

**RULES
& MISSIONS**

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THE AGE OF STEAM

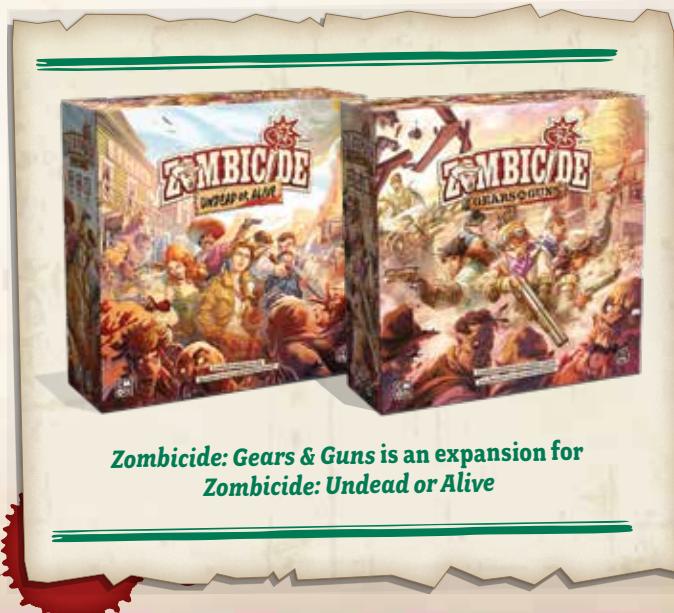
We live in another world. The world of tomorrow. It took a few decades to set aside our differences. In the end, we stood together as a united nation and took a step into the future. This is the Age of Steam! Everyday life has been changed and we offer an American dream to anyone willing to brave new frontiers. Railroads run by the biggest train companies connect most cities, making travel fast and secure. Prosperity enables engineers to create the most daring inventions. And going West will offer even more opportunities. Wild territories, vast resources, and a better life! Steam carries us to these promising lands, protects us against all perils, and heralds a new dawn for civilization.

And yet...

Rumors persist about frontier towns being erased from the map, of people going mad and hurling themselves into murderous rages. Is it some kind of exotic illness? Who knows, and honestly, who cares? You cannot stop progress. Full steam ahead in the name of science!

Zombicide: Gears & Guns is an expansion for *Zombicide: Undead or Alive*. It is set in an alternate version of the Old West. The USA used its vast resources to advance steam technology much more than it was in our reality. Railroads are common, and most people possess steam-powered equipment, in one form or another.

This book details advanced rules to play *Zombicide* in a world of... Gears & Guns!



ADVANCED RULES

At first, steam-powered gear was for the daring and, sure, accidents happened. Things evolve, though, and nowadays, even your grandma could fire a steam pistol safely. What did you say? Well, yes, I admit, an informed user may push the gears beyond limits, “going Full Steam”, so to say, and get impressive results. But, you know, there is a little risk! Show you how it’s done? Sure!

The power of Steam is no longer limited to Trains and has conquered the rest of the Wild West. These advanced rules are meant to represent the Steam revolution and to enhance the *Undead or Alive* game with new features. They are used in the *Dangerous Wonders* Campaign (P. 17) and may be used in one-shot Missions as well.

ADVANCED EQUIPMENT RULES



The Advanced versions of the Equipment and Bounty Weapon decks simply replace their core versions from Undead or Alive. The Invention deck is only used with Gears & Guns tiles. These decks use the Steam and Keep rules.

Gears & Guns comes with several Equipment decks using the special Steam dice.

- **Gears & Guns'** Advanced decks (Equipment and Bounty Weapons) replace their counterparts from *Undead or Alive*. Their Equipment cards feature the Steam bonuses and Keep values, detailed to the right. *To use them, simply replace the corresponding decks with their Advanced counterparts.*
- The Inventions deck is used with **Gears & Guns** tiles and the *Dangerous Wonders* Campaign (P. 17).

NOTE: Although Inventions have tile requirements, players are free to use them in their own home-made Missions and Campaigns!

THE STEAM DICE



The Depleted symbol replaces the “1” on Steam dice.

The Steam dice are used like regular dice, with a special “Depleted” symbol replacing the “1”. Apply the corresponding game effects whenever a Depleted result is rolled.

GOING FULL STEAM

A steam regulator? I don't know about such things.

– Ricwhard



These weapons have Steam boost effects. The corresponding Steam bonuses offer extra dice to roll against Zombies, along with nice bonuses (increased Range, better Accuracy, or free Reloads, for example). Be careful! Going Full Steam may Deplete the weapon, making it useless until it is Refilled.

A player may declare *going Full Steam* before any Combat Action performed by their Survivor using a Steam weapon (a weapon with a Steam Value). Steam bonuses then kick in, offering alternate and better characteristics and game effects.

For the ensuing Combat Action, the player uses the weapon's Steam bonuses:

- They add the written amount of **Steam dice** to the standard dice to resolve the Action. It's all or nothing. The whole Steam dice amount is added to the pool.
- **Melee weapons** get better Accuracy (the target value is 1 point lower). *Brawlers, strike hard and true!*
- **Rifles** get extra Range (the extra Range is taken into account to determine the target Zone, before declaring going Full Steam). *Far-seeing Townsfolks, rejoice!*
- **Pistols** get a free Reload (to be immediately used with the Pistol). *Gunslingers, enjoy Fanning like there's no tomorrow!*
- Some weapons may grant other Steam effects. Check the Equipment card to find out more!



Some Equipment cards, like the Knife, may grant additional Steam dice. The same goes with the Engineers' Class Ability (P. 9) and dedicated Skills (P. 30)!



The Steam dice act like standard dice, adding hits if the weapon's Accuracy value is met. However, rolling  on any of the Steam dice (ONLY Steam dice, standard dice do not generate ) means the weapon is Depleted. Turn the Depleted weapon's card upside down immediately after the Combat Action is resolved. It cannot be used anymore until it is Refilled (see the sidebar). A Depleted weapon is still an Equipment card. It still occupies a slot in the inventory and can be discarded or traded as usual (trading a weapon does not automatically Refill it).

- Steam dice cannot be re-rolled unless a game effect specially states so. The Lucky Skill or Plenty of Shells cards have no effect on Steam Dice, but +1 Steam re-roll Skill does!
- Depleted weapons lose all their characteristics (including their Keep value, see P. 7) and special effects, until being Refilled.
- Dual weapons add both weapons' Steam dice to the pool. Each  rolled means one of these weapons is Depleted. So, both weapons are Depleted whenever 2  (or more) are rolled.



Rolled a ? Turn the Equipment card upside down. It can no longer be used until being Refilled!

REFILLING DEPLETED STEAM EQUIPMENT



Discarding a Steam Bottle is the most practical way, but not the only one, to Refill Depleted Equipment.

Depleted Equipment may be Refilled in several ways:

- By discarding a Steam Bottle.
- An Engineer Class Survivor may spend 1 Action and Deplete 1 Equipment to Refill another (P. 9).
- By spending 1 Action in an active Nozzle's Zone (P. 11).



EXAMPLE 1: Bonnie goes Full Steam with a Saber. The weapon rolls 2 standard dice and 1 Steam die. Its Accuracy also goes from 3+ to 2+. All 3 dice are grouped for the roll with a 2+ Accuracy. The standard dice roll  and , obtaining 1 hit. The  is not a Depleted, as it is a standard die. The Steam die rolls , which is enough to hit thanks to the Accuracy bonus! The Attack obtained 2 hits total.



EXAMPLE 2: Nora goes Full Steam with a Winchester. The weapon rolls 2 standard dice and 1 Steam die. Its Range also goes from 1-3 to 1-4. The standard dice roll  and , obtaining 2 hits. The Steam die rolls a ! The Attack roll obtained 2 hits and 1 . Both hits are assigned as usual. Then the Winchester's card is turned upside down. The rifle cannot be fired until it is Refilled!



EXAMPLE 3: Richard goes Full Steam with Dual Machetes. Each weapon rolls 1 standard die and 1 Steam die. All dice are grouped for Dual use, totaling 2 standard dice and 2 Steam dice, with an enhanced 2+ Accuracy. The standard dice roll 0 and 1, obtaining 2 hits. The Steam dice roll 0 and 1, obtaining 1 hit and 1 miss. The Attack roll obtained 3 hits and 1 miss. After all hits are assigned, 1 of the Machetes is turned upside-down. The other Machete can still be used.



The Keep value allows Survivors to keep Equipment cards from one game to the next. The most potent weapons are often the hardest to keep!

Each Survivor's inventory is discarded at the end of each Mission, save for the Equipment cards featuring a Keep value. Roll an amount of Steam dice corresponding to the Keep value of each of these cards, individually:

- If 1 miss or more is rolled, the Equipment card is discarded. It had a malfunction of some sort before the next Mission and is lost.
- If no miss is rolled, the Equipment card is kept. The Survivor begins the next Mission with the Equipment. Its card is automatically assigned to them during Setup, in addition to any Starting Equipment they get. They can organize their inventory as they please before the mission starts.



EXAMPLE 4: Thadeus goes Full Steam with Dual Sawed-Offs, having a Plenty of Shells card in his inventory. Each weapon rolls 2 standard dice and 1 Steam die. All dice are grouped for Dual use, totaling 4 standard and 2 Steam dice with 3+ Accuracy. The standard dice roll 0, 1, 1, and 2, obtaining 2 hits. The Steam dice roll 0 and 1. 2 hits! Steam dice cannot be re-rolled, meaning both Sawed-Offs will be Depleted after the Ranged Action is resolved. The player can use Thadeus' Plenty of Ammo card to re-roll the 4 standard dice and try to improve his results, though!

KEEPING YOUR EQUIPMENT

This rifle once belonged to my mother, who inherited it from my grandfather. My mother, "Ma", already customized it a bit. I brought my own touch and expect the weapon to go to my own kids. Trust me, using steam is all about keeping your head cool and water hot!

Players may want to play consecutive *Zombicide* games with the same Survivors or play a Campaign like the one featured in this expansion. In these cases, the Keep value simulates the Equipment cards' durability, allowing Survivors to keep some of their gear from one Mission to the next.

NOTE: The Keep roll cannot be re-rolled in any way.

IMPORTANT: Depleted Equipment cards do NOT have Keep values, and won't be kept from one game to the next. Make sure all Steam weapons are filled before the game ends!

NOTE: If there are ever insufficient Equipment cards available to distribute among Survivors with Equipment Kept for that Mission, players decide which Survivors receive the Equipment (the others simply lose them).

EXAMPLE: Jean ends a mission with a Chainsaw (Keep 6), a Knife (Keep 4), a pair of Sawed-Off (Keep 5), and a Plenty of Shells (no Keep value) Equipment cards.

- The Plenty of Shells Equipment cards has no Keep value. It is discarded right away.
- 6 Steam dice are rolled for the Chainsaw: 0, 0, 0, 0, 0, and 0. A single Depleted is enough to lose and discard the weapon.
- 4 Steam dice are rolled for the Knife: 0, 0, 0, and 0. No Depleted result. Jean will have it for the next Mission.
- 5 Steam dice are rolled for the first Sawed-Off: 0, 0, 0, 0, and 0. No Depleted, the Sawed-Off is kept as well.
- 5 Steam dice are rolled for the second Sawed-Off: 0, 0, 0, 0, and 0. 2 Depleted rolls! The Sawed-Off is lost and discarded.

NEW EQUIPMENT TRAITS

“Patented, pressurized equipment. Keep away from fire, pointy objects, and animals”. Haha, yeah, sure!

Some Equipment featured in *Gears & Guns* have special game effects. They are detailed below.

ARMOR



The Body Armor Type B52 grants Armor rolls against Zombies.

Survivors with an Equipment card with an Armor number (like the Body Armor Type B52, with a 4+ number) in their inventory can perform Armor rolls to avoid Attacks. Roll as many dice as the number of Zombie Attacks the Survivor wants to avoid. Each die result that equals or exceeds the Armor number of the armor card negates a Zombie Attack of the Player's choice on a one-for-one basis.

- Armors have no effect on Abomination Attacks, nor on effects eliminating all Actors in the Zone.
- Multiple Armors don't stack. Choose one when the Zombies attack. Then roll for armor.

EXAMPLE: Wearing a Body Armor Type B52 (Armor 4+), Anthony endures Zombies Attacks from 2 Walkers and the Steam Monster. The Steam Monster is an Abomination. Thus, the Wound it deals cannot be prevented.

Each of the 2 Walkers make their Attack. Anthony rolls 2 dice, with a target value of 4+ (the Armor's number). He obtains 1 and 2: 1 success! One Walker Attack is cancelled by the Armor.

Anthony endures 2 Wounds total: 1 from the Steam Monster and another 1 from a Walker.

STEAM KNIFE



The Steam version of the Knife offers bonus dice for attacks and an additional Steam die when going Full Steam.

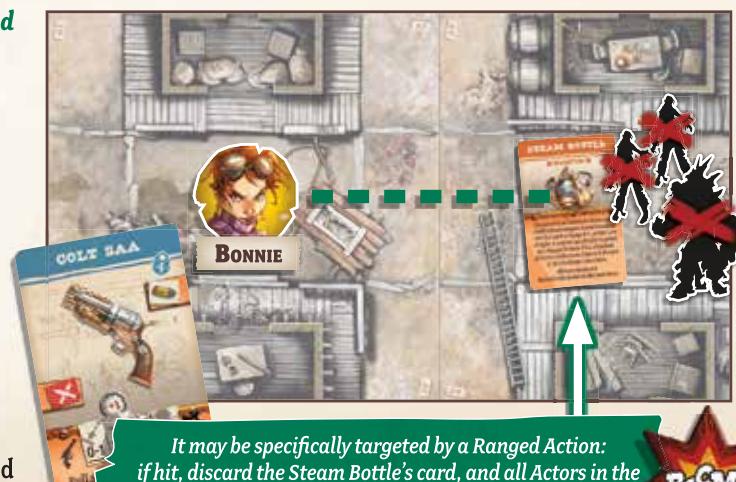
STEAM BOTTLE



Steam Bottles are precious assets to any Steam user out there!

At the cost of 1 Action, a Survivor may discard a Steam Bottle (as an Invention, it doesn't take up a slot in the inventory! See P. 12) to produce one of these effects:

- Refill a Depleted Steam weapon in the inventory. If the Refilled weapon is equipped in Hand, it may be used right away, under usual conditions.
- Place the Steam Bottle's card at Range 0-1, and within Line of Sight. It may not be retrieved. Later, it may be specifically targeted by a Ranged Action (ignoring Target Priority Order). If hit, discard the Steam Bottle's card and all Actors in the target Zone are eliminated (including Abominations). The Survivor earns all related AP. Place the Noise token on its BOOM! side **in the target Zone**.



SKILL-GRANTING EQUIPMENT



Some Steam Equipment grant their owners a Skill. These Skills are described on page 30.

NOTE: Inventions (P. 12) have a special ability of their own. They don't take up slot in the inventory! Keep them beside your Survivor's Dashboard.

NEW CLASS: ENGINEER



Nikolas, Leonard, Marilyn, and Jean are Engineers.
The power of Steam boils through their blood and their minds!

Gears & Guns is all about Steam, and some Survivors make the best use of it: the Engineers!

Engineers are geniuses, tinkering with any kind of tech they come across. They push Steam rules one step beyond and prove invaluable to any team relying on Steam power to hunt Zombies.

- Class Ability: Full Steam: +1 die Combat.** Engineers benefit from the +1 die: Combat Skill whenever going Full Steam. Each of the Engineer's weapons roll an extra die with Combat Actions (Melee or Ranged). Dual weapons each gain a die, for a total of +2 dice per Dual Action of the specified type.
- Class Ability: Emergency Refill.** Once per Turn, an Engineer may spend 1 Action and Deplete 1 Steam weapon of their choice from their inventory to Refill another Steam weapon of their choice in their inventory. If the Refilled weapon is equipped in Hand, it may be used right away, under usual conditions.

EXAMPLE: Surrounded by Zombies, Leonard just Depleted his Chainsaw while going Full Steam with a Melee Action. The Chainsaw's card is turned upside down. For his next Action, Leonard uses his Emergency Refill Class Ability. He Depletes a Colt SAA from his Backpack to Refill his Chainsaw. The Colt SAA cannot be used for now and its card is turned upside down. On the other hand, the Chainsaw can be used again and its card is turned back into position.



GEARS & GUNS RULES

The pressure may be a bit high and mayhem happened here, but all I see is opportunity. So many spare parts, so many zombies to test my next invention on!

– Leonard

The rules detailed in this chapter are meant to be used in the *Dangerous Wonders* Campaign. They can also be used in your own custom Missions using the Steam tiles!

THE STEAM GAUGE

Be delicate with this gauge! Do you know how much and how long it costs to bring one from New York? Take care of steam and steam will take care of you!

– Jean



The Steam Gauge replaces the First Player token. The pressure raises as it goes from player to player, with dire effects on the game!

Apart from monitoring the pressure level of the steam grid covering the entire city, the Steam Gauge also acts as the First player token. Unless otherwise stated, the Steam Gauge starts at 0. It is moved forward 2 increments during each End Phase, right before passing it to the next First Player.

As soon as the Steam Gauge reaches 14 (or higher), any Survivor standing in an active Steam Jet (P. 11) at the start of their Turn, or spending an Action while standing in an active Steam Jet, endures 1 Wound. The raging steam has no effect on Zombies.

As soon as the Steam Gauge reaches 20, the game is lost. The whole steam grid breaks and explodes!

STEAM TILES

– Why do you keep this ridiculous pan? We have steam pistols here. Gosh, you could even go with a steam-powered saber and cut zombies by the dozen!

– At some point, buddy, the machines will run out of water. That's why brawlers like me keep on hanging around!

– Lee and Anthony



Gears & Guns' tiles (tiles 13 to 18) are Steam tiles. Each of them features a Steam Machine, a Switch, and a Nozzle. These three devices represent a single machine spreading across the whole tile. They are invaluable, yet potentially dangerous tools.

STEAM MACHINE

The space occupied by the Steam Machine is not a Zone. Thus, it prevents Movement and Lines of Sight. It cannot be entered or interacted with.

SWITCH

- Pull the switch!
- Which one?
- The one marked “danger”!



Use Switches to turn the Steam Machines On or Off.

The Switch controls the Steam Machine. Any Survivor in the Switch's Zone (with Zombies or not) may spend 1 Action to flip the corresponding Switch token to its On or Off side.

On: The tile's Nozzle is now **active**. The Steam is on!

Off: The tile's Nozzle is **inactive**.

Unless otherwise stated, all Switches are **On** at the start of the game.

Invention Equipment cards (P.12) may only be found in building Zones featuring a Switch. Any Survivor standing on the edge of steam technology should Search them whenever possible!



NOZZLE

Steam gives power to everyone, everywhere. Let's give these zombies a taste of ultimate freedom!



Active Nozzles can be used to Refill Steam Equipment. The Steam Monster Abomination can break Nozzles, though, making them produce an uncontrollable Steam Jet instead!

Any Survivor standing in an **active** Nozzle's Zone (remember, “active” means the Switch is **On**), may spend 1 Action (with Zombies or not) to **Refill** a single Depleted Steam Equipment of their choosing in their inventory. Simply flip the corresponding Steam equipment card back upright. If the Refilled weapon was equipped in Hand, it may be used immediately, under the usual conditions.



ACTIVE: An active, yet **Broken** Nozzle spews an active Steam Jet. Stay clear of it whenever possible!

INACTIVE: An inactive, yet **Broken** Nozzle does nothing... for now. Mark the place with an **inactive** Steam Jet token. It will flip as soon as the Nozzle becomes active.

A Nozzle is **Broken** whenever a Steam Monster (P. 12) enters its Zone for the first time. From then on, it still can be active or inactive, but can no longer be used to **Refill** Depleted Equipment.

- Whenever active, a Broken Nozzle spews a steam cloud. Place a Steam Jet token, on its active side, in the Nozzle's Zone. An active Steam Jet blocks Lines of Sight (for all Actors, including Zombies). As soon as the Steam Gauge (P. 10) reaches 14 (or higher), any Survivor beginning their Turn or performing an Action in a Zone with an active Steam Jet suffers 1 Wound. The raging steam does not deal damage to Zombies.
- Whenever inactive, a Broken Nozzle leaks water. Place a Steam Jet token, on its inactive side, in the Nozzle's Zone.

NEW ABOMINATION: STEAM MONSTER

As impressive as this monster might seem, don't flee, unless you want to run out of steam and be defenseless against the zombie horde. Always keep a nice treat for the Steam Monster and it will let you live. Dynamite and exploding Steam Bottles, for example!



The Steam Monster Abomination breaks all Nozzles on its way, filling the area with burning-hot steam.

The Steam Monster Abomination is *Gears & Guns*' main antagonist. To add it to your games, add its card to the Abomination deck, during setup. Steam tiles may then be used to their fullest: the **Steam Monster breaks all Nozzles on its route**, filling the board with Steam Jets, posing a major challenge to Survivors!

- **Wounds dealt:** 1.
- **To eliminate:** Damage 3 (or any effect eliminating all Actors in the Zone, like Dynamite or Steam Bottle).
- **Adrenaline provided:** 5 points.
- **Special rules:**
 - The Steam Monster is an Abomination.
 - Any Nozzle in a Zone that the Steam Monster enters gets Broken.

NEW EQUIPMENT: INVENTIONS

- Buddies, look what I found!
- Is it a... err... what is it?
- I don't know!
- Put it on and press the button!



Invention Equipment cards have a silver border and orange back. They can only be found when Searching in building Zones featuring a Switch.

Inventions are Equipment cards that form a deck of their own. They display a distinctive silver border and orange back. As with other decks, they are shuffled and placed facedown close to the board during Setup.

Any Survivor performing a Search Action in a building Zone featuring a Switch draws from the Invention deck.

Inventions don't take up an inventory Slot. Keep them beside the Survivor's Dashboard! They are considered to be equipped at all times.

NOTE: Inventions don't use Steam dice. They cannot be Depleted and thus cannot be used by Engineers to Refill Steam Equipment.

M1 – THE BANDWAGON

EASY / 25 MINUTES

The train's a-comin' and ain't gonna stop! This here's our chance to skedaddle outta this zombie-ridden outpost! Ain't gonna leave empty-handed, though. Place is chock full of bounty weapons that'll soon be ours!

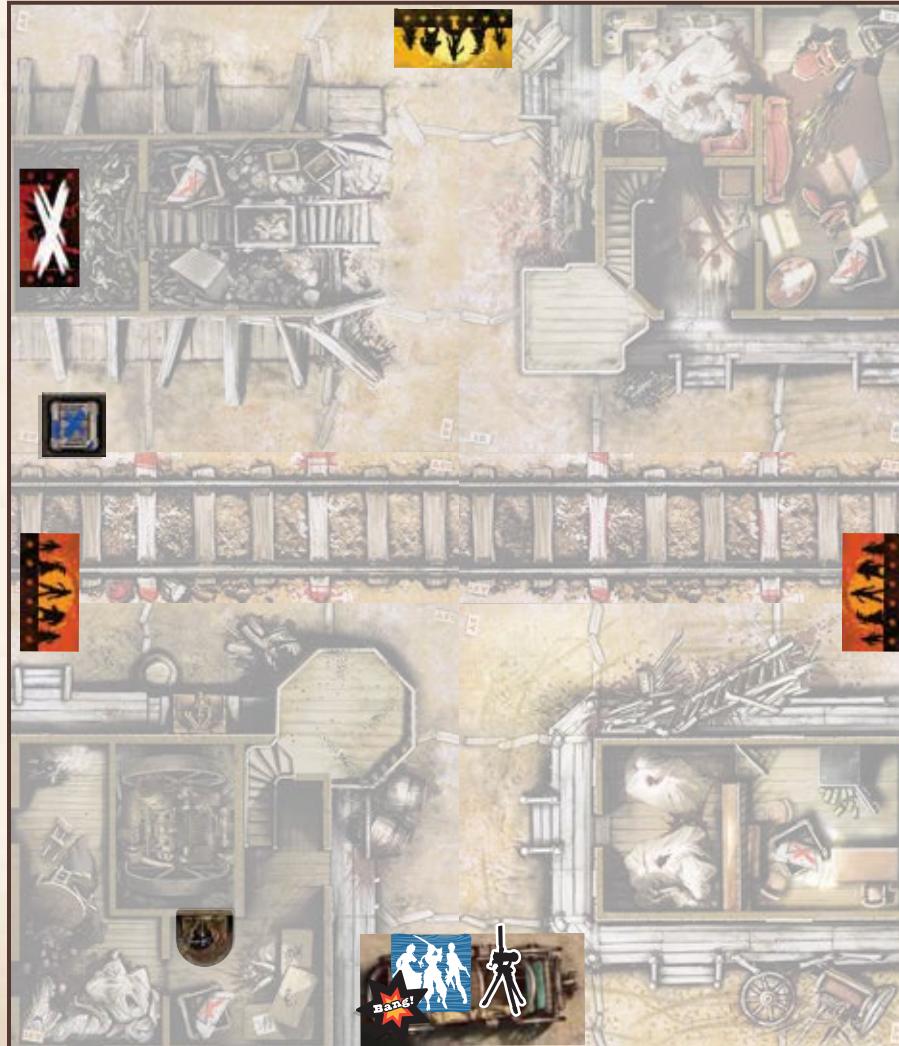
Class limitations: **None**.

Tiles needed: **1R, 5V, 8V, 10V, 12V & 16V**.

OBJECTIVES

Prove your worth get in the Train! Accomplish the Objectives in this order to win the game:

- 1 - **Get 1 Bounty Weapon per Survivor.** Some may be found in town, but you'll need to accomplish some Feats to complete the count.
- 2 - **Exit with all Survivors on the Train.** There must be no Zombies on board.



Be careful! The Train may enter the board before you get all required Bounty Weapons!

SPECIAL RULES

- **Setup:** Place the Blue Objective in the indicated Zone.
- **The Train is coming!** The Blue Objective can't be taken. During each End Phase, move it 1 Zone forward on the railroad. Once it leaves the board, the Train enters through the same location (P. 40).
- **What a weapon!** Each Objective gives 5 AP and the top Bounty Weapon (if there are any left) to the Survivor who takes it. The Survivor may reorganize their inventory for free.



8V	1R
10V	12V
16V	5V



M2 – ZOMBIE TRAIN

EASY / 35 MINUTES

We was giving this little town the once-over when the train rolled in, steam gone, and the dang thing deader n' a zombie. And what happens then? Zombies! The entire dang train was full of 'em! But hang on now! That there's a Gatling gun up in the coal tender! Woo! Time to light 'em up!

Class limitations: **No Brawlers**.

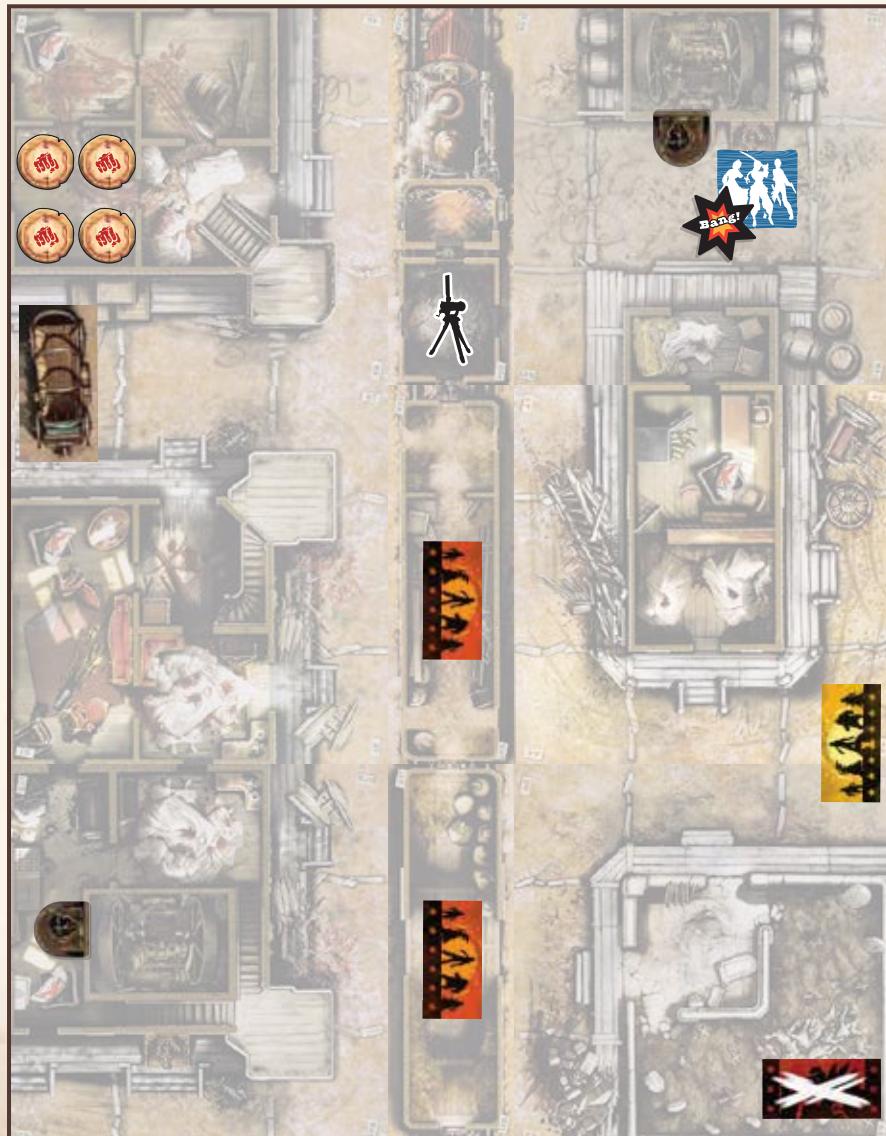
Tiles needed: **1R, 4R, 5V, 9V, 10R, 11R, 12R, 14R & 17R**.

OBJECTIVES

Gather the posse and blow up the Zombie Train. Accomplish these Objectives in any order to win the game.

- **Gather your posse.** Rally all Companions and keep them alive.
- **Blow up the zombie Train.** Throw Dynamite at each Mobile Spawn Zone.
- **Secure the area.** Make all Corpse Piles Safe.

4R	10R	14R
1R	12R	5V
17R	11R	9V



SPECIAL RULES

• Setup.

- Place 4 Brawler Companions in the indicated Zone.
- In this Mission, the Train is immobile.

• **Lone guns.** Each Objective gives 5 AP and the top Bounty Weapon (if there are any left) to the Survivor who takes it. The Survivor may reorganize their inventory for free.

• **Bigger gun!** The Gatling Gun can be fired, but cannot be moved.

• **Blowing up the zombie Train.** Both Mobile Spawn Zones cannot be moved with Holy Water (or Water, for Faithful Survivors). The only way to move them to the Starting Spawn Zone is to throw Dynamite in their Zone. In that case, move the Mobile Spawn Zone to the Starting Spawn Zone and flip the Train tile to its railroad side. Any Zombies on the Train tile are eliminated (the Survivor earns the corresponding AP). Survivors on the Train tile are moved to the closest street Zone before the tile is placed back.

M3 – FAMILY BUSINESS

EASY / 35 MINUTES

Gather 'round, y'all! Bring your favorite hand cannon and let's clean this place of zombies. Plenty of supplies here, and a handy, dandy train all set to haul us to the next stop! And just for fun, let's let the train get the last laugh, what say?

Class limitations: **No Faithful or Gunslingers.**

Tiles needed: **1V, 5V, 6R, 7V, 10R, 11V, 12V, 17R & 18V.**

OBJECTIVES

Gather the posse and crush zombies. Accomplish the following Objectives in any order:

- **Gather your posse.** Rally all Companions and keep them alive.
- **Crush the Zombies.** Throw Dynamite at each Mobile Spawn Zone.

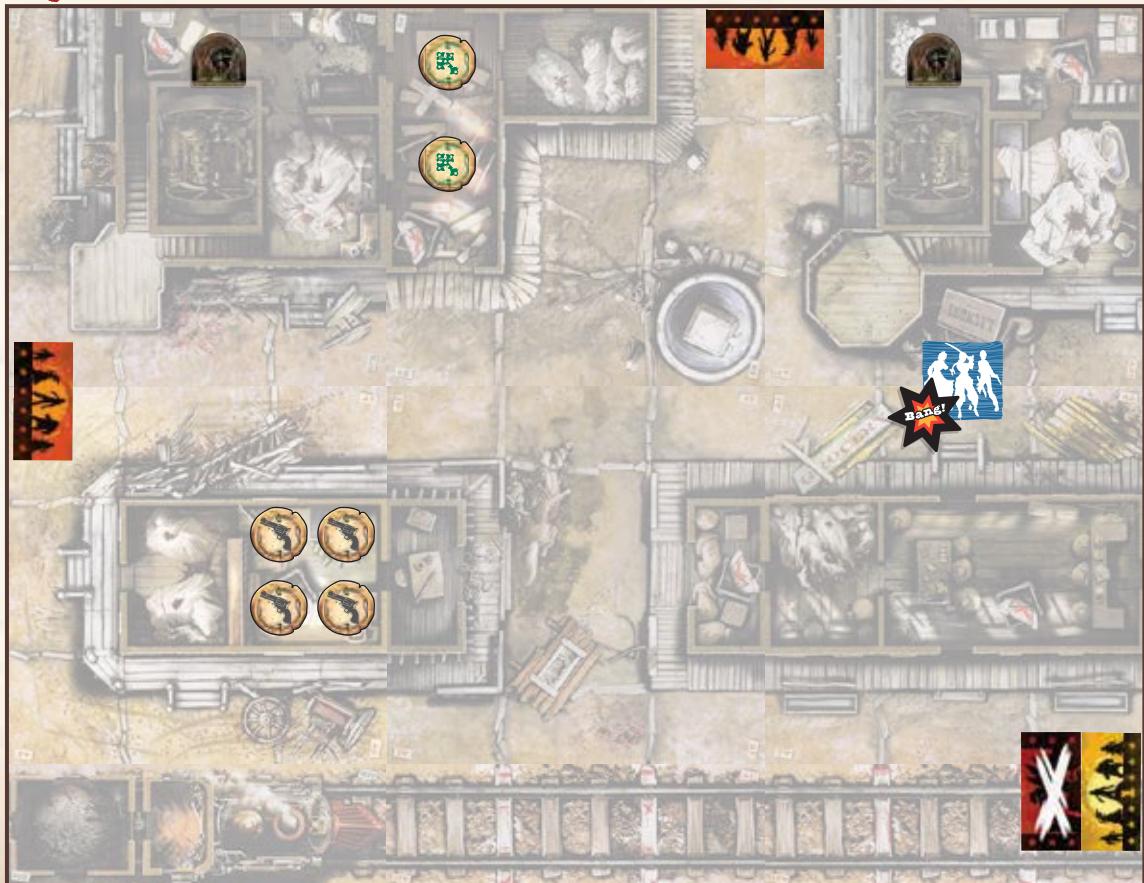
THEN...

- **Exit with all Survivors (and Companions) on the Train..** Make all Corpse Piles Safe.

17R	6R	18V
5V	1V	7V
10R	11V	12V

SPECIAL RULES

- **Setup.** Place 2 Faithful and 4 Gunslinger Companions in the indicated Zones.
- **Nice weapon!** Each Objective gives 5 AP and the top Bounty Weapon (if there are any left) to the Survivor who takes it. The Survivor may reorganize their inventory for free. When an Objective is taken, reduce the Steam Gauge by 2.
- **The Train awaits.** As soon as all the Survivors (and Companions) are on board, the Train starts to move (P. 40). It doesn't stop under any circumstance, even when a Survivor leaves the Train. As soon as it reaches the Starting Spawn Zone, all Spawn tokens it holds are destroyed and removed from the game.



M4 – BE QUICK OR BE DEAD

MEDIUM / 45 MINUTES

We heard gunshots on t'other side of town and came a-runnin', quick as we could! These bold folks are in a tight spot! The balcony was a good idea, but now they're outta ammo, but got plenty of zombies! We gotta get to 'em with plenty of ammo and then skedaddle! With the extra help, we might just win this war!

Class limitations: **No Townsfolk**.

Tiles needed: 1R, 4R, 5V, 7R, 8V, 14V, 16V & 17R.

OBJECTIVES

Lock and load. Accomplish these Objectives in any order:

- **Gain the townsfolks' trust.** Rally the Townsfolk Companions by giving them ammo (see Special Rules).
- **Gather the Zombie flock.** Gather all Mobile Spawn Zones in the Starting Spawn Zone.

THEN...

- **Evacuate.** Reach the Exit with all Survivors and Companions. A Survivor may escape through this Zone at the end of their Turn as long as there are no Zombies in it.

SPECIAL RULES

• Setup.

- Place 4 Townsfolk Companions in the indicated Zones.
- Place the Blue and the Green Objectives randomly among the Red Objectives, facedown.
- **Reload!** Rallying a Townsfolk (P. 42) also requires discarding either a Plenty of Ammo card (no matter the type), the Blue Objective, or the Green Objective.
- **Ammunition?** Each Objective gives 5 AP to the Survivor who takes it.
 - Red Objectives grant the top Bounty Weapon as well (if there are any left). The Survivor may reorganize their inventory for free.
 - The Blue and the Green Objectives are considered to be ammunition to recruit the Townsfolk with. Place the Objective token on the Survivor's Dashboard. It doesn't take an inventory slot and can be traded like an Equipment card.
 - When any Objective is taken, reduce the Steam Gauge by 2.

NOTE: Survivors cannot use these tokens as Plenty of Ammo Equipment cards. They are gifts for our new friends!

4R	1R
16V	17R
7R	5V
14V	8V



M5 – GETTING OUT OF TOWN

MEDIUM / 25 MINUTES

The West ain't no place for the faint of heart. Everyone stands on their own two feet, specially against the zombies. Together, we're stronger, ain't no two ways about it. So, when these here folks said, "No, sir, thankee kindly" to our offer of help, well... you can lead the horse to water, but can't make him drink. 'Fraid they'll have to learn the lesson the hard way, and we'll be here to help 'em pick up the pieces, no hard feelings.



Class limitations: No Townsfolk.

Tiles needed: 4R, 5R, 6R, 8V, 10R, 12R, 17R & 18V.

OBJECTIVES

Save the townsfolk! Accomplish the Objectives in this order to win the game:

1 - **Rescue 4 Townsfolk.** 2 of them are already on the board. The other 2 are hidden among the Red Objectives. Take the Objectives until they are found.

2 - **Get to the Train!** Reach the Exit with all Survivors and Companions. Any Survivor may escape through this Zone at the end of their Turn as long as there are no Zombies in it.

SPECIAL RULES

- **Setup.**

- Place the Blue and the Green Objectives randomly among the Red Objectives, facedown.
- Distribute 2 random Townsfolk among the 3 Balconies. Choose the Balconies randomly. Set the corresponding ID Cards aside.

- **There you are!** Each Objective gives 5 AP to the Survivor who takes it. Taking the Blue or the Green Objective also grants the Survivor a Townsfolk Companion (P. 42). Pick the corresponding ID Card. The Survivor becomes their Leader. Taking the Blue or the Green Objective also reduces the Steam Gauge by 5.

- **An immobile, armed Train.** The Gatling Gun can be fired but cannot be moved. The Train is immobile.



M6 – BLOWING UP THE MINE

MEDIUM / 35 MINUTES

Some folks go a hill too far in protectin' their territory. Take this gunslinger posse here, all stuck down in the mine when their cart slipped its rails. Dang foolish, if you ask me. But we're good neighbors, and we'll do our best. There's dynamite round here, sure as sunshine. We'll find it, blast the cart free, and get everyone home in time for supper!

Class limitations: No Gunslingers.

Tiles needed: 1R, 5R, 7R, 8V, 16V & 17V.

1R	7R
16V	17V
5R	8V



OBJECTIVES

Blow up the mine! Accomplish the Objectives in this order to win the game:

- 1 - **Destroy the blocking Wagon.** Throw Dynamite in the Wagon's Zone to remove it.
- 2 - **Save the Gunslingers.** Rally all Gunslinger Companions.
- 3 - **Blow up the mine.** Find the detonator (the Blue Objective) and the cables (the Green Objective), if they haven't already been found. From then on, the posse can blow the mine at any time and win the Mission!

SPECIAL RULES

• Setup.

- Place 4 Gunslinger Companions in the indicated Zone.
- Place the Blue and the Green Objectives randomly among the Red Objectives, facedown.
- **DO NOT** place any Objective tokens on the Mine (8V).

- **See what I've found!** Each Objective gives 5 AP and the top Bounty Weapon (if there are any left) to the Survivor who takes it. The Survivor may reorganize their inventory for free.

Taking the Blue or the Green Objective also reduces the Steam Gauge by 4.

- **Hold your position!** The Abomination Spawn Zone stays inactive as long as the Gunslingers are in the mine's Zone (even if an Abomination spawns). As soon as a single Gunslinger has been rallied, the Abomination Spawn Zone is played as usual (it becomes active if an Abomination is already on the board).

- **The Wagon is stuck.** The Zone containing the Wagon can't be entered and the Wagon can't be moved. The Wagon can be destroyed by throwing Dynamite in its Zone. In that case, remove the Wagon and the Zone is played as usual.



M7 – THE LAST STATION

HARD / 50 MINUTES

Well, hate to say it, pardners, but the old gal just ain't got no more steam. We were lucky we got as far as we did. It's our own two feet from here on out. Lucky us though, this place is chock full of supplies, probably from folks that fled when the zombies came calling.

Class limitations: No Faithful or Townsfolk.

Tiles needed: 1V, 2V, 9V, 10R, 11R, & 12R, 15V, 16R & 18V.

OBJECTIVES

Prepare for a new journey. Accomplish the Objectives in this order to win the game:

- 1 - **Gather supplies in the Wagon.** Take all Objectives and place them in the Wagon.
- 2 - **Leave this place.** Reach the Exit with all Survivors and the Wagon. Any Survivor (along with the Wagon) may escape through this Zone at the end of their Turn as long as there are no Zombies in it.

16R	2V	10R
18V	15V	12R
9V	1V	11R



SPECIAL RULES

• Setup.

- The Survivors are split as evenly as possible between the 3 Starting Zones.
- Place 2 Faithful and 4 Townsfolk Companions in the indicated Zones.
- Each Objective Zone gets 2 random Objective tokens. Place the Blue and the Green Objectives randomly among the Red Objectives, facedown.
- In this Mission, the train is immobile.

- **Clothes, travel gear, and weapons.** Each Objective gives 5 AP to the Survivor who takes it. Place the Objective token on the Survivor's Dashboard. It takes a slot in the inventory and may be traded like an Equipment card.

The Red Objectives grant the top Bounty Weapon as well (if there are any left). The Survivor may reorganize their inventory for free. Taking the Blue or the Green Objective also reduces the Steam Gauge by 5.

- **Travelling Wagon.** A Survivor standing in the Wagon's Zone may spend 1 Action to place all Objectives from their inventory into the Wagon. Place the Objective tokens on the Wagon. They move along with it and can't be taken back.

M8 – BROTHER’S KEEPERS

HARD / 35 MINUTES

Not sure I’m quite what you’d call a churchgoer, but our Faithful friends sure got a talent for keepin’ the zombies from gettin’ up again. After we sort out the walkin’ ones, those with the right touch set about their holy work. Only today, ain’t all going as planned.

We got another horde comin’ in, and it’s a doozy. Smart move’d be putting some miles behind us. Wish we could talk our friends into runnin’, but they ain’t ready to budge. Well, fair enough. Guess it’s time for the flock to shepherd them!

Class limitations: No Faithful.

Tiles needed: 3R, 8V, 9V, 10V, 11V, 12V, 16V, 17R & 18V.

9V	3R	17R
10V	11V	12V
8V	16V	18V



OBJECTIVES

Hurry up! The Train won't wait! Accomplish these Objectives in any order:

- **Prospecting for treasure.** Get the 3 hidden Bounty Weapons. They can only be acquired by taking Objectives.
- **Heave-Ho!** Move the Wagon off the railroad.
- **A faithful gathering.** Rally the 2 Faithful Companions.

THEN...

- **Don't miss the Train!** Stay on board the Train with all Survivors and Companions until it exits the board. The Train must leave the board without any Zombies on it, otherwise the game is lost.



SPECIAL RULES

• Setup.

- Place 2 random Faithful Companions in the indicated Zones. Set their ID Cards aside.
- Place the Blue and the Green Objectives randomly among the Red Objectives, facedown.
- Set 3 random Bounty Weapons aside. They can't be acquired through Feats.

• **Search the vicinity.** Each Objective gives 5 AP to the Survivor who takes it. Each Red Objective provides 1 random Bounty Weapon from the 3 set aside during Setup. The Survivor may reorganize their inventory for free. Taking a Red Objective also reduces the Steam Gauge by 2.

• **Get the Wagon off before the Train rolls in!** As soon as the Blue AND the Green Objectives are taken, the Train enters the board (P. 40). If the Wagon is still on railroad tracks at that moment, the game is lost.



M9 – ROLLING UP OUR SLEEVES

VERY HARD / 50 MINUTES

These folks are locked in the Church, waiting for a miracle to happen. Well, the angels may not be who you expected, and they will ask you to roll your sleeves up! There is work to do! We have to reclaim the infected train, fill the tender with coal, and get the metal horse rolling out of town. There is no time to get on your knees, battles are won by standing on your feet!

Class limitations: No Brawlers or Faithful.

Tiles needed: 4V, 6R, 8V, 9V, 10R, 11R, 12R, 16V & 18V.

OBJECTIVES

Everyone aboard the lost Train! Accomplish these Objectives in any order:

- **Gather a few brave souls.** Rally the Brawler and the Faithful Companions.
- **Clean the Train.** Move the Mobile Spawn Zone from the Train to the Starting Spawn Zone (tile 9V).
- **Fill the tender.** Take the 6 Red Objectives in the Mine (tile 8V) and drop them in the tender. See Special Rules.

THEN...

- **Get out of town.** Get aboard the Train with all Survivors and Companions and start the Train. The Train must leave the board without any Zombies on it, otherwise the game is lost.

SPECIAL RULES

• Setup.

- Place 2 Faithful and 4 Brawlers Companions in the indicated Zone.
- Place 6 Objective tokens in the Mine on tile 8V. They represent coal bags to fill the tender.

• **Private armories.** Each Objective (besides the coal bags) gives 5 AP and the top Bounty Weapon (if there are any left) to the Survivor who takes it. The Survivor may reorganize their inventory for free. When taking an Objective (besides the coal bags), reduce the Steam Gauge by 6.

• **MY Gatl... Our Gatling gun, I mean.** The Gatling Gun can be fired but only moves along with the Train.

• **Bags of coal.** The Red Objectives in the Mine (tile 8V) are big, heavy bags of coal.

- Bags of coal may only be taken by Survivors with at least 1 Brawler Companion. They don't earn AP upon being taken.
- Each Brawler Companion may hold a single bag of coal at any time. Place it on the Companion's ID Card. These tokens may be traded along with their Brawler Companion.
- Bags of coal cannot be taken if there is an active Abomination Spawn Zone and/or any Zombies in the mine.

• **Love me, Tender.** A Survivor standing in the tender's Zone, or in any adjacent Zone, may spend 1 Action to place ALL the Objectives carried by their Brawler Companions in the tender. They cannot be taken back. The Survivor earns 5 AP for each Objective they drop in the tender.

9V	6R	4V
11R	12R	10R
18V	16V	8V

• **Train ready!** Once the 6 coal bags are in the tender, any Survivor on the locomotive may spend 1 Action to start the Train (P. 40). Once started, the Train can't be stopped anymore and moves as usual.



M10 – PILLARS OF FAITH

VERY HARD / 35 MINUTES

Something mighty awful happened in this here old church. Blood and gore as far as you can see with a powerful stench! Our faithful friends say this old place has been downright desecrated. They got a duty to stop and put all to rights. Can't say I disagree.

While they set to work, we'll look around for anything we can find. Guaranteed to be both supplies and zombies. Hoping not too many zombies, but if that old church is any indicator, I'm prob'ly hoping in vain.

Class limitations: **No Faithful**.

Tiles needed: **5R, 6R, 8V, 9V, 16V & 18V**.

OBJECTIVES

Restore the church. Accomplish the Objectives in this order to win the game:

- 1 - Find the chalice and the holy cross. Take the Blue and the Green Objectives.
- 2 - Give a helping hand. Rally the 2 Faithful Companions.
- 3 - Reach the Exit with all Survivors. Any Survivor and their Companions may escape through this Zone at the end of their Turn as long as there are no Zombies in it.

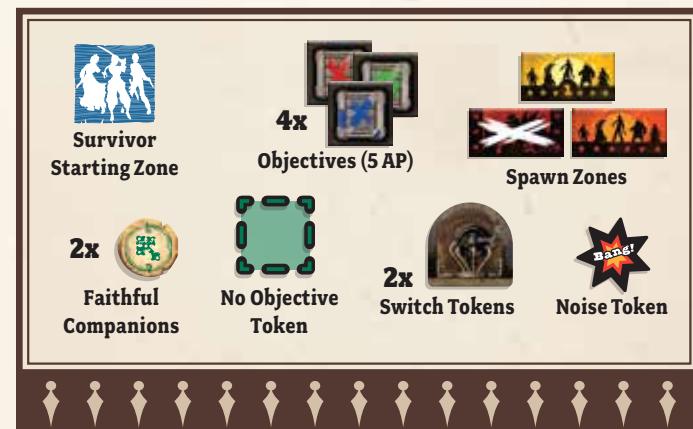
SPECIAL RULES

• Setup.

- Place 2 Faithful Companions in the indicated Zone.
- Place the Blue and the Green Objectives randomly among the Red Objectives, facedown.
- **DO NOT** place any Objective tokens in the Mine (8V).

• **Will that grant me a bounty in the afterlife?** Each Objective gives 5 AP to the Survivor who takes it. Remember! The Faithful cannot be rallied until the Blue and the Green Objectives have been taken.

9V	6R	5R
8V	16V	18V



NEW SKILLS

In case of a conflict with the general rules, the Skill rules have priority. The effects of the following Skills and/or bonuses are immediate and may be used the Turn in which they are acquired. This means that if an Action causes a Survivor to level up and gain a Skill, that Skill may be used immediately if the Survivor has any Action remaining (or the Survivor may use any extra Actions the Skill grants).

+1 free Refill – The Survivor has 1 extra free Action to Refill a Depleted weapon (P. 6).

+1 Steam die: [Action] – The Survivor rolls an extra die with Actions of the specified type (Combat, Melee, or Ranged) when going Full Steam with a weapon. Dual weapons each gain a die, for a total of +2 dice per Dual Action of the specified type.

+1 Steam re-roll – Once during each of their Turns, the Survivor can re-roll once all Steam dice for an Action they take. The new result takes the place of the previous one. This Skill stacks with the effects of Equipment that allows Steam dice re-rolls.

Destiny – The Survivor can use this Skill once per Turn when they reveal an Equipment card they drew. They can ignore and discard that card. Then, draw another Equipment card from the same deck.

Double Steam dice – The Survivor may double the Steam dice amount written on the Equipment card(s) they use whenever going Full Steam.

Double Steam dice: [Equipment] – The Survivor may double the Steam dice amount written on the specified Equipment card(s) whenever going Full Steam.

Emergency Refill – Once per Turn, an Engineer may spend 1 Action and Deplete a Steam weapon of their choice from their inventory to Refill another Steam weapon of their choice in their inventory. If the Refilled weapon is equipped in Hand, it may be used right away.

Engineer – The Survivor is considered to be an Engineer (P. 9) in addition to their starting Class.

Full Steam: [Game Effect] – The Survivor benefits from the indicated Skill or game effect whenever going Full Steam.

Hold your nose – The Survivor draws an Equipment card (from the Core Equipment deck only) whenever the last Zombie standing in their Zone is eliminated (by the Survivor themselves, another Survivor, or any game effect). This Skill works in any Zone, even a street Zone, and can be used multiple times in the same Turn. This is NOT considered a Search Action.

Sidestep – Whenever any Zombies spawn within Range 0-1, the Survivor may immediately perform a free Move Action. The Survivor does not spend extra Actions to perform this free Move Action if Zombies are standing in their Zone. Entering a Zone containing Zombies still ends a Survivor's Move Action. The Survivor may use this Skill once per Zombie card drawn.

Steady hand – The Survivor can ignore other Survivors of their choosing when missing with a Ranged Action. This Skill does not apply to game effects killing everything in the targeted Zone (such as a Dynamite, for example).

Steam derivation – The Survivor may Refill Depleted Equipment within Range 0-1 of any active (and intact) Nozzle. No Line of Sight is required.

Super strength – Consider the Damage value of Melee weapons used by the Survivor to be 3.

Toolbox – Each time the Survivor gets 1  result (or more) on a Melee or Ranged Action, they may discard a Steam weapon card of the corresponding type (Ranged or Melee) to ignore all these  results.

Tough – The Survivor ignores the first Wound they receive during each Attack Step (Zombie Phase) and during Friendly Fire (Survivor's Ranged Action).





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GAME ROUND SUMMARY

EACH ROUND BEGINS WITH:

1 PLAYER PHASE

The first player activates all of their Survivors, one after the other, in any order. When they're done, the next player's Turn begins. Play clockwise. Each Survivor has 3 Actions to spend, chosen from the following list. Unless stated otherwise, each Action may be performed several times per Turn.

- MOVE:**
Move 1 Zone (spend extra Actions if there are Zombies).
- SEARCH (1X PER TURN, EXCEPT TOWNSFOLK):**
In a building Zone free of Zombies only. Draw a card from the Equipment deck.
- REORGANIZE/TRADE:**
The Survivor can reorganize the cards in their inventory in any way the player wishes. The Survivor can simultaneously exchange any number of cards with 1 other Survivor currently in the same Zone. This other Survivor may reorganize their own inventory for free.
- COMBAT ACTION:**
Melee Action: Equipped Melee weapon required.
Ranged Action: Equipped Ranged weapon required.
- TAKE OR ACTIVATE AN OBJECTIVE** in the Survivor's Zone.
- MAKE NOISE:**
Place a Bang! Noise token in the Survivor's Zone.
- DO NOTHING:**
All remaining Actions are lost.

After all players have completed their turn, resolve a TRAIN movement

WHEN EVERY PLAYER HAS FINISHED

2 ZOMBIE PHASE

STEP 1 – ACTIVATION: ATTACK OR MOVE

All Zombies spend 1 Action doing 1 of these 2 things:

- ATTACK:**
Zombies in the same Zone as at least 1 Survivor Attack them.
- MOVE:**
The Zombies who didn't Attack, Move.
Each Zombie favors visible Survivors, then Noise. Choose the shortest path. If several paths share the same length, split the Zombies in equal groups (any odd-numbered Zombie goes with the group of the player's choosing).

NOTE: Runners get 2 Actions per Activation. Once all Zombies have taken their first Action, Runners go through the Activation Step again to resolve their second Action.

STEP 2 – SPAWN

- Always draw Zombies cards for all Spawn Zones in the same order (play clockwise).
- Uses Highest Danger Level among the Survivors.
- No more minis of a specified type? Set the remaining ones. Then, spawn an Abomination. If there is already one on the board, it gets an extra Activation.
- If an Abomination is Spawns, activate all Abomination Spawn Zones. They spawn if players haven't already past them during the Spawn Step.

3 END PHASE

- Flip the Noise token to its Bang! side. If there is only a Bang!, it is moved to the Zone with the most Survivors.
- The next player receives the First Player token (play clockwise).



TARGETING PRIORITY ORDER



When several targets share the same Targeting Priority Order, the players choose which ones are eliminated first.

Targeting Priority	Name	Actions	Min. Damage to eliminate	Adrenaline earned
1	Brute / Abomination	1	2/3	1/5
2	Walker	1	1	1
3	Runner	2	1	1