

Rumors

Rumors can be added starting with the *Apocalypse!* level (👤).

Set up the Rumor chits, face down and mixed, next to the Refugee Camp. When a Refugees unit enters the Refugee Camp, it brings rumors of something amazing out there.

Draw a Fate card to determine the location of the rumor. Place a randomly drawn, face-down Rumor chit on the space with the strongest Zeds unit or mob on that track; if tied, it is your choice. If there are no Zeds units on that track, or if that location is a Start space, or that track already has an unrevealed Rumor chit on it, **do not** place a Rumor chit (*i.e., local officials give that rumor no credence*).

A Rumor can only be revealed by the following Player units: Heroes, Heroic Civilians, and Special Civilians. Refugees, Trains, National Guard, Un-Zeds, and Regular Civilians cannot do so.



When a Hero, Heroic Civilians unit, or Special Civilians unit occupies a space with a face-down Rumor chit, spend 1 Action to reveal the Rumor, or reveal the Rumor at the *beginning* of the next Action Phase for free (*no Action cost*), before anything else occurs. Rumors cannot be revealed in Chaos spaces.

Rumor Chits: “Attach” chits (📎) are assigned to the Player unit that reveals them and are carried by that unit. They can be freely transferred between units in the same space (*no Action required*) at any time. Their special functions transfer with them. However, if the unit carrying an Attach chit goes to the Cemetery and there is no other unit in the space where they died to pick it up, the Attach chit is removed from play. “Place” chits (📍) become permanent fixtures on the map. “Save” chits (📁) are set aside to be played later as described for each particular chit.

Spent Rumor chits are removed from play.

Attach Chits

DARPA Battlesuit: The unit carrying this chit inflicts +2 Hits in all Hand-to-Hand combat and is also **Tough:** Each time it receives a Hit, 📍, 📍, or 📍 = that unit suffers that Hit normally; 📍, 📍, or 📍 = that Hit is cancelled. *A unit can become “double tough,” in effect getting one Tough re-roll for each initial Tough roll that misses.*



Glowing Green Crystal: The unit carrying this chit receives one free Action per turn. This ability only applies once per turn, even if the chit is transferred to another unit.



Mystic Pendant: Any die roll (*or single die of a dice roll*) directly involving this unit can be changed to a 📍. This ability only applies once per turn, even if the chit is transferred to another unit.



Zeds Siren: The unit carrying this chit can spend 1 Action and roll 📍📍 to attempt to push back one Zeds unit from an adjacent space. If that Zeds unit's Strength is less than or equal to the 📍📍 result, it is forced to retreat one space. If the successful dice result was also a natural double, remove that Zeds unit from play instead (*it spontaneously combusts*).



Place Chits

Ancient Burial Site: *Place on any unnamed space (remember this can include Catacombs spaces).* Every Zeds unit exiting this space for any reason suffers 2 Hits (*the spirits are angry*).



Federal Gun Registry: *Place in Town Center.* At every Town or Village space, Forage results of 📍 and 📍 provide one Ammo.



Secret Airbase: *Place on any above-ground #1 space.* At the end of each Action Phase that this space is occupied by a Player unit, receive either: 1 free Heal Action anywhere on the map; 1 free Research Action; or 1 additional Event Action to spend that turn.



Tall-Mart Distribution Center: *Place within one space of where it was discovered (but not in a Start space); that is now a “named space” if it was not already.* Receive 2 Supplies or 1 Ammo during each Housekeeping Phase that this space is occupied by a Player unit. *Note: Because this is now a named space, it can receive Chaos markers when Zeds-controlled, etc.*



Save Chits

Dr. Marteuse's Journal: Spend during an Action Phase to remove *any* Super Zeds unit in play and return it to the Super Zeds cup. 📁 Also, *select any one* Research card that was set aside during setup and place it on top of the Research Discard pile; this does not count as a successful Research Action (*you can still make a Research die roll*), but you **do** receive that card's benefit!



Hardware Superstore: Spend at any time to gain +7 Supplies.



Help Arrives!: Spend during an Action Phase to place a new, available Hero or Heroic Civilians unit of your choice in either Town Center or any Start space.



Police Weapons Locker: Spend at any time to gain +5 Ammo.



Professor Gui Anton's Thesis, “What Have We Learned?!”: Spend at any time to dig through the Fate Discard pile and retrieve up to three **Hold for Later** cards that are now available for your reuse.



Rumors of Our Demise: Spend during an Action Phase to retrieve up to two units from the Cemetery and place them in Town Center at reduced strength.



The Red Phone: Spend during an Action Phase to launch a napalm strike. Select *any* above-ground space plus any *one* adjacent space you desire (*if any, Start spaces excluded*). *Everything (units and markers) in the targeted space(s) is eliminated (make appropriate saving rolls if necessary, etc.).* Add a **Chaos** marker to each targeted space, and place the **No Entry** marker in the targeted space farthest from Town Center.



War Plan Black: Spend during an Action Phase to gain 2 Ammo and 1 Supplies. This turn only, your stacked units can combine their **Gunfire** strengths when making a Gunfire attack (*the costs of making the Gunfire attack are unchanged from what that unit normally has to spend*). Units that cannot make Gunfire attacks cannot contribute any strength to such an attack. Spend this chit after its second use. *Yes, there really are government plans for fighting a zombie apocalypse.*



Rails

Trains can be added starting with the *Apocalypse!* level (🚧).

Freight Train travels on Forest and Highway tracks *only*.

Local Train travels on Suburbs and Mountain tracks *only*.

To make it easier to remember certain effects, please use the included stickers to modify the following spaces on both sides of the board, where applicable:



University



Farm



Mine



Nuclear Plant



Freight Train



Local Train

An **outbound** Train must move *away from* Town Center. If it is not in Town Center and not in a Zeds-controlled space, spend 1 Action during the Action Phase or one Refugees "R" activation during the 4R Phase to flip over to an **inbound** (blue side) Train.

An **inbound** Train must move *toward* Town Center; when it reaches there, it *must* stop, disembark its passengers there, and automatically flip over to an **outbound** Train for free (*thanks to the efficient railroad station there*).

Each time an **outbound** Train *stops* at its track's special location, you immediately receive a benefit:

- **University:** -4 🧟
- **Farm:** Gain 3 Supplies
- **Mine:** Gain 2 Ammo
- **Nuclear Plant:** Gain 2 Event Actions



Setup

Both Train units begin, **outbound** (orange side), in Town Center.

Movement

Trains are Player units that can move in the 4R Phase: spend 1 "R" (*one available Refugees activation*) to activate one Train in lieu of a Refugees unit. Trains can also move by spending 1 Action to activate one Train during the Action Phase; this counts as a Move Action where this distinction is important (*for certain Event or Fate cards*).

Train units

- Are *stack free* Player units that can remove Chaos; however, they cannot perform any actions except Move Actions.
- Can move any number of spaces along one track until forced to (*or you desire to*) stop.
- Can transport up to 2 *unmounted* Player units for free or 1 Refugees unit. Transported units can only get on where the Train starts its move, and must get off where the Train stops its move.
- Moving a Refugees unit costs 1 additional Action or "R" (*one available Refugees activation*) to simply board the Refugees onto the Train.
- Cannot transport the National Guard (*they have tanks and other equipment*).
- Stop normally (*e.g., stop when entering a space with Zeds and prohibited from entering a space with the No Entry marker*), *except*:
 - » Must *always* stop at Town Center and drop off passengers
 - » Can ignore Chaos *while* moving; but once in a Chaos space cannot be activated to move or switch between **inbound** and **outbound** (*see next column*)
 - » Ignore the **Bridge Collapsed/Ferry** marker, but cannot stop in the **Bridge Collapsed** space

Combat

Trains are *cumulative* "mobile terrain enhancements." That is, they add 1▶ to any Player, Raiders, or 🧟 Un-Zeds units defending themselves in Hand-to-Hand combat in that space. *For example, an unnamed space with a Train defends like a named space with 1▶; a named space with a Train defends with a cumulative 2▶; a Barricaded space with a Train has 3▶, etc. They are worthless, of course, during a Night Assault when no Terrain shifts apply.* Trains never retreat from combat, nor can they retreat or withdraw as part of other Player units' abilities (*like Captain Piazza's Overwatch or Mr. Johnson's Traps*).

Trains are destroyed by Zeds units in the same manner as Barricades; that is, they are eliminated when a Zeds unit advances *from* a space that they share with a Train. Eliminated Trains receive no saving roll and are removed from play. *Your Trains, if inbound, can usually get away; however, if the Zeds rush past them, or you forget to set them to inbound before the Zeds arrive, they are destined to be abandoned and overrun.*

🧟 If the Zeds player has an Un-Zeds unit on a space with a Train, they may spend 1 Zeds Action to flip the Train. They may spend 1 Zeds Action to move the Train, transporting that Un-Zeds unit (*only*), along the track until forced to (*or they desire to*) stop. Because of Zeds immunity, when Dr. Marteuse or his daughter Natalia is on a Train, it is not required to stop in spaces with Zeds units. Natalia cannot pass through spaces containing Super Zeds to which she is not immune.