunnel track to protect Farmingdale. They can move 3 spaces per Move Action, and one of them begins play in the Security Guard Post, which is a great place to Forage for Ammo. Being Red Diamond units, they can exit Catacombs spaces normally without rolling on the Catacombs table.





Refugees


When Defiant Villagers units flee their homes after their Village space becomes occupied by a Zeds unit, they become Refugees units. Zeds units that enter the Village but do not stay (because they are beaten back in some way) do not cause Villagers to flee. The Zeds must enter *and* stay. Once this happens, the Villagers unit flips to the Refugees side and moves 1 space towards Town Center. Villagers are stack free and are never fought, devoured, or eliminated. They always become Refugees and move towards Town Center instead.






Refugees units may be moved 1 space per Move Action during the Action Phase (they cannot take any other Actions). They also move 1 space towards Town Center during the 4R Phase. The number for the 4R Phase indicates how many of these units *must* move 1 space towards Town Center (if possible). If you have more than this number of Refugees on the map, you choose which ones to move. If there are Zeds in a space, Refugees will not move into that space.

Refugees are stack free, ignore Chaos, do not restore order, and never fight or retreat. When they are in a space with another Player unit or Raiders, any Zeds entering that space engage in Hand-to-Hand combat with those units, not with the Refugees. If the Zeds win, the Refugees do not retreat with the defenders, but get devoured instead, *if* any Zeds are left. If they are alone in a space when Zeds enter, they are devoured as well.

When Refugees are devoured, increase the Infection Level by 2 () and make a Saving Roll. If they succeed, they are placed in the Hospital with an EKG marker and can be Healed. Only 1 Heal Action is necessary to restore Refugees to full health.

Immediately when Refugees get to Town Center, either from moving along the track or after being Healed in the Hospital, increase Infection by 1 () and then place them in the Refugee Camp. Once per turn, a Refugees unit in the Refugee Camp may be equipped: Put it in the Cemetery to place a *Regular Civilians* unit from the Cemetery into Town Center on its reduced-strength side.

Rugged


Similar to, but less powerful than, Tough units, Rugged units have the chance to shake off Hits they would take from any damage. For *each* Hit they are supposed to take, : on a 1, 2, or 3, or 4, they take that Hit; on a  or , that Hit is cancelled.



Regular Civilians


These are the seven basic Civilians units, which have 4 Hits each and move 2 spaces per Move Action, except when they are Defiant in a Village.

Santana, Miguel "El Toro Loco" (Hero)

A massive wrestler who is so impressively scary that Zeds have been known to retreat from him in fear before any attacks are made! When he charges in and launches a Hand-to-Hand *attack* on a regular Zeds unit or Zeds Mob, : on a 1, 2, or 3, conduct a normal attack; on a 4, 5, or 6, the Zeds unit or Zeds Mob suffers 1 Hit and retreats! Since no combat took place with such a retreat, Infection does not increase. Super Zeds do not cower before El Toro Loco, however; if a Zeds Mob contains a Super Zeds unit, the charge only works on any Regular Zeds and Disease Spreader units in the targeted space, and the Super Zeds will remain to fight. While such massiveness does come with great power (he has a Strength of 6) and great, well, *massiveness* (he has 4 Hits, just like a Civilians unit), it does not come with great speed; El Toro Loco is slow, moving only 3 spaces per Move Action. Also, he is not good at firing, so his Gunfire attacks are half his current Strength; 3 for his full-strength side and 2 for his reduced-strength side.





The Savior Corps (Heroic Civilians)

Whenever the Savior Corps enters play, including during setup, you immediately gain 2 Supplies! Using its Character Action, this unit can perform one Heal Action per Action Phase anywhere on the map to any unit (including itself) on or adjacent to the space it is in. You have to spend 1 Supply to do this, but as with all Heal Actions, this reduces your Infection Level by 1 (-). In addition, having The Savior Corps allows you to add +1 to your die roll when rolling for Supplies Consumption during the Ear phase.



Scavenger Heroes

These heroes can roll  whenever they Forage, and then use the best result of the two for their Forage Action. If they roll *natural doubles* (with both dice showing the same number), they get that result twice.

For example: Pickles is in the Mine and makes a Forage roll with . He rolls a 6 and a 6, which are natural doubles, resulting in 4 Ammo from the Mine! If Pickles rolled a 2 and a 6 instead, he would only receive the best result (the 6), which only yields 2 Ammo from the Mine.

Schmidt, Deputy (Law Enforcement Hero)

Just like Sheriff Hunt, Deputy Schmidt is allowed one re-roll in Hand-to-Hand combat. Re-roll *both* dice to get a new combat result; the result of a second roll is final. He receives a 1► in *all* Hand-to-Hand combat and he is Tough, which lets him ignore about half the damage inflicted on him. Finally, he gets one Character Action every Action Phase. This Action *can only be used on him*, but it can be used in any way he wants: moving, shooting, Healing, etc., as long as he is on an appropriate space (such as the Hospital to Heal or a named space to Forage). He cannot use his Character Action, however, to Heal himself if he is in the Hospital with an EKG marker.




Science Heroes

These heroes can move into a Staff Office space in the Hospital for special in-game effects, or move to the Laboratory to do Research.



Seaver, Doc (Science Hero)

Although you *can* move this hero into the Laboratory to do Research, Doc Seaver excels at Healing. While in a Hospital Staff Office space, he can use one Character Action (Medical) to perform one Heal Action on any unit in the Hospital. In addition, his *second* Character Action (First Aid), allows him to spend 1 Supply to Heal any unit on or adjacent to his space, including himself. These Character Actions allow him to do up to 2 free Heals (no Event or Player Actions required) for every turn that he is in a Hospital Office, while the First Aid Action allows him to go out into Farmingdale and Heal units in the field like The Savior Corps. All of his Heal Actions, just like every Heal Action, will reduce the Infection Level by 1 (-). Remember that units can only be Healed once per turn.


Because the Doctor *only* needs to be adjacent to a unit to use his First Aid ability, he can Heal units in the Town Center while he is in the Laboratory or the Hospital. Finally, when he is in a Hospital Staff Office, you may admit one more Player unit to the Hospital, giving you a total of 4 Hospital Bed spaces. If Doc Seaver leaves the Hospital Staff Office, the extra unit may remain in the Hospital until a Hospital Bed is available for it, or until it is Healed or discharged.



Special Civilians


Includes all Heroic Civilians, Petra's Angels, Rangers, and Red Diamond Security Guards. Special Civilians have 4 Hits and generally move 3 spaces per Move Action. Any Character Actions that these units have can only be used by first spending their Character Action marker (by flipping the marker) and then conducting the appropriate Action.

Staub, "Rusty" (Hero)




Every time this hero Forages, you gain 1 Supply in addition to what you earn from that Forage Action! His first Gunfire attack every turn uses no Ammo (while still costing 1 Action). When he flips to his reduced-strength side, his Hand-to-Hand Strength increases to 5 (from 4) and his Gunfire Strength decreases to 2. Rusty is lucky when his life is on the line! When he makes a Saving Roll he can roll  and pick the better result. Finally, Rusty gets a Rugged roll, canceling Hits on a 5 or 6.



Tough

This allows a unit the chance to shake off Hits they would take from any damage. For each Hit they are supposed to take, : On a 1, 2, or 3, they take that Hit; on a 4, 5, or 6, that Hit is cancelled.

Two-dice Abilities

Indicated by two dice () on a Hero card, this ability allows you to roll two dice when performing that Action. The Heroes with these abilities include Scavengers such as Pickles, Wilson, and Johnson, who roll  when Foraging, and Staub who gets  for his Saving Rolls. For all these two-dice abilities, you can choose *either* result (use the best one, obviously), but if you roll doubles, you receive that result's outcome *twice!* *The doubles have to be natural doubles – they cannot be the result of die roll modifiers.* So a 5 and a 6 result for a Forage double dice roll does not count as a 6 and a 6 if there is a +1 die roll modifier in effect (such as Foraging in a Town space with the Mayor's Keys to the City Foraging modifier). However, a 5 and a 5 result **will** count as two 6's after that modifier, yielding double results.

■ ■ Un-Zeds Units

These units are all human, just like Player units and include all Anti-Heroes and Anti-Civilians. However, they are *not* considered Player units, although they function mostly the same way:

- They can freely move through Player units and enjoy the Mayor's Traffic Control, etc.
- They can stack with Player units (at their own risk) as long as they obey the stacking limit (see Rule 5.2).
- Unless otherwise stated on their cards, they are stopped by Zeds units and Chaos spaces; they must combat Zeds (which causes Infection); and they do remove Chaos markers during the Housekeeping Phase.
- They retreat towards Town Center.

Exceptions:

- They are not allowed in the Hospital (no one wants to spend resources Healing them) or in the Laboratory, unless otherwise indicated on their card.
- They are controlled by the Zeds player and may only act when the Zeds player spends **Zeds Actions** or their Character Actions.
- They do *not* cause the game to end if they are in Town Center (*only Zeds units do that*).
- They may move forward 1 space for free when the track they are on is activated by the Zeds player, even if they are on a Chaos space.
- They do not count as Zeds units for any purpose.
- When they are eliminated, if they pass their Saving Roll, they are not placed in the Hospital, but on the Start space of the track they were on.

Any Character Actions that these units have can only be used by first spending their Character Action marker (by flipping the marker) and then conducting the appropriate Action.

On Event and Fate cards or for any other action, the use of the terms "Civilians" "Hero," or "Player unit" does not apply to Un-Zeds unless otherwise indicated. They can also not be targeted by Heroes' or Heroic Civilians' Character Actions such as Sheriff Hunt's Leadership or WZED's Emergency Broadcasting System.

■ VFW Local 12 (Heroic Civilians)

This unit's first Gunfire attack each turn costs *no* Ammo! 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. When this unit fights the Doom Zeds (Super Zeds that also force retreats), the Combat Table will determine which unit must retreat.



■ Villagers

Villagers are stack-free units that begin the game in Village spaces. They cannot move or conduct Actions of any kind. They cannot be attacked or take damage. Villagers can be released from their Defiant (immobile) state by the F.D. 129 Auxiliaries or when their space becomes Zeds controlled. When this happens, the Villagers become Refugees: immediately flip the unit to its reverse Refugees side and move it 1 space closer to Town Center.



■ V.I.P. Survivors (Refugees)

This special Refugees unit might enter play on a Start space via the *Unidentified Mob Appears* Event card. Remember that units on Start spaces are safe; these spaces represent vast areas. The V.I.P. Survivors unit represents a group of highly valued individuals who have escaped from neighboring communities.


It functions as a Refugees unit for most purposes, except when it arrives at Town Center. When that happens, increase the Infection Level by 1 (+☠) and *immediately select 1 of the following benefits:*

- Department of Plague Control Lab Technician:** Reset Infection Level to 0.
- Emergency Medical Technician:** Heal all of your damaged units in play back to their full strengths for *free*. These Heals do not reduce the Infection Level. *Units in the Cemetery are not brought back to life, however...*
- Resourceful Gatherings:** Receive +4 Supplies and +2 Ammo.




Then place the V.I.P. Survivors unit in the Refugee Camp. You must leave them in the Refugee Camp; you can never equip them.

Wilson the Hermit (Scavenger Hero)

Well-versed in the secret environs of Farmingdale, this Scavenger Hero ( when Foraging) knows all of the hidden shortcuts between tracks and can move from any space to the same-numbered space on an adjacent track (such as going from the #3 Forest space to the #3 Mountain space) for 1 Movement Point. Wilson can also move into and out of the Tunnel track from the adjacent Highway or Suburbs track in this way. The Highway and Suburbs tracks are not considered adjacent for these shortcuts.

If he is stacked with another Player unit, he can reveal any available shortcuts to that unit, who may then spend 1 Movement Point, as part of its Move Action, to move from that space to the same-numbered space on an adjacent track. He can reveal available shortcuts to a Player unit even when they are just passing through; if a Player unit starts on a different space, but moves *through* Wilson's space, he can direct them to a shortcut to an adjacent track. The Player unit cannot return using this shortcut, however; it only works when the unit is *on* a space with Wilson. If Wilson is on a Catacombs space, a Player unit may use a shortcut out of the Catacombs space without making a *Lost!* roll. Units that are not allowed to enter the Tunnel track (Petra's Angels and National Guard) may not take shortcuts into or skip the Tunnel track.

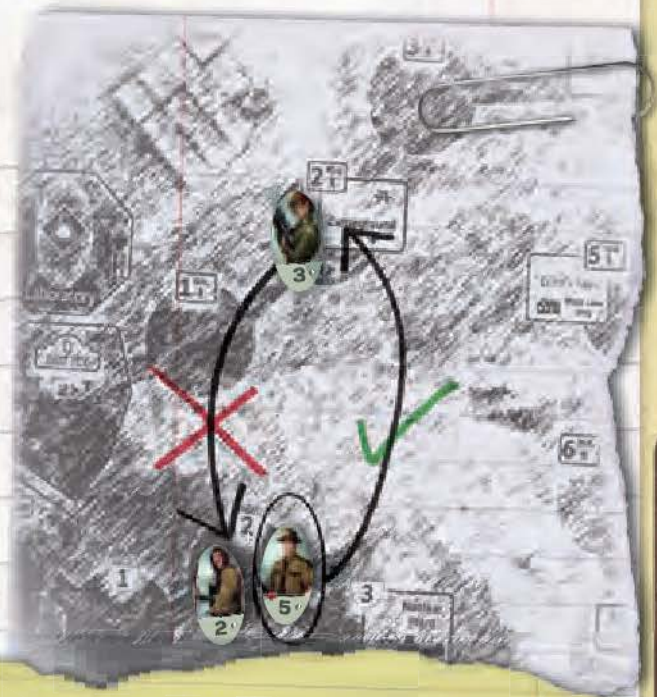
Because of his special psychic abilities, while he is in play, the top card of the Fate deck can be inspected at any time. In a Versus game, however, only the

Hero players may consult the top card of the Fate deck. Finally, when Wilson is stacked with another Player unit, whenever that unit makes a die roll, roll one extra die (+1 ) and select the best die or dice to determine the result. This ability does not apply in Town Center.


Wilson can also move into and out of the Tunnel track from the adjacent Highway or Suburbs track in this way. The Highway and Suburbs tracks are not considered adjacent for these shortcuts.


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


Shortcut example: Sheriff Hunt and Wilson are on the #2 space of the Highway track. Wilson can share his shortcut knowledge with Hunt, which would allow Hunt to move directly to the #2 space of the Mountain track for 1 Movement Point. Piazza, however, cannot move to the #2 space of the Highway track since she is not in the same space as Wilson, and therefore cannot take this shortcut.

For example: In a Hand-to-Hand combat, a Player unit stacked with Wilson would roll 3 dice () and select the highest 2 as the combat result.



Note that Wilson's abilities only apply to Player units; Un-Zeds units may not take advantage of shortcuts or the extra .

Wright, Special Agent (Science Hero)

This hero can do research in the Laboratory, but if she is in a Hospital Staff Office, she automatically adds one (+1) to all Player units' Saving Rolls. Because of her intelligence resources, the Hero players can spend 1 Action to examine the next (top) card of the Event deck, returning it to the top of the deck when done. She receives a 1  in Hand-to-Hand combat and Gunfire attacks. Finally, Special Agent Wright gets a Rugged roll, canceling Hits on a 5 or 6.



WZED Farmingdale (Heroic Civilians)

WZED's Character Action provides a free Action every Action Phase to any *one* above-ground Regular Civilians or Refugees unit; this includes units in the Hospital. In addition, if you have the Mayor in play and use the Mayor's Motivational Speech Action, this will affect not just units in the Town and Town Center spaces, but *all above-ground* Player units, including units in the Hospital and Laboratory. *That's a lot of potential free Actions in the game.* This unit lets you negate a bad Fate card by discarding a good one that you haven't used yet. Finally, while WZED is in play, when Player units defend in Town or Town Center spaces, roll one extra die (+1 ) for Hand-to-Hand combat and select the two highest values to determine the combat result! This ability stacks with Wilson's ability to give a Player unit he is stacked with an extra die for all die rolls. In this case, a Player unit stacked with Wilson can defend in Hand-to-Hand combat in a Town space by rolling 4 dice () and selecting the 2 highest values to determine the combat result.



Emergency Broadcast

THE GREAT APE ESCAPES... TO FARMINGDALE!

Several citizens have reported to us at The Clarion Courier about a chimpanzee on the streets, carrying what appears to be a lead pipe. This escaped simian, previously identified as Test Subject CHMP02021, has found his way out of the lab and up into Farmingdale. Genomically edited in secret by one of Marteuse's lab assistants, Test Subject CHMP02021, affectionately dubbed "Furious George" by the embattled residents of Farmingdale, is a force to be reckoned with. This ape can take 4 Hits (just like Civilians) before he has to make a Saving Roll, and he is Tough, so every Hit has a chance to be cancelled! His fighting prowess allows him one re-roll in Hand-to-Hand combat.

Re-roll both dice to get a new combat result; the result of the second roll is final. Never seen without a stash of Supplies, whenever Horatius enters play, including during setup, you immediately gain 3 Supplies. Finally, Horatius never increases the Infection Level when he is the unit attacking or defending in Hand-to-Hand combat, not even when fighting against Were-Zeds and Oozers! If another unit on his space defends instead, however, ☹️ increases normally. Like Pickles, Horatius cannot make Gunfire Attacks, build Barricades, use vehicles, restore order, or Arrest Un-Zeds. *Horatius can be selected as your chosen Hero when playing any level.*



🔪❤️ **Horatius (Primate Hero)**

CHAOS EVERYWHERE

Around a hundred of them filed down the streets near Suburbia, moaning and oozing. The brave heroes of Farmingdale are trying to save this city, civilians are edging towards their homes, barr all windows and doors, and fighting with any blunt object available.