HERMANN LUTTMANN'S

DAWN OF THE ZEDS

3rd Edition

START HERE!!

The Basic Game Rulebook

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Game Equipment

Listed in *The A to Zeds Book*.

The Story So Far

There's no time to lose...

Introduction

In this third edition of our zombie apocalypse game, *Dawn of the Zeds*, we have added an extended narrative and both co-op and competitive gameplay.

Getting Started

There are three ways to play this game: solo, cooperatively *(up to 4 players)*, or versus *(up to 5 players)*.

The solo, co-op, and versus modes can each be played using any of the levels in this rulebook and *The Level Up! Rulebook*.

Setting up

Select either *The Basic Game* or one of the more challenging levels. They are listed in order of difficulty and complexity, and new players should tackle them in the order listed.

▱ *The Basic Game (in this Rulebook)*

▱ Level I: *Outbreak! (see The Level Up! Rulebook)*

▱ Level II: *Apocalypse! (see The Level Up! Rulebook)*

▱ Level III: *Brains! (see The Level Up! Rulebook)*

▱ Level IV: *Walking Zeds! (see The Level Up! Rulebook)*

▱ Level V: *Director's Cut! (see The Level Up! Rulebook)*

▱ Versus Game *(see The Level Up! Rulebook)*

Each of the levels *(and the competitive Versus game)* is color coded to help you find components and information quickly. *The Basic Game* uses virtually the same components and many of the same rules as the *Outbreak!* level and thus has the same color scheme.

The Basic Game has self-contained rules. Later levels assume you have learned *The Basic Game* rules in addition to the rules from previous levels. They also provide new, additional rules and components. For example, if you play Level III: *Brains!*, you will also be using the components and rules from *The Basic Game*, *Outbreak!*, and *Apocalypse!* levels.

Once you have selected a level:

1. Head to *The Setup and Epilogue Book* to set up the game and hurry back!

2. Find the starting page for the level you picked to begin your nightmare *(er, adventure)*.

3. If you need more information while you play, consult:

    - Your Player Aid.

    - *The Farmingdale Dossier* for more information on units and markers.

    - *The A to Zeds Book* for detailed rules.

4. **For Variants on any Level:** Consult the Optional Rules chapter in *The A to Zeds Book* before beginning play *(see Rule 13)*.

Table of Contents

The Basic Game

Please refer to *The Setup and Epilogue Book* which contains all setup instructions for *The Basic Game*. This game uses the core systems *(movement, combat, and foraging)* as well as co-op game elements so you can have fun playing with your friends.

The first thing to do is relax! Ignore any Event instructions that do not make sense yet.

Dawn of the Zeds, 3rd edition is a heavily thematic game; it is not necessary to know every rule perfectly to play and have fun. So don't worry if something does not immediately make sense, or if you make mistakes while you play. Chances are the game will work just fine.

For rules clarifications, check *The A to Zeds Book* **since it goes into more detail.**

You can also learn to play by watching the videos at: www.victorypointgames.com/learntoplayzeds

Ignore card instructions for:

- Infection (☠)
- Supplies (🍞)
- Healing

IMPORTANT

Rules Conflicts: The rules text on cards and special level instructions supersede all other game rules when there is a conflict.

First, don't crap your pants! This game is a hellavalot easier to play than it looks and if you started here, you're in the right place. You'll be running this show in no time. Once you've got it all set up, you just turn over the first Event card and do exactly what it says from left to right. If you follow the steps, you can't go wrong, **so don't start freaking out**!

Second, to end each turn you perform a few Actions of your own, putting you in command! Now, you'll never have enough Actions to get everything done, so you'll have to set some priorities, and fast. Here's a good one for you: *Forage for more ammunition!*

Once you get going, don't worry if you make a few mistakes!! That's expected and what basic training is all about, recruit. Like a Ma Deuce, this game is nigh indestructible, so go to it!

— Otto "Sarge" Hauser, USMC Retired

Symbol Key

🎲 : roll one die

🎲🎲 : roll two dice

☠ : the Infection Level or Infection, depending on context

🌲 : the Forest track

🏔 : the Mountain track

🛣 : the Highway track

🏠 : the Suburbs track

🔻 : the Tunnel track

Ⓩ : Zeds Placement Pressure
    (adds extra Zeds units in a non-solo game)*

▱Z : Zeds Movement Pressure
    (perform extra Zeds unit moves in a non-solo game)*

◨▸ Terrain shifts

▱ : relates to or first appears in *The Basic Game*

▱ : relates to or first appears in Level I

▱ : relates to or first appears in Level II

▱ : relates to or first appears in Level III

▱ : relates to or first appears in Level IV

▱ : relates to or first appears in Level V

▱ : relates to or is only used in the Versus game

*Rules and references relating to co-op gameplay are highlighted thus and can be skipped when playing a solo game.

Rule 1. Sequence of Play

Dawn of the Zeds is played in turns, until you either win or lose the game:

1. Begin each **Game Turn** by turning over the top **Event card** of the Event deck; this is the **Current Event card**.

2. Follow the **Sequence of Play** on the Current Event card and any Event instructions.

3. When all of the card's **Phases** are completed, discard the card and then reset markers *(this is the Housekeeping Phase)*.

4. Draw the next Event card to begin the next turn.

1.1 Sequence of Play

Most Event cards have **Phases** which are conducted in order *(from left to right on the Current Event card)*. For *The Basic Game*, skip the first 3 tabs on the Event card *(4R, Infection (💀), and Eat)* and begin with:

- **Step 1. Zeds Phase** *(see Rules 4 and 6)*: This is the Phase where Zeds move towards Town Center.

- **Step 2. Action Phase** *(see Rule 5)*: This is the Phase where you, the **Hero players**, represented by the Heroes and Civilians, spend Actions to protect Farmingdale.

- **Step 3. Housekeeping Phase** *(see Rule 7)*: Discard the Current Event card and flip any spent Action markers in preparation for the next turn.

1.2 Events and Common Instructions

All cards have text that describes an **Event.** That Event happens during the Phase shown by the lighter-colored tab.

Complete the Event during the indicated Phase at the specified time.

If an Event cannot be completed during its Phase for any reason that Event is skipped.

Breaking Ties: If you have tied tracks or units, or if no track has an appropriate condition, you decide which of the tied tracks or units is affected by the Event.

BRAINS!: Regular **Phases** *do not* occur during this turn. Complete this card's brutal instructions and then proceed to the next Event card.

1.3 Winning and Losing

Continue playing until:

- **You win the game** when the last Event card says you have won.

- Or you lose immediately when any Zeds unit enters Town Center.

How Will the World Remember You? To determine how well you did, check the Scoring and Epilogues sections at the back of *The Setup and Epilogue Book*.

*For **The Basic Game**, the first three tabs on the Event cards are not used.*

The Event text on this card will occur during the Action Phase (as shown by the lighter-colored tab).

Make Adjustments: If you find things a little too difficult or too easy, take a look at Rule 13 in *The A to Zeds Book*. You will find a lot of suggestions for variants to tweak the difficulty to best suit you and your friends.

Frequently Occurring Instructions and Terms:

💀 : Ignore in *The Basic Game*.

⚡Z : Zeds Movement Pressure *(see Rule 3.1)*; ignore in a solo game.

🔲Z : Zeds Placement Pressure *(see Rule 3.2)*; ignore in a solo game.

Place a new Zeds unit*: Draw a random Regular Zeds unit from the Zeds Cup and place it appropriately.

Place a new, random, available Hero unit*: Draw a random Hero unit from the Heroes that are part of this level *(see The Setup and Epilogue Book)*, but that you did not already select or receive, and place it and its Hero card appropriately.

Fated track: The track determined by a Fate draw *(see Appendix 1)*.

Free Action: A free Action does not cost you any Actions; it *does* consume any required resources.

For Free: Perform the indicated Action or receive the indicated benefit; this will not cost any Actions or resources unless otherwise indicated.

Above-ground tracks: When you are playing with the "A" side of the map, all the tracks are above ground.

Place a new Zeds unit on the Start space of every track: For each track, place 1 new Regular Zeds unit on that track's Start space. If there are 2 Zeds units already on a Start space, place the new Zeds unit on another Start space of your choice.

*New units are always placed showing their full-strength sides unless otherwise indicated.

Correct   Incorrect

Rule 2. Fate Draw and Fated Events

If you are instructed to make a **Fate draw**, see Appendix I.

Rule 3. Zeds Pressure Events (⤤Z Ⓩ)

Skip these if you are playing a solo game or a versus game with only 1 Hero Player.

If you are playing a co-op game or a versus game with more than 1 **Hero Player** *(representing the Heroes and Civilians)* :

When you are instructed to ⤤Z *(Zeds Movement Pressure)* or Ⓩ *(Zeds Placement Pressure)*, see Appendix II.

Rule 4. Zeds Phase Part 1

During the **Zeds Phase**, **Zeds units** on the indicated tracks move closer to Town Center. If a space they enter is occupied by your units, or in later levels other non-Zeds units, this triggers an immediate Hand-to-Hand combat *(see Rule 6)*.

4.1 Zeds Phase Procedure

Track symbols in the Zeds section on the Current Event card show where Zeds will move or appear. Starting with the symbol furthest left and ending with the symbol furthest right, activate the indicated **tracks**.
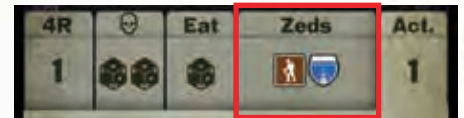
Zeds will move on the Mountain and Highway tracks.

1. Examine the Zeds section of the Current Event card and **activate** each track *in the order* listed on the card by placing or moving Zeds units on that track:

    a. If there are no Zeds units on that track, place a new Zeds unit on its Start space.

    b. Otherwise move each Zeds unit on that track. If there is more than 1 Zeds unit on a space, they all move forward together. More than 1 Zeds unit on a space is a **Zeds Mob**.

        i. Move the Zeds units 1 space forward towards Town Center *in order* from closest to Town Center to farthest away.

        ii. If the Zeds units encounter any Hero or Civilians units, resolve Hand-to-Hand combat before moving the next closest Zeds, if any *(see Rule 6)*.

        iii. Spaces can only hold 2 Zeds units: If the space the Zeds are trying to enter already has a Zeds unit, only move forward as many new Zeds as will fit. The strongest Zeds will move forward, leaving weaker ones behind. *(see Rule 4.6)*

2. Examine the Zeds section of the Current Event card and activate the next track. If a Track Icon appears twice (🛡🛡), then this track gets activated a second time during the turn. This is a **Double Activation**.

3. Repeat until all the tracks listed on the Zeds section of the Current Event card have been activated.

All Tracks and *Brains!* cards: You determine the track order for Zeds unit activations, continuing until you have activated each track.

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

4.2 Fighting

If any Zeds unit enters a space with any non-Zeds unit, Hand-to-Hand combat immediately takes place *(see Rule 6)*.

4.3 Village Spaces

The first time a Village space is attacked by Zeds, remove the **Defiant** marker from that space. The Civilians unit which set up in that space is **released** and is now free to move during the Action Phase.

Village spaces have darker green signs with yellow borders and a house symbol.

4.4 Zeds Hello and Goodbye Movement Events

There are certain units and markers that have an immediate effect only when Zeds *enter or leave* a space. Keep these in mind while you are playing. In *The Basic Game* there are only two of these:

- If a Zeds unit enters a space with **Mr. Johnson**, you may attempt to use his Traps ability *(see his card)*.

- A *No Entry* marker, which means exactly what it says; no unit can enter that space.

4.5 Town Center

If any Zeds unit enters Town Center, no final combat takes place – the Zeds win instantly!

4.6 Zeds Stacking Limit

This is how many Zeds units can be in one space.

Stacking Limit on every Track and Start Space: 2 Zeds units maximum

Zeds Mobs: When there are *at least 2 Zeds units* on a space, they automatically form a **Zeds Mob**. A Zeds Mob uses its combined Strength for Zeds Movement Pressure (⚡Z) and in Hand-to-Hand combat *(see Appendix II and Rule 6).*

We're Full (Stacking Limit): Sometimes there is no room for more Zeds on a space or entry is prohibited for some other reason, such as when the *No Entry* marker is on that space. Regardless of the cause:

- **When Zeds move forward**, they can only move as many units as the stacking limit allows. The weaker unit is always left behind. If they cannot enter a space, they remain where they are.
- **When Zeds are placed** on a space that does not have room, they move back towards their Start space until they find a space with room.
- **When Zeds retreat**, they must always move back towards their Start space until they find the first space with room for another Zeds unit. When the stacking limit does not allow for all the units to retreat into the same space, the strongest unit remains closer to Town Center, with the weaker unit continuing to retreat until it finds a space with room.
- **Start spaces:** If there is no room to place a new Zeds unit or to retreat a Zeds unit into a Start space, place it on any available Start space. If all Start spaces are full, return that Zeds unit to the Zeds Cup.

> **If the Zeds shuffle their way to the Town Center space, you might as well smother yourself in Brown Sauce, Rookie, because it's all over. You lost, but don't worry; you won't live long enough to get all weepy about it. The Zeds are relentless, and you'll have to be even more so to save Farmingdale – so pay attention!**

= Zeds Movement Direction   = Track Spaces   = Not Track Spaces

Tracks: Each track has a name *(e.g., the "Forest track")* and a corresponding Track icon (🟩) that matches the track's symbols on the game board. Zeds move along these tracks going from the Start space towards Town Center.

Track spaces include all the spaces along a Track as it runs from the Start space to Town Center, except for the Start space itself. Other spaces, such as Hospital spaces, Laboratory, Refugee Camp, and Cemetery are not considered Track spaces.

Movement Example:

The Basic Game **Movement Example:**

This turn the Forest track has a Double Activation (🟩🟩) and it is the Zeds Phase. First, the closest Zeds units to Town Center will move. This is the wounded mob on space #5. Deputy Schmidt and Captain Piazza have been working hard to keep the Zeds here at bay, but they're moving in now.

1. The wounded mob enters the Village space. This is the first time a Zeds unit has set foot in the Village and the Civilians lose their Defiant marker when this happens *(see Rule 4.3)*.

2. Next, you select Schmidt to battle with the incoming Zeds. Thankfully, Schmidt wins the battle, eliminating the 3-strength Zeds unit and forcing the 2-strength Zeds unit to retreat because it lost; it returns to the #5 space.

3. The next closest Zeds units to Town Center on this track are the 3- and 4-strength units on space #6. Only one can advance since there is already a unit on space #5. There is room for one more Zeds unit in this space since the 3-strength unit was eliminated. *The stronger 4-strength unit on space #6 advances* to space #5, forming a new Zeds Mob.

For the second Forest track activation, the Zeds Mob (with the 2-strength and the 4-strength Zeds) on space #5 will enter the Village space again. This time, Schmidt is very unlucky in combat and must retreat. He and the Civilians must both leave since the Zeds Mob won. There is not enough room on the #3 space for both of them because Piazza is there, so you decide to leave the Civilians unit with Piazza and retreat Schmidt to the #2 space. Finally the 3-strength Zeds unit on space #6 advances to space #5.

During your Action Phase, you attempt to retake the Village space. You send Schmidt back in. This time, he is successful. The Zeds retreat back to space #5. There is only room for one of the Zeds there, however, so *the stronger 4-strength unit remains* there, and the weaker 2-strength unit retreats to the next available space, #6.

First Activation

🟦 Move   🟥 Attack   🟨 Retreat

Second Activation

## Action Phase

Rule 5. The Action Phase Part 1

The last Phase on an Event card, the **Action Phase**, is your chance to ensure the survival of Farmingdale. You spend Actions on your units so they may help defend Farmingdale by moving somewhere vital, attacking Zeds units, looking for more Ammo, etc...

You get Actions from the Current Event card, from your Player Action markers *(1 per Hero player)*, and from Character Action markers that come with some of the Heroes or other units in play.

5.1 Action Phase Procedure

1. **Determine how many Event Actions:** The Action Phase on the Current Event card shows the number of **Event Actions** you get this turn.

2. **Conduct Actions in any order:**

   a. Spend Character Action markers *(flip to show the **Spent** side)* to conduct a unit's **Character Action** as described on that unit's card.

   b. Spend **Player Action** markers and Event Actions to make *any* **Player unit** *(any unit you control)* do a **normal Action**. For example, you can spend your Player Action or 1 Event Action to move a Player unit or to have a Player unit Forage in a named space *(see Rule 5.2)*. Player Action markers and Event Actions can also be spent so that a Hero or Heroic Civilians unit can use a **special ability**, where their card specifies that the ability can be conducted *"as an Action."*

      i. Spend Player Action markers by flipping them to their Spent side.

      ii. Spend Event Actions by moving the Event Actions marker down the Event Actions track 1 space for each Action.

      iii. Player Actions and Event Actions work exactly the same way and can be used interchangeably, but in a multiplayer game each player chooses how to spend their own Player Action, while Event Actions are decided on as a group.

      iv. **When you take an Action:** Pay any additional requirements *(in Ammo, Supplies, etc.)* first.

      v. **Multiple Actions:** A unit can conduct multiple Actions each turn, including the same Action *multiple times* in a single turn, as long as the Action *(and any other)* costs are paid.

3. When you have no more Actions available or do not wish to spend any more Actions, proceed to the Housekeeping Phase *(see Rule 7)*. Unspent Actions do not carry over to the next turn and are lost.

When the rules say, "Spend 1 Action," this means that you must spend 1 Player Action marker or 1 Event Action before you can perform that Action.
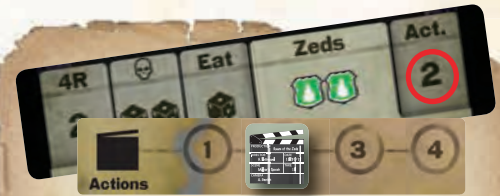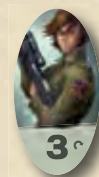
Use the *Event Actions* marker on the Event Actions track to count down your Event Actions as you spend them.

This marker is a movie slate to evoke the phrase, "Annnnnnd...Action!"

Player units are controlled by Hero players:

Regular Civilians

Heroes

Heroic Civilians

IMPORTANT

Who Am I?

When you spend an Event Action or your personal Player Action, you can activate any unit, not just your own.

This is how unassigned Hero and Civilians units get things done, or how your own unit can perform multiple Actions in a single turn.

For example, it is not unusual for a unit in a good Foraging location *(e.g., the Mine space)* to receive lots of Actions of all types from every player in an effort to scrounge up plenty of Ammo that turn.

Co-op Action Decisions: You do not need to spend your Player Action on your personal Hero unit. You can spend Actions on any Player unit.
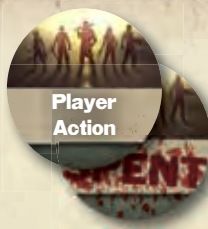
Normal Actions

May be performed by any Player unit by spending a Player Action or an Event Action:

Move *(may trigger Hand-to-Hand combat if unit enters a space with Zeds units)*

Forage *(for Ammo and Supplies)*

Gunfire attack

Player Action Marker
(Available/Spent)

Character Action Marker
(Available/Spent)

Initiative:
Once per Action Phase, he receives a Character Action to spend on his unit only. Place the **Initiative** marker on this card to keep track of when you have used this ability.

In the abilities section of Character cards, some abilities have darkened triangles to the sides to show that they have a Character Action marker associated with the ability. *(The backs of the Character cards also show you which counters to pick up for the Character.)*

5.2 Move

Spending 1 Action allows 1 Player unit to move. Units get a certain number of **Movement Points**, as indicated on their cards and can move that many spaces on the map per **Move Action**. The spaces must be connected.

How to Pick a Fight with Zeds: A Move Action can be used to move a Player unit *into* a space with Zeds, to fight them. Moving a Player unit into a space with Zeds immediately ends that Player unit's movement and begins a Hand-to-Hand combat *(see Rule 6)*.

> Now, don't get too friendly with your chosen Hero; you're in command of all the forces staring down the green-skins! Even if it's Taps for your personal Hero, you keep going with everyone that's left.
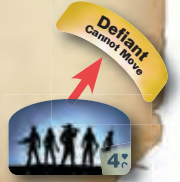
As a general rule:

Heroes can move 4 spaces.

Heroic Civilians can move 3 spaces.

Regular Civilians units can move 2 spaces.

Defiant Civilians cannot move until released *(see Rule 4.3)*.

Unit Movement Value

Movement Restrictions:

- **Start Spaces:** Cannot be entered by Player units as part of a Move Action.

- **Player Unit Stacking Limit:**
  » At the conclusion of each Move Action, *up to 2 Player units* can be in each space. The only exception is: Town Center can hold an unlimited number of Player units.
  » Your units can move through each other, but at the end of each Move Action, this stacking limit applies.
  » A Player unit entering a full space *(at its stacking limit)* as a result of a retreat or other effect *(e.g., Mr. Johnson's Traps ability)* must continue to move back or retreat until it reaches a space with room for it *(see Rule 6.4)*.

- **Stacked Player Units:**
  » Player units that are in the same space are **stacked** with each other. Stacked Player units move and take Actions *independently*. They cannot combine attacks, defenses, or any movement or Action.
  » When defending a space with 2 Player units, you *must* select the defending unit before making any combat die roll *(see Rule 6)*. Apply only the selected unit's combat bonuses and / or Terrain shifts for that combat. The selected unit must receive all Hits applied to its side. If the selected defending unit loses and must retreat, *both* Player units stacked there must retreat.

5.3 Forage

Player units can perform **Forage Actions** to try to increase your reserves of Ammo and ▱ Supplies.

Any Hero or Civilians unit located in a named space can perform a Forage Action. This includes immobile Civilians units with a Defiant marker. **Named spaces** include all spaces on tracks that have names *(such as Village spaces, Town and Town Center spaces, Farmingdale University, etc.)*. They do not include the Start spaces or any space identified only by number, nor do they include the Cemetery, Laboratory, Hospital spaces, or Refugee Camp.

> Ammo... I love ammo. You can't have enough of it, and them Zeds are real allergic to ammo.

Procedure:

1. Pick which unit is Foraging and spend 1 Action.

2. Roll a 🎲 and consult the Forage table on the Player Aid for the result.

3. Adjust the *Ammo* marker accordingly if you are successful.

4. Ignore Supplies (▱) results.

Scavengers: These are Hero units that can really forage, scavenge, and scrounge; for them a Forage Action is a two-dice ability.

Tracking Supplies and Ammo:

Move the *Supplies* and *Ammo* markers along their respective tracks to keep track of these resources. Each of these markers has a +10 side; when you acquire more than 10 of either of these resources *(lucky you!)*, flip its marker over to the +10 side, place it on the 1 space, and keep counting upward. When it drops below 11, flip it to its other side, place it on the 10 space, and count downward from there. You cannot have more than 20 of either of these resources *(any excess is lost)*.

Two-Dice Abilities

All **two-dice abilities** *(indicated by 🎲 🎲)* on a Hero card allow you to roll two dice when performing that Action.

You can choose the result of either die, but if you roll a natural double *(before any die roll modifiers)*, you receive that outcome twice!

5.4 Conduct a Gunfire Attack

Player units *(including immobile Civilians units with a Defiant marker)* can make a **Gunfire attack** against a Zeds unit in any adjacent space on their track. Gunfire attacks require Ammo.

- **Requirements:** Pick the Player unit that will make the Gunfire attack and then **spend 1 Action and 1 Ammo**. Follow the Combat procedure *(see Rule 6.1)*.
- When you have no Ammo, you cannot initiate a Gunfire attack. *Time to Forage for more ammunition!*
- **Restriction:** You cannot make Gunfire attacks into or out of Start spaces.

Long-Range Gunfire Attacks: A few units can make Long-Range Gunfire attacks from two *(or more)* spaces away, as indicated on their cards.

Long-Range Restrictions: You cannot conduct Long-Range Gunfire attacks through the Town Center space *(e.g., you cannot shoot from Downtown to Suburbia)*; however, you can shoot *over* any other space *(even over the heads of other units)*.

> The situation ain't pretty: the Mountain track is crumbling and the Suburbs are going to hell. What are you going to do about it, Twinkie? If your answer includes Gunfire Attacks, I like how you think!

Rule 6. Fighting

Hand-to-Hand combat immediately occurs when your Player units are in the same space as Zeds units for any reason.

Gunfire attacks take place at range between spaces during your Action Phase as an Action *(see Rule 5.4)*.

Winning and Losing in Hand-to-Hand Combat: The simple rule is, Retreat = Defeat.

- **There is Always a Winning Side and a Losing Side:** The winning side stays in the space where the fight took place; the losing side always retreats *(see Rule 6.4)*.
- **How to Tell Who Won or Lost:** The Combat Table highlights the side that loses and that, therefore, must retreat. The other side wins and stays in the space where it fought.
- **Dying and Winning:** The losing side has to retreat, *even if the winner died*.

> **Start spaces:** Hand-to-Hand combat never takes place on Start spaces nor can Gunfire attacks be made into or from Start spaces.
>
> Who wins a combat is extremely important for *Brains!* events, where the Zeds units, if they win, continue to move towards Town Center.

6.1 The Combat Procedure

Both types of combat, Hand-to-Hand and Gunfire, follow the same basic procedure, using the tables on the Player Aid to determine the result:

1. **Pay Any Costs:**
   - Gunfire attack: Spend 1 Action and consume 1 Ammo *(see Rule 5.4)*.
2. **Find the Correct Combat Table and Determine the Initial Column:**
   a. Find the correct Combat Table for either a Hand-to-Hand combat or Gunfire attack on your Player Aid.
   b. Determine the correct **Initial Column** for conducting that attack.
      i. Determine Strengths of Attacking and Defending Units:
         - A unit's **Strength** is the large number in the lower right corner of the unit.
         - A unit's Strength is unaffected by Hit markers. 💗
         - A Zeds Mob's Strength is the sum of the Strengths of all Zeds units in that space.
         - Player units never combine their Strengths. If there is more than one Civilians and / or Hero unit on a space, determine which unit is fighting. Only that unit's Strength is used.
      ii. For Gunfire Attacks: The Initial Column = the firing unit's Strength. Find this column on the Gunfire Attack Table on your Player Aid and proceed to step 3. *(Continued on page 14)*

Strength —

This Zeds Mob Strength total is 7

Action Phase Example:

Rule #7: Cardio

4R		Eat	Zeds	Act.
1		1		1

At the beginning of this Phase:
1. Place 1 new Zeds unit on an empty Start space of your choice, if possible. Otherwise, place it on the Start space with the lowest-strength Zeds unit. If and when a Zeds unit enters a space occupied by any Civilians or Hero unit this turn, you may freely retreat* that unit instead of engaging in Hand-to-Hand combat.
2. **Z**

• See Rule 6.4

Captain Piazza
Military

3 / **2**
5

Abilities:

Elite Sniper:
Piazza can make Long-Range Gunfire attacks. Her Gunfire Strength is based only on range:
3 spaces = 3
2 spaces = 4
adjacent = 2

Overwatch:
After she makes a Gunfire attack, she may withdraw (*move away*) from her target by 1 space. Any Player unit in her space (*except in Town Center*) may be moved with her, including Defiant Civilians (*remove their Defiant marker*).

Ammunition Crafting:
Piazza can make her own Ammo and then shoot. Spend 2 Actions to make a Gunfire attack using 0 Ammo. This may be done multiple times per Action Phase.

Military:
In a Versus game, she can Arrest Un-Zeds units on a 🎲 of ⚅⚅, ⚅⚅, or ⚅.

Mayor Hernandez
Civic

2 / **1**
4

Abilities:

Keys to the City:
Add one (*+1*) to all Forage die rolls made in a Town or Town Center space.

Traffic Control:
Entering Town Center costs a moving unit 0 Movement Points.

The Citadel:
Once per Action Phase, he may spend his Citadel Action marker to give a unit in Town Center a free Gunfire attack (*it still costs 1 Ammo*) with a **1▷**. Place the **Citadel** marker on this card to keep track of when you have used this ability.

Motivational Speech:
Once per game, he may spend his Motivational Speech Action marker to give a powerful, gripping speech. Every other Player unit in a Town space, inspired by it, immediately receives 1 free Action. Place the **Motivational Speech** marker on this card to remind you about this ability.

Deputy Schmidt
Law Enforcement

4 / **2**
4

Abilities:

Initiative:
Once per Action Phase, he receives a Character Action to spend on his unit only. Place the **Initiative** marker on this card to keep track of when you have used this ability.

Eagle Scout:
He receives a **1▷** in all Hand-to-Hand combat.

Tough:
Each time he receives a Hit, 🎲:
⚅, ⚅, or ⚅ = he suffers that Hit normally
⚅⚅, ⚅⚅ or ⚅⚅ = that Hit is cancelled

Martial Arts:
In every Hand-to-Hand combat, he is allowed one re-roll (*and that result is final*).

Law Enforcement:
In a Versus game, he can Arrest Un-Zeds units on a 🎲 of ⚅⚅, ⚅⚅, or ⚅.

Sheriff Hunt
Law Enforcement

5 / **3**
4

Abilities:

Leadership:
Once per Action Phase, he may spend his Leadership Action marker to give one Civilians or Refugees unit in a space on or next to him 1 free Action. Place the **Leadership** marker on this card to keep track of when you have used this ability.

Long Range:
He can make a Gunfire attack from two spaces away, but with a **◁1** penalty.

Tough:
Each time he receives a Hit, 🎲:
⚅, ⚅, or ⚅ = he suffers that Hit normally
⚅⚅, ⚅⚅ or ⚅⚅ = that Hit is cancelled

Martial Arts:
In every Hand-to-Hand combat, he is allowed one re-roll (*and that result is final*).

Law Enforcement:
In a Versus game, he can Arrest Un-Zeds units on a 🎲 of ⚅⚅, ⚅⚅, or ⚅.

After setting up a solo game, your Heroes include Captain Piazza, Mayor Hernandez, Deputy Schmidt, and Sheriff Hunt. Your Heroic Civilians unit is the Farmingdale Furies. Your first Event card is *Rule #7: Cardio*. During the Zeds Phase, a 9-strength Zeds unit ended up in East Irek, because your 3-strength Civilians unit opted to retreat rather than fight.

So now it's the Action Phase:

Step 1: The Current Event card reads "1" for the Action Phase, so the Event Actions marker is placed on the "1" space of the Event Actions track.

Step 2: Conduct Character Actions, Player Actions, and Event Actions. These can be done in any order. So let's look at the situation.

Step 2a: Consider your options and your resources:

You have 1 Event Action and 1 Player Action *(you're playing solo)*, so you can take a total of 2 Actions using any of your Hero or Civilians units.

There is a big Zeds unit heading down the Suburbs track, and your 3-strength Civilians unit is right in their path...

You have a sniper, Captain Piazza, and you have 4 Ammo *(from setup)*. She can shoot best when she is 2 spaces away from her target.

You always want to Forage for more bullets *(Ammo)*.

The Mayor has Character Actions, but the Citadel only lets a unit in Town Center do a Gunfire attack, and there are no Zeds that close yet, thank goodness! He also has a Motivational Speech, but that Character Action can only be used once per game. So, you should probably save that for a greater emergency.

Deputy Schmidt has a Character Action that he can spend on just himself every Action Phase, so you will want to do something with him.

Sheriff Hunt also has a Character Action which lets him boss around any Civilians unit near him.
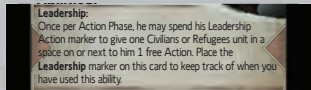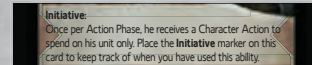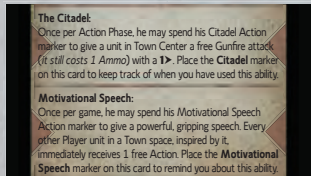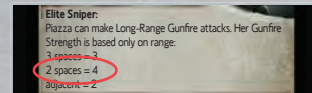
Step 2b: Take those Actions!

Player and Event Actions: Since you only have 2 normal Actions (1 Event Action plus 1 Player Action) that can be used by any of your units, you decide to focus on the biggest threat, the 9-strength Zeds. (1) You spend 1 Action, flipping your Player Action marker over for that, to Move Piazza to Beauxville (#3 space on the Suburbs track). (2) You spend your 2nd Action, moving the Event Action marker from "1" to "0" on its track, to shoot *(make a Gunfire attack on)* the 9-strength Zeds. That's it for your Player and Event Actions this turn. That leaves...

Character Actions: You only have 2 useful Character Actions this turn: Schmidt's and Hunt's. So you decide to send Schmidt down the Suburbs track as back-up for Piazza. (3) You spend his Character Action marker *(flipping it to its Spent side)* to Move him to the #2 space since that is as far as he can go with 1 Move Action *(the #3 space is full with the Defiant Civilians and Piazza)*. (4) Finally, you decide that more bullets will be useful, so you spend Hunt's Character Action marker to have a Civilians unit in Town Center Forage for more Ammo.

And that is all you can do for this Action Phase.

Your heroes and heroic civilians are a ***team***. Don't go sending them around the county hot-dogging on their own until they end up as zombie chow! You need to figure out what the best way is to use them together and get the most of their different combinations. This ain't no video game, Hot Shot; these are people's lives, and they're counting on you to help them get their acts together. We don't have time to send you to OCS to learn how to scratch your butt; you've got to figure out your leadership role and start directing these people effectively ***and fast!***
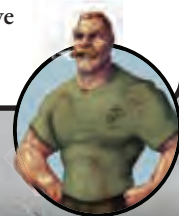
iii. For Hand-to-Hand Combat:

- Compare the Zeds units' Strength to the fighting Player unit's Strength.

- Use how strong the Zeds are compared to the Player unit to determine the appropriate Initial Column on the Hand-to-Hand Combat Table on your Player Aid.

3. **Apply Column Shifts and Determine the Final Column:**

Certain abilities and / or conditions shift the Initial Column *(from the above step)* a number of columns to the **left** (◄#), which is bad for you, or **right** (#►), which is good for you. After applying the net shift, use that **Final Column to determine the Combat Result**. For example, a combat with these shifts: ◄1, ◄1, and 1►, would have a net shift of ◄1 applied; the Final Column would be the one *to the left* of the Initial Column.

Many of these shifts (◄ ,►) are indicated on Hero, Event, and Fate cards, while others are shown on various markers. The effects of combat shifts are cumulative.

Terrain shifts (🔲)are a special kind of shift that apply **only when your unit is defending** in Hand-to-Hand combat, and you receive **only the single best Terrain shift**. Zeds never get Terrain shifts.

Named spaces automatically give defending Player units a Terrain shift:

- 🔲 if a Player unit is defending in a named space *(e.g., a Village space, the Campground, etc.)* outside of Town.

- 🔲 if a Player unit is defending in a Town space *(e.g., the #0 spaces such as Downtown or Suburbia).* As a rule, you do not defend at Town Center; if the Zeds enter that space, you instantly lose.

Be sure to apply the net shift of all the markers and abilities plus the single best Terrain shift *(when defending)* to each combat.

Player units are only considered to be defending when Zeds enter their space, regardless of how.

4. **Determine the Combat Result:** Roll two dice (🎲 🎲):

a. Find the sum on the left side of the Combat Table.

b. Cross-index this sum with the Final Column to determine the Combat Result.

i. **For Gunfire Attacks:** The numbers indicate how many Hits are applied to the target unit.

ii. **For Hand-to-Hand Combat:** The number to the *left* is the Hits applied to the *Zeds units* and the number to the *right* is the Hits applied to the *Player unit*. The highlighted side indicates who lost.

5. **Apply the Hits:** First to the Zeds, and then to your unit. See Rule 6.2.

6. **Apply Retreats:** See Rule 6.4.

> How Things Roll in *Dawn of the Zeds*: Higher die rolls are always better for the Hero's side than low rolls. High is good! Low is bad…

2 **1**

Hits to Zeds *(Lost the fight)* | Hits to Player Units

Initial Column

Zeds x3: When the Zeds units' Strength is at least three times greater than the Player unit's Strength.

Zeds x2: When the Zeds units' Strength is at least two times greater, but less than three times greater, than the Player unit's Strength.

Zeds Advantage: When the Zeds units' Strength is greater than, but less than two times greater, than the Player unit's Strength.

Equal To: The Zeds units' Strength and the Player unit's Strength are the same.

Human Advantage: When the Player unit's Strength is greater than, but less than two times greater than, the Zeds units' Strength.

Human x2: When the Player unit's Strength is at least two times, but less than three times, greater than the Zeds units' Strength.

Human x3: When the Player unit's Strength is at least three times greater than the Zeds units' Strength.

6.2 Applying Hits

Hits represent the amount of damage a unit can sustain. After obtaining the Combat Result, apply the indicated number of Hits *(sustained damage)* to the affected Zeds first. Then apply any Hits to the Player unit.

How to Apply Hits:

1. **Determine who is taking damage:**

   - If only one unit is involved for the Zeds or the Hero side, the unit fighting is the unit that takes the damage.

   - You may apply Hits to Zeds Mobs in any way you desire, placing all the Hits on one unit or splitting them between all the units.

   - When more than one Player unit is on the space, apply Hits *only* to the unit involved in the fight.

2. **Apply Hits:** Regardless of how damage occurs, it is applied in the same way.

   Each unit has icons on each side that indicate how damage is shown on that unit; apply the indicated markers or actions to apply Hits to a unit:

   - Each ♥ represents 1 Hit; place 1-Hit markers 🛡 or 2-Hit markers 🛡x² on the unit when they are damaged.

   - A ↷ represents the last Hit on the full-strength side, which is enough to flip the unit over to its reduced-strength side.

   - An ✖ represents the last Hit on the unit's reduced-strength side, which is enough to eliminate the unit.

The number of symbols on each side of the unit indicates how many Hits of damage it can take before it is either reduced in Strength or eliminated.

When units take their last Hit:

   - Hero and Civilians units get a Saving Roll *(see Rule 6.3)*.

   - Zeds units are returned to the Zeds Cup.
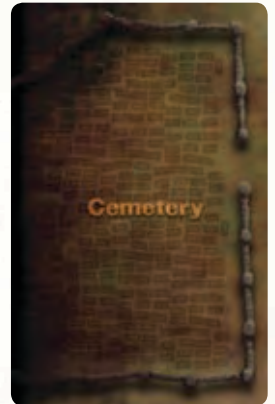
6.3 Saving Rolls

Procedure for *The Basic Game* Only: When a Player unit suffers its last Hit, roll one die (🎲):

   - If the result is 1, 2, or 3, immediately place it in the Cemetery.

   - If the result is a 4, 5, or 6, immediately place it in Town Center: on its reduced-strength side if it is any Civilians unit; on its full-strength side if it is a Hero unit.

The Cemetery: Player units in the Cemetery are considered **eliminated** and removed from play.

6.4 Applying Retreats

When units retreat, they never remain in their current space, no matter what obstacles are in their way:

1. **In Hand-to-Hand combat:** the side whose Combat Result is highlighted lost that battle and any of its remaining units must **retreat** one space. Even if the winning unit or units were eliminated, the losing units must retreat. If there

Death Does Not Release You

If your personal Hero unit is in the Cemetery, take control of an unassigned Hero or Heroic Civilians unit if (or as soon as) one is available; simply move its card in front of you to symbolize that.

Applying Hits Example:

A Regular Zeds unit shows ♥ ♥ ↷ on its full-strength side and its reduced-strength side indicates ♥ ♥ ✖.

1st Hit	2nd Hit	3rd Hit	4th Hit	5th Hit	6th Hit
		Flipped			**Eliminated**

Hand-to-Hand Combat Example

During the Action Phase, it appears that a Zeds Mob with an undamaged 4-strength Zeds unit and a nearly dead 1-strength Zeds unit on the Forest track space #2 is the most immediate threat.

A Civilians unit, although at reduced-strength (2-strength) and with only 1 Hit left, is next door in the #1 space. This unit has the Well-Armed marker, giving it a 1▶ in all combat. With the Zeds so close to Town Center, you have nothing left to lose, and so you boldly send the Well-Armed Civilians charging in to conduct Hand-to-Hand combat.

Initial Column

Final Column (After Column Shift)

Compare the Strengths of the combatants: your 2 to the Zeds' 5 *(the sum of the Strengths of the two Zeds units on that space)*. This means you start at the **Zeds x2 column**, because the Zeds are more than 2x as strong as the Civilians, but less than 3x their Strength.

Check for shifts (◀,▶) for this battle. Because the Civilians are Well-Armed they get a 1▶ in all combat. So you will fight 1 column to the right of the Initial Zeds x2 column, on the **Zeds Advantage column** of the Hand-to-Hand Combat Table.

Roll two dice (🎲 🎲); their sum is 10 *(nice rolling!)* which gives a result of 2/1.

Eliminated   To Town Center
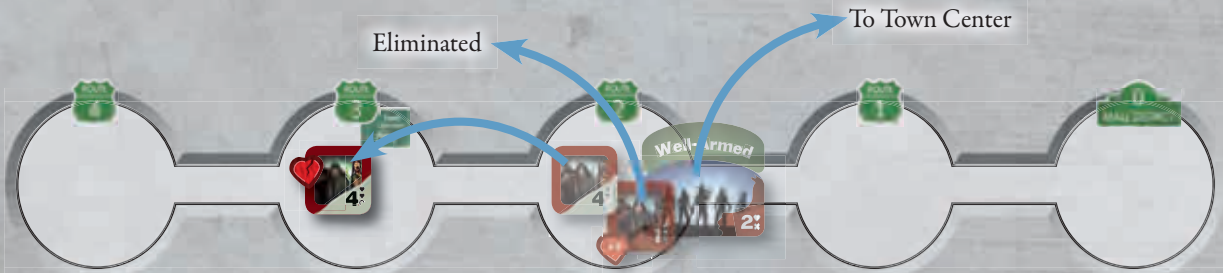
Apply the Hits, always starting with the Zeds. You apply 2 Hits to the Zeds. First, place one Hit marker on the nearly dead 1-Strength Zeds unit which is enough to eliminate it, and you put it back into the Zeds Cup. Then you apply the second Hit by placing a 1-Hit marker on the 4-strength Zeds. Finally, you apply 1 Hit to the Civilians which might eliminate them. Is this the end of our Well-Armed Civilians?
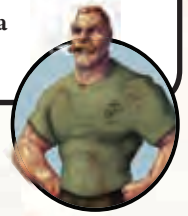
Make a Saving Roll for the doomed Civilians; you roll a 4, sending them to Town Center with their reduced-strength side showing.

Retreat those Zeds; the Zeds' result was highlighted, so despite the Civilians' near-tragic outcome, the defending Zeds lose and must retreat *(Rule 6.4)*, shuffling back to the Farm space *(#3)*.

is more than one Player unit on the space and either Player unit lost, *both units must retreat* even though only one of them actually fought the Zeds.

2. **Retreat from Gunfire Attacks:** Units do not retreat from Gunfire attacks.

3. **Retreat and More Fighting:** Depending on what is causing a retreat, it is possible that a unit will be forced to retreat into a space with an enemy unit, beginning a new Hand-to-Hand combat. The retreating unit is the attacker in this case.

4. **Retreat Direction:**

   • **Zeds units** always retreat towards the **Start space** of their track.

   • **Hero and Civilians units** retreat toward **Town Center** when *defending*.

   • Hero and Civilians units retreat back to the space they attacked from when *attacking*.

5. **Retreat when There is no Space:**

   • **Zeds units** fill in available spaces as they retreat, leaving the strongest units closer to Town Center *(see Rule 4.6)*.

   • **Player units** fill in available spaces as well, but it is the Hero players' choice which units fill these spaces *(see Rule 5.2)*.

6. **Withdrawing and Backing Up:**

   Occasionally Player units will **withdraw** or **back up** *(move back 1 space)* because of an ability *(such as Mr. Johnson's Traps)* or other circumstance. Withdrawing from a space and backing up work the same as a retreat but are not considered losing *(this is important for **Brains!** events)*.

Rule 7. Housekeeping Phase Part 1

The **Housekeeping Phase** is when you tidy up things at the end of one turn to prepare for the next. First, discard the current Event card. Then, reset the Actions.

At the end of the Housekeeping Phase, that turn is over and you begin a new turn by revealing the next Event card.

7.1 Actions Reset

Place the *Event Actions* marker on the 0 space of its track (if it is not already there) and flip any spent Action markers to their Ability side.

Continue play until you win *(on the last card)* or you lose *(when the Zeds enter Town Center)*.

If you win, consult the Scoring and Epilogues sections of *The Setup and Epilogue Book* to see how you did.

Appendix I: Rule 2. Fate Draw and Fated Events

Fated Events occur in all levels of *Dawn of the Zeds*. When an Event directs you to make a **Fate draw**:

1. **Draw a Fate card**

2. **Where?** Examine the top of the Fate card to determine the **Fated track**. That is the track where the Event will occur *(e.g., Highway or Forest)*. Some tracks are described:

   • **Most / Fewest Zeds Units:** Compare the total number of Zeds units on each track. When there is a tie, it is your choice.

   • **Player's Choice:** Choose any track in play.

3. **Complete the Fated Event on the Fated track.**

4. **The Plot Twist:** After completing the Fated Event, examine the Fate card's text. This is the Plot Twist:

   a. Play this Card: This is usually bad; you must perform this Plot Twist event immediately. After completing the Plot Twist, discard this Fate card.

   b. Hold for Later: This is usually good; the card's instructions state when and how it may be played on this or any future turn. Unless otherwise instructed, the Fate card is discarded after its use.

5. **Resume Play:** Go back to where you left off when you had to make a Fate draw.

> Retreating is for losers, Rookie, and don't let that be you! Sarge says, "Roll high enough and retreating will never be your problem." I'll be watching you, Killer, so drop and give me twenty die rolls right now! You call that a die roll!?

Where?
Card Title
When Plot Twist Occurs
Plot Twist Event Text

Above-Ground Tracks: Some Events or Actions can only take place on above-ground tracks. When you are playing with the "A" side of the map, all the tracks are above ground.

Appendix II: Rule 3. Zeds Pressure Events

These rules only apply during:

- Co-op games — OR —
- Versus games where there is more than one Hero player in the game.

In a solitaire game, ignore these multiplayer rules.

All Zeds Pressure Events (**Z** and **Z**) depend on the number of Hero players. A solo player gets no Zeds Pressure Events, but when there are more Hero players:

The number of events = total number of Hero players minus 1

3.1 Zeds Movement Pressure (**Z**)

Z stands for Zeds Movement Pressure. This is an extra movement for the strongest Zeds; the more players in the game, the faster the Zeds will approach Town Center.

The strongest Zeds units or Zeds Mobs are the ones **activated** to move.

When the Event card says "**Z**,"

1. Determine how many Zeds units or Zeds Mobs will move:

    Total number of **Z** = Number of Hero players minus 1

2. Follow these **Z** instructions:

    a. The strongest Zeds unit or Zeds Mobs *(when there are multiple Zeds on a space)* will move, so, determine the total Strength of Zeds on each space by adding up the Strength for each Zeds unit on that space.

    b. Move the Zeds unit or Zeds Mob with the highest Strength one space closer to Town Center. If it cannot move, pick the strongest Zeds unit or Zeds Mob that can move. If this is tied, move the one that is already closest to Town Center. If this is tied, it is your choice which of the tied spaces to activate.

    c. Resolve any combat *(see Rule 6)*.

    d. If you have more than 2 Hero players, move the next strongest Zeds Mob or unit that can move, and then repeat one more time if you are playing with 4 Hero players.

3.2 Zeds Placement Pressure (**Z**)

Z stands for Zeds Placement Pressure. This places more Zeds units on the map. The more players in the game, the more Zeds will appear.

The tracks with the fewest Zeds will get new Zeds.

When the Event card says "**Z**,"

1. Determine how many Zeds units to add:

    Total number of **Z** = Number of Hero players minus 1

2. Follow these **Z** instructions:

    For each Hero player other than you, draw 1 Zeds unit, one at a time, and place it on the Start space of the track where there are the fewest Zeds units *(see Rule 2; Appendix I)*. If this space already has 2 Zeds units, place the new Zeds on any other Start space with room (see Rule 4.6).

If you are adding multiple Zeds units, the number of Zeds on the tracks changes with each new unit added *(see example)*.

In the event of a tie, you may choose on which track the new Zeds unit goes.

That's it! You are ready to play. Go take out some Zeds!

For 4 Hero players:
there are 3 Zeds Pressure Events

For 3 Hero players:
there are 2 Zeds Pressure Events

For 2 Hero players:
there is 1 Zeds Pressure Event

Quick Version: **Z** : Move 1 Zeds unit or Zeds Mob *(from strongest to weakest)* per extra player.

When players cannot agree on a course of action, they should roll a die *(or flip a coin)* to resolve these issues.

Quick Version: **Z** : Add 1 new Zeds unit per extra player to Start spaces of tracks with fewest Zeds.

Zeds Movement Pressure Example (in blue)

An event's instructions read: "⟱Z." Oh, no!

You are playing with your 3 best gaming buddies, so that means that you must move (⟱Z) 3 Zeds units or Zeds Mobs *(1 for each player other than you)*.

(1) The space with the strongest Zeds units is the Start space of the Forest track with a 12-strength Zeds Mob *(containing a 4-strength and an 8-strength Zeds unit)*. This mob moves forward 1 space.

(2) For the second ⟱Z, there is a tie. There is a 9-strength Zeds unit on the #6 space of the Suburbs track and a 9-strength Zeds Mob *(with a 4-strength and a 5-strength Zeds unit)* on the #4 space of the Highway. Since the Highway space is closer to Town Center, the Zeds Mob should move. Only the 5-strength Zeds unit moves forward, though, because there is a 6-strength Zeds unit on that space already, and there is no room for the whole Zeds Mob.

(3) Because the 5-strength Zeds unit moved into a space that contained a 6-strength Zeds unit, the next strongest Zeds unit or mob that can move is the new 11-strength Zeds Mob. So the 5-strength Zeds unit that just moved will move again as part of the new strong 11-strength Zeds Mob.

Zeds Placement Pressure Example (in white)

An event's instructions read: "[Z]."

You are playing with 3 of your friends again, which means that you must place 3 new Zeds units *(1 for each player other than you)*.

You draw 3 units from the Zeds Cup, one at a time, and place them. (1) The first Zeds unit goes on the Start space of the track with the fewest Zeds *(the Mountain track)*. This track had the fewest Zeds units since there were no Zeds on it at all.

(2) To place the second Zeds unit, you need to find which track has the fewest Zeds now. In this case, there are 2 such tracks, the one you just added a Zeds unit to *(it now has 1 Zeds unit)* and another track *(Suburbs)* which also has 1 Zeds unit. In this case, you can choose which track's Start space to add that new unit. You add it to the Suburbs track.

(3) The third Zeds unit must be added to the Start space of the Mountain track since, with only 1 Zeds unit, it now has the fewest Zeds again. You place the third Zeds unit and resume play.

The Basic Game Quick Reference Chart

Ignore all instructions for: Infection 💀 Supplies 🎒 Healing

Sequence of Play

1. Turn over the next Event card

2. Skip 4R, 💀, Eat Phases

3. Zeds Phase *(Rules 4 and 6)*

Place or move Zeds units on all tracks in the order in which they are listed on the Event card.

- If there are no Zeds units on the track, place a new Zeds unit on its Start space.
- Otherwise, move all Zeds on that track. If there is more than 1 Zeds unit on a space, they move together.
    - » Move the Zeds units 1 space forward in order from closest to Town Center to farthest from Town Center.
    - » Check for Hello Movement Events *(see Rule 4.4)*.
    - » Resolve any Hand-to-Hand combat *(see Rule 6)*.

4. Action Phase *(see Rule 5)* in any order:

- Spend Character Actions
- Spend Player Actions
- Spend Event Actions

Use Player and Event Actions for normal Actions:

- Move *(may trigger Hand-to-Hand combat, see Rule 6)*
- Forage
- Gunfire Attack *(see Rule 6)*

5. Housekeeping Phase *(see Rule 7)*

- Discard the Current Event card
- Reset *(flip)* Action markers

Fate Draw (Rule 2)

- Draw Fate Card
- Determine **Where?** for the Event
- Complete the Event
- Play This Card *(Plot Twist)* or Hold for Later
- Resume Play

Zeds Pressure (Rule 3)

- **⇒Z** : Move 1 Zeds unit or Zeds Mob *(from strongest to weakest)* per extra player.
- **🅩** : Add 1 new Zeds unit per extra player to Start spaces of tracks with fewest Zeds.

Hand-to-Hand Combat

1) 💀 *(Skip in this level)*

2) Combat Column = Total Zeds Strength compared to Player Strength

3) ◄ or ► to get Final Column

Apply markers, abilities, and effects

If defending: use best Terrain shift (◄►)

4) 🎲🎲 and Determine Results (cross-reference 🎲🎲 result with Final Combat Column)

5) Apply Hits:

Left # = Hits to Zeds
Right # = Hits to Humans

6) Apply Retreats

Gunfire Attack

1) Gunfire attack: Spend 1 Ammo

2) Combat Column = Attacker Strength

3) ◄ or ► to get Final Column

Apply markers, abilities, and effects

4) 🎲🎲 and Determine Results (cross-reference 🎲🎲 result with Final Combat Column)

5) Apply Hits:

All Hits applied to target Zeds