

Dawn of the Zeds 3rd edition Expansion #1: Stepping Forward

You may add this reference page into your Farmingdale Dossier!

Carter, "Big Wheels" (Mounted Hero)

Carter is restricted to above-ground tracks because he maneuvers an 18-wheeler around Farmingdale. In fact, if you think of this Hero as his truck, *Rose*, then you are playing him correctly. He enters the game on a Start space of any above-ground track with his Cargo marker on its Loaded side. You can choose which track to place him on, and you may do so AFTER you have placed the starting Zeds units.

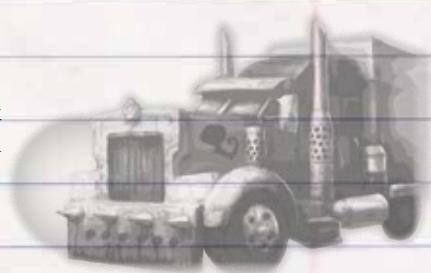
Carter's unconditional love for his truck prevents him from leaving it, therefore this Hero does not perform any Gunfire attacks nor increase  during Hand-to-Hand combat. He cannot voluntarily enter the Tunnel track, use (other) vehicles, ride General Lee, or make arrests. Like any other unit, he cannot begin a Move Action in a Chaos space, but he does not have to stop his truck when he is driving *through* a Chaos space. If he *ends his turn* in a Chaos space, he restores order normally.

If he arrives at Town Center with a Loaded Cargo marker, Carter's Move Action is over; immediately gain 5 Supplies and 3 Ammo and flip his Cargo marker to Empty. You can send him out as often as you like to get more Supplies and Ammo from *any* above-ground Start space. When he enters a Start space his Move Action is over; you may spend an Action in that space to pick up more cargo, flipping his marker back to the Loaded side. As part of a Move Action, Carter can attempt to Zeds Plow *through* a space with Zeds units! He cannot plow through a space if he does not have enough Movement Points to get to the other side. For each such space he encounters *during his Move Action*, : on a , , or , he fails, his Move Action ends, and he must engage in Hand-to-Hand combat (with no  increase); on a , , or , he continues moving and inflicts 1 Hit on *each* Zeds unit present in that space, including any Disease Spreaders! If the Zeds Plow is successful *and* Carter has Movement Points remaining, you may perform this ability on the same Zeds unit(s) repeatedly until Carter fails or has no more Movement Points to spend.

For example: Carter is on the #3 space of the Highway track and a 6-Strength Zeds unit with 1 Hit is on the #4 space. You spend an Action to move Carter towards the Start space. Carter has 5 Movement Points. With 1 Movement Point, he enters the #4 space to use his Zeds Plow. You roll a , successfully inflicting 1 Hit on the Zeds unit and moving with his second Movement Point into the #5 space. Carter has 3 more Movement Points left and decides to turn back and plow through the Zeds again! He moves into the #4 space, and rolls a , inflicting one more Hit on the Zeds unit there (flipping it over to its reduced-strength side). He then enters the #3 space (to use the Zeds Plow he has to be attempting to move through a space). He has now used 4 of his 5 Movement Points. He can move one more space, so he turns around again entering the #4 space a third time. This time **he cannot use the Zeds Plow as he has no more Movement Points to get to the next space**. Because he stops here, he engages in Hand-to-Hand combat with the reduced-strength Zeds unit.

Only Carter's truck takes damage (up to 6 Hits, just like a Zeds unit). To repair his truck, he must be in Town Center or a Start space and it costs 1 Supply *or* 1 Action to remove 1 Hit ( does not decrease). Only 1 Hit can be removed per turn. Any special Heals provided by other player units or events cannot be used to repair Carter's truck.

However, if Carter is eliminated, he gets a Saving Roll and can enter the Hospital normally. One Heal Action (with decreased ) will remove his EKG marker and discharge him from the Hospital to work on repairing his truck in Town Center. Repairs can only begin on the following turn, as only 1 Hit can be removed per unit per turn. Upon discharge he will be on his reduced-strength side with a 2-Hit marker.



Check Mates™ Chess Club (Heroic Civilians)

This Heroic Civilians unit has a chance to provide 1 additional Event Action at the beginning of every Action Phase even if that increases the number of available Event Actions past 4.

The Check Mates love recruiting new members. For each Refugees unit currently in the Refugee Camp (including the V.I.P. Survivors), this unit's strength is increased by 1 on its full-strength side and by ½ on its reduced-strength side. If the final strength on the reduced-strength side contains a fraction, round down.

For example: If there is 1 Refugees unit in the camp, then the Check Mates have a strength of 1 on their reduced-strength side ($1 + \frac{1}{2} = 1 \frac{1}{2}$; round down to 1).

General Lee (Equine Hero)

When this would-be warhorse moves, using either a Move Action or his Thoroughbred ability, one unmounted human or primate Hero can move with him for free! General Lee's rider must begin and end that move with him. Mounting or dismounting General Lee does not require an Action. General Lee can even give a Hero unit a ride into the Hospital! Think of General Lee as a great Ambulance Horse!

For example: General Lee and May Hauser just successfully fended off a Zeds attack in the #4 space of the Forest track. However, May is now wounded! Spending General Lee's Thoroughbred Action, May rides General Lee directly into the Hospital. May ends up in a Hospital space (bed), and General Lee is automatically "discharged" back into Town Center.

For stacking purposes only, General Lee and his rider are considered one unit. So one other Civilians or Hero unit can enter and remain in any space occupied by General Lee and a rider. The riders can exchange places without requiring additional actions, nor does this cause an overstacking issue.

A Hero riding General Lee not only gains 1 Strength in Hand-to-Hand combat, but also does not increase  when doing so! With or without a rider, General Lee (and his rider, when applicable) can choose to retreat before being attacked in Hand-to-Hand!

General Lee, like Pickles and Horatius, does not increase  when fighting Zeds. He also cannot make Gunfire Attacks, build Barricades, use vehicles, restore order, or Arrest Un-Zeds. Furthermore, he cannot enter a Chaos space or enter the Tunnel unless he has a rider. He can, however, use a Move Action to leave the Tunnel if he loses his rider.

Hauser, Mrs. May (Hero)

This Hero can help you save Ammo! While in any Town space, she can make a Saving Roll for *each* Ammo that is lost or spent for *any* reason; on a roll of  or , the Ammo is recovered. This thrifty ability cannot be combined with Rusty's Crossbow-Armed or Piazza's Ammunition Crafting ability, nor any other ability or event where no Ammo is spent for Gunfire attacks. It does, however, work when Ammo is spent during Mayor Hernandez's Citadel Action. Her Ammo-saving ability does not apply to units that use Supplies for Gunfire Attacks (Xeno Jones, Petra's Angels).

Like her husband, May is no stranger to combat; she gives every Player unit in her space (even Carter and even those in Town Center) +1 Strength in Hand-to-Hand combat. In addition, she is a crack shot and not only gets a 1► for all her Gunfire attacks, she also rolls 3 dice (  ) when she makes a Gunfire attack, selecting which 2 to use for her combat result! This skill combines with Wilson's Lucky Charm ability when they are stacked in the same space, allowing May to roll 4 dice (   ) and selecting 2 values for her Gunfire result!

Finally, while May is in a Hospital Staff Office space, units discharged during the Action Phase immediately receive 1 free Action.

