


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. “Place” chits (🔴) become fixtures on the map. “Save” chits (🟩) are set aside to be played later as described in the next column. They can be freely transferred between units in the same space (*no Action required*) and at any time. Their special functions transfer with them. 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 #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 two Supplies or one 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. Place the **No Entry** marker in *any* above-ground space; *everything* in the targeted space plus any *one* adjacent space you desire (*if any, Start spaces excluded*) is eliminated (*make appropriate saving rolls if necessary, etc.*). If they do not have one already, place a **Chaos** marker in those spaces. 

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*.



Freight Train

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



Local Train

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

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*).

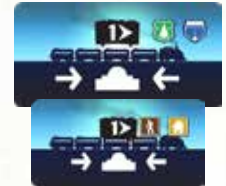
Train units

- 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 disembark passengers
 - » Can ignore Chaos *while* moving; but once in a Chaos space cannot be activated to move or switch between Inbound and Outbound (*see below*)
 - » Ignore the **Bridge Collapsed/Ferry** marker, but cannot stop in the **Bridge Collapsed** space

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 Supply
- **Mine:** Gain 2 Ammo
- **Nuclear Plant:** Gain 2 Event Actions

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. *E.g., 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 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.*