

HERMANN LUTTMANN'S

DAWN OF THE ZEDS

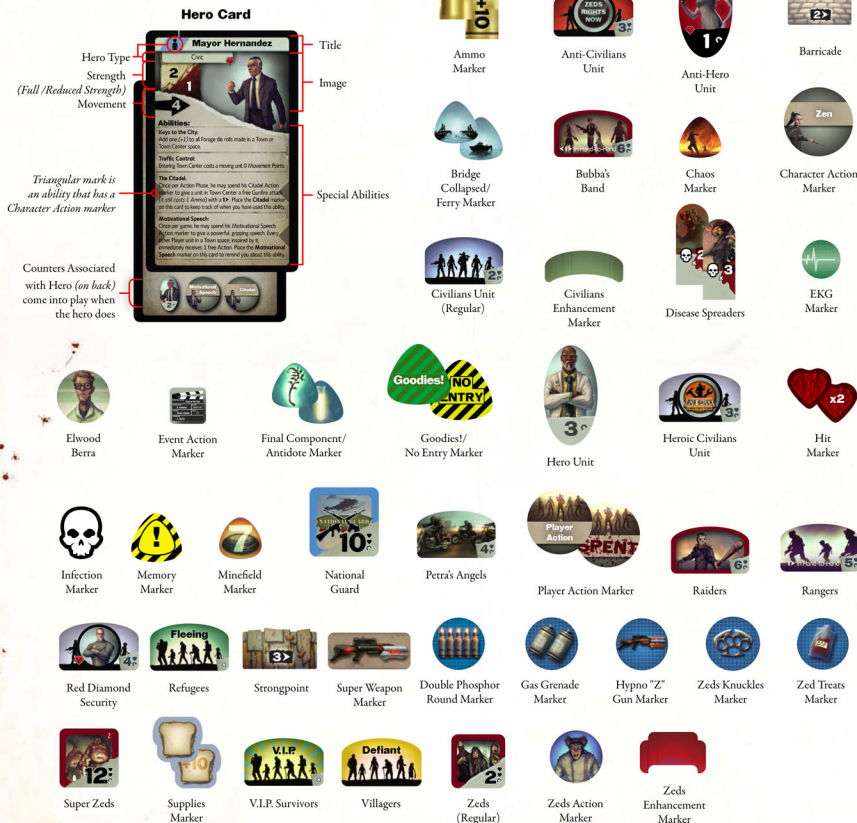
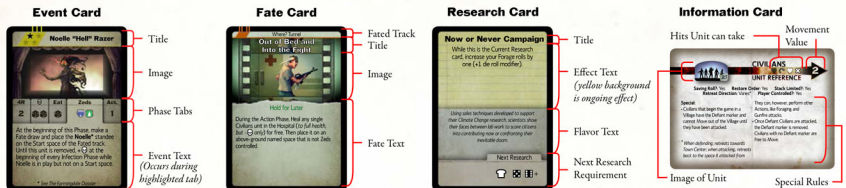
3rd Edition

TOWN
CENTER

The Setup & Epilogue Book

1st STREET

Component Visual Index



Introduction

This book provides setup and victory conditions for the different game levels included with *Dawn of the Zeds*, 3rd edition. These levels are introduced in the order they should be played. Each level presents new rules, units, and cards to add to the ones you learned about in the previous levels, so the game continues to expand as you move to the next level. At the end of this book you can find out how you succeed in your game and read your epilogue!




For game setup & tutorial videos, please visit:
www.victorypointgames.com/learn-to-play-zeds.

Select Your Level

Dawn of the Zeds, 3rd edition, can be played at many difficulty levels, with each added level introducing additional rules and/or new components. The optimal path to learning the game is to start with *The Basic Game*, tackling advanced levels in order. Each level can be played solo, cooperatively, or as a versus game with one player taking over and moving the Zeds. The setup is the same for each level except where noted, and the Versus game has some additional setup features described in its section.


The Basic Game: Introduction to Dawn of the Zeds (pages 4 & 7)

This is the level to start with, especially if you have never played a *Dawn of the Zeds* game. It uses only the core rules (*The Basic Game Rulebook*) and is ideal for introducing new players to *Dawn of the Zeds*. The objective is to keep the Zeds out of Town Center until the deck runs out (*when help finally arrives!*)! *The Basic Game*

- Uses ONLY the Blue  cards and teaches:
- How Zeds move and fight
- How your units use Actions to Move, Shoot, and Forage
- Co-operative elements:  and , which, together, bring more Zeds into the game and move them along more quickly!



Level I: Outbreak! (pages 4 & 8)

Outbreak! adds some difficulty with Outbreaks which bring more Zeds into Farmingdale. *Outbreak!*

- Uses ONLY the Blue  cards and introduces:
- Outbreaks and Infections (which spawn more Zeds and Super Zeds!)
- Supplies Consumption
- Healing




Level II: Apocalypse! (pages 4 & 9)

Apocalypse! is a bit more challenging. It is now possible to lose the game if too much Chaos erupts in Farmingdale! *Apocalypse!*

- Uses the Green AND Blue   cards and introduces:
- The 4R Phase (when some specialized units move)
- Building Barricades and Strongpoints to help defend your units
- Chaos follows where Zeds appear and must be kept in check
- A procedure for restoring order amid all the Chaos that Zeds leave behind





Level III: Brains! (pages 4 & 10)

In *Brains!*, things are getting serious around Farmingdale! *Brains!*

- Uses the Yellow AND Green AND Blue    cards and introduces:
- Research for a Super Weapon and an Antidote in the Laboratory
- The Super Weapon confers special combat abilities to help you fight the Zeds
- The Antidote reduces Infection every turn

Level IV: The Walking Zeds! (pages 4 & 11)

Walking Zeds! gets even more intense! Now you must defend Farmingdale from underground Zeds too! *The Walking Zeds!*

- Uses the Orange AND Yellow AND Green AND Blue     cards and introduces:
- A new track on the map: The Tunnel track has unique spaces and special movement rules
- Red Diamond Security Guards appear to help defend the Tunnel track
- A Game Mat to hold your resource tracks


Level V: Director's Cut! (page 4 & 12)

Director's Cut! leaves nothing on the cutting room floor. More Fate and Event cards make for even more variations in each game's story. The rules used in *Director's Cut!* are the same as for Level IV: *Walking Zeds!*

- Uses ALL      cards

Versus Game (pages 5, 7, 8, 9, 10, 11, & 12)

The Versus game can be played at any level. It allows one of you to step into the shoes of Dr. Martuse, directing the Zeds' actions and adding Un-Zeds units and their cards.

- Adds the Black  cards to the Level being played for Levels III and up

Variants

Rule 13 in *The A to Zeds Book* (page 31) contains a long list of variants and the levels at which they can first be used (because of the rules and components involved). Feel free to take a look at the variants and customize your games!

Levels and Colors

Each of the levels (*and the competitive Versus game*) is color coded to help you find components and information quickly. The color on each component relates to the level in which it first appears. The symbol before each level title above shows you which color is associated with that level.

Game Components Reference



Player Action
Marker



Event Action
Marker



Supplies Marker



Ammo Marker



Infection Marker



Regular
Zeds unit



Super
Zeds unit



Hero card, unit,
Character Action marker



Heroic Civilians card, unit,
Character Action marker



Fate card



Event card



Research Deck (Early
Research on the top,
Late Research on
the bottom)



DPC Commission

Game Setup

For each level, consult the appropriate chart on pages 7-12 to guide your setup.

1. Place the board in the center of the table on side "A" for *The Basic Game* & Levels I-III. For Levels IV-V place it on Side "B," and add the **Game Mat** (see page 6).
2. Give each player a **Player Action marker** and place the **Event Action marker** on the 0 space of the Event Actions track. To play a solo "co-op" game, select up to 3 additional Player Action markers.



3. **If playing the *The Basic Game*, you get 4 Ammo; no Supplies marker is needed.**

For Levels I-V: Determine starting Supplies and Ammo



- a. Roll 2 dice.
- b. Supplies amount = Dice total (e.g., If you rolled a 2 & 5 you would get 7 Supplies). Place the Supplies marker on its track.
- c. Ammo amount = 6 minus the lower die result (e.g., If you rolled a 2 & 5 you would get 4 Ammo). Place the Ammo marker on its track.



4. **(Skip if playing *The Basic Game*)** Levels I-V place the **Infection marker** on the 0 space of the Infection track.
5. Place all of the **Regular Zeds units** in an opaque container (e.g., coffee mug); this is your Zeds Cup.
6. **(Skip if playing *The Basic Game*)** Levels I-V place all of the **Super Zeds units** in a different opaque container; this is your Super Zeds Cup.
7. Gather the correctly colored Hero, Heroic Civilians, Fate, and Event cards that are associated with the level being played (see page 3). Return the rest of the cards to the box; they will not be used.



- a. Shuffle the Fate cards together and place face down to create the Fate deck (if playing *The Basic Game*, first remove the **Infected Vermin** card and return it to the box).
- b. Each game begins with 4 Hero cards associated with the level being played. First, each Player chooses 1 **Hero** (in solo play you only get to choose 1 Hero); this is their Personal Hero. Then, randomly draw additional Heroes until there are a total of 4 in play (e.g., in a 3-player game you would randomly draw one Hero). Optionally, the random Heroes can be drawn before players choose their Personal Heroes. Examine the backs of the chosen Hero cards to find what units and/or markers come with them. Add resources if you got Mr. Johnson or Horatius. Place the 4 oval Hero units in Town Center and place their round Character Action markers, if any, on their cards. Place the rest of the Hero cards to the side as they may come into play later.
- c. Randomly select 1 **Heroic Civilians** card to be in play (if playing *The Basic Game*, first remove **The Savior Corps** and return it to the box). Examine the back of the chosen **Heroic Civilians** card to find what units and/or markers come with it. Add resources if you got **The Savior Corps**. Place the **Heroic Civilians** unit in Town Center and place its round **Character Action** marker, if any, on its card. Place the rest of the **Heroic Civilians** cards to the side as they may come into play later.
- d. Build the Event deck (see *Event Deck Construction* next page).

8. Build the Research deck (**Level III and up only**): Place the **DPC Commission** card near the play area in easy view. Shuffle all the Special Late Research cards (with a  in the upper left corner) with 2 random Standard (NO  symbol) Late Research cards and place them face down next to the **DPC Commission** card. Then shuffle the Early Research cards and place a number of them,

according to the Deck Construction Table for the level and game length you have chosen (see pages 7-12), face down on top of the Late Research cards. Set the rest aside.

9. For the Level you have chosen to play, gather the **other components** listed in the **Level Setup** (see pages 7-12). Place units and markers on the board, as shown in the diagram. **Note: Regular Zeds, Regular Civilians, and Red Diamond Security Guards** are randomly drawn for setup.
10. Give each player a **Player Aid** and you are ready to play (see *The Basic Rules & Level Up! Book* for game rules).

Versus Game Setup

The Versus game sets up the same as on the previous page with the following additional rules:



1. Place the **Zeds Action marker** on the 0 space of the Zeds Action track.
2. Remove all of the **Brains!** Special Event cards from the Event deck before setting it up.
3. Choose **Un-Zeds cards**:
 - a. **(Level III only):** Zeds player chooses 1 **Anti-Civilians** card. Examine the back of the chosen **Anti-Civilians** card to find what units and/or markers come with it. Place the **Anti-Civilians** unit on any **named space** on the map; this does not include the Laboratory, Hospital, Refugee Camp, or Cemetery.
 - b. **(Level IV and up only):** Set aside the Dr. Marteus card and unit; they will enter play through an Event card. The Zeds player chooses 1 of the remaining **Un-Zeds cards** (**Anti-Civilians** and **Anti-Heroes**). Examine the back of the chosen **Un-Zeds** card to find what units and/or markers come with it. Place the **Un-Zeds** unit on any **named space** on the map; this does not include the Laboratory, Hospital, Refugee Camp, or Cemetery. **Anti-Civilians** may only be placed on above-ground tracks; **Anti-Heroes** may be placed in the Tunnel track.

Order of unit selection: Players can agree to select, in the normal fashion, Heroic Civilians, Hero, and Un-Zeds units in any mutually agreeable order. In case of disagreement, apply the following order: Hero players select and reveal the Heroic Civilians unit(s) and 3 Hero units before the Un-Zeds player selects the Un-Zeds unit. Then the last Hero is selected randomly or as a personal Hero choice (if one of these was saved for last).










Colored Corners?

Event, Fate, Hero, and Heroic Civilians cards have a color-coded corner. This is used in setup for the various levels. The color and number of bars in the card border tell you in which levels the card is used.

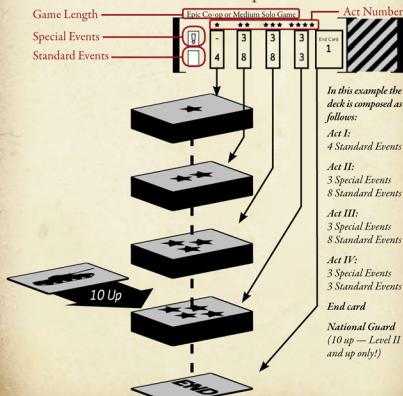
Event cards also have stars and a  symbol. The stars are the Act in which the Event occurs. The  designates whether or not the Event card is a Special Event card.

Event Deck Construction

The Event deck drives the turns and story in *Dawn of the Zeds*. The Event deck uses only the cards from the current game's level PLUS all the cards from any earlier level; all other Event cards are placed in the box and not used for that level:

- **The Basic Game** and Level I use ONLY Blue  cards.
 - Level II uses Green AND Blue  cards.
 - Level III uses Yellow AND Green AND Blue  cards.
 - Level IV uses Orange AND Yellow AND Green AND Blue  cards.
 - Level V uses ALL  cards.
1. With the Event cards you have already gathered, place National Guard and End cards to the side; then sort the rest of the cards by the number of stars in the upper left-hand corner. These stars are the Acts (*one star = Act I, two stars = Act II* etc.).
 2. Separate each set of cards (**Acts**) into two groups, the Special Events (*with a  symbol in the corner*) and the Standard Events (*No  symbol*). **Note: Act I does not have any Special Events.** Randomly draw a number of cards from each group as indicated on the Deck Construction Table for the Level and game length that you have chosen (see pages 7-12). Return the remaining cards back to the box as they will not be used.
 3. After the Act decks have been created, shuffle each separately then stack them in order with Act I on top down to Act IV on the bottom.
 4. **At the bottom of this deck, place a random End Event card.**
 5. **(Level II and up only)** Add the National Guard to the deck 10 cards from the bottom (e.g., it should have 9 cards under it).

Deck Construction Table Example:



Level Setup Page Anatomy

Level Title with color bars to show which cards are used in the level.

Board Side lets you know which side of the board to use when playing the level. Remember, if it is the B side then you also have to put down the Game Mat.



Units and markers that start out on the map are listed here.

The Basic Game

Counters Placed on Map:



All units placed full-strength side up

Items Placed to the Side:



Enhancement Card

Deck Construction Tables:

Standard Co-op or Solo Solo Game	# of Early Research Cards
1 1 1 1 1	1
2 5 3 2	1

Living Co-op or Standard Solo Game	# of Early Research Cards
1 All All All All	1
1 All All All All	1

Special Rules:

- Remove the *Infected Vermin* card from the Fate deck and return to the box.
- Return *The Savior Corps Heroic* Civilians to the box before choosing a Heroic Civilian.
- You receive exactly 4 Ammo.
- No Super Zeds Cup, Infection marker, or Supplies marker.

BOARD SIDE: A



The image of the board shows you where to place the units (with their full strength side showing) and markers shown in the inventory list to the left.

Additional components that you will need to play the level are listed here. Place these within easy reach of all players. All other components can be returned to the box as they will not be used in the level.

The Deck Construction Tables show how many of each card are required to create your Event and Research decks when playing in either co-op or solo mode.

Versus Deck Construction Table:

Standard Game	# of Early Research Cards
1 0 0 0 0	1
3 6 4 3	1

Special Rules for Versus:

- Remove all *Beasts* and other Special Event cards from the Event deck before constructing.

The Versus Deck Construction Table shows how many of each card are required to create your Event and Research decks when playing in Versus mode as well as any special rules and units.

Any special rules related to the level will show up in this box as well. These rules supersede the generic setup rules on the previous page.

Any special rules related to the versus game will show up in this box as well. These rules supersede the generic setup rules on the previous page.

The Basic Game

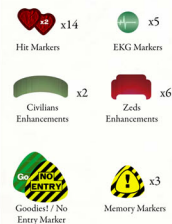
BOARD SIDE: A

Counters Placed on Map:



All units placed full-strength side up
Civilians & Zeds are randomly selected
when placed

Items Placed to the Side:









Information Cards

x7



Deck Construction Tables:

Standard Co-op or Short Solo Game						# of Early Research Cards
★	★	★	★	★	★	
 -	1	1	1	End Card 1		
	2	5	3	2		
Long Co-op or Standard Solo Game						
★	★	★	★	★	★	
 -	1	1	1	End Card 1		
	3	6	4	3		

Special Rules:

- Remove the *Infected Vermin* card from the Fate deck and return to the box.
- Return *The Savior Corps* Heroic Civilians to the box before choosing a Heroic Civilian.
- You receive exactly 4 Ammo.
- No Super Zeds Cup, Infection marker, or Supplies marker.

Versus Deck Construction Table:

Standard Game						# of Early Research Cards	
★	★	★	★	★	★		1
-	0	0	0	0			
3	6	4	3				

Special Rules for Versus:

- Remove all *Brains!* and other Special Event cards from the Event deck before constructing.

Outbreak!: Level I

BOARD SIDE: A

Counters Placed on Map:



All units placed full-strength side up
Civilians & Zeds are randomly selected
when placed

Items Placed to the Side:



Deck Construction Tables:

Standard Co-op or Short Solo Game						# of Early Research Cards	
★	★	★	★	★	★	End Card 1	
1	1	1	1	1			
2	5	4	2				
Long Co-op or Standard Solo Game						End Card 1	
★	★	★	★	★	★		
1	1	1	1	1			
3	6	4	3				

Versus Deck Construction Table:

Standard Game						# of Early Research Cards	
★	★	★	★	★	★	End Card 1	
0	0	0	0	0			
3	6	4	3				

Special Rules for Versus:

- Remove all *Brains!* and other Special Event cards from the Event deck before constructing.

Apocalypse!: Level II









BOARD SIDE: A

Counters Placed on Map:

 x5	 x4
 x6	 x4
 x1	 x5
 x1	

All units placed full-strength side up
Civilians & Zeds are randomly selected when placed

Items Placed to the Side:

 x14	 x5
 x2	 x6
 x3	
 x7	












Information Cards







*Use exact number of Chaos Markers only



Deck Construction Tables:

Standard Co-op or Short Solo Game	# of Early Research Cards
 - 1 2 2  2 6 4 2	 End Card 1
Long Co-op or Standard Solo Game	# of Early Research Cards
 - 1 2 2  3 8 6 3	 End Card 1
Epic Co-op or Medium Solo Game	# of Early Research Cards
 - 2 2 2  4 9 8 4	 End Card 1

Versus Deck Construction Tables:

Standard Game	# of Early Research Cards
 - 0 0 0  3 7 6 4	 End Card 1
Long Game	# of Early Research Cards
 - 0 0 1  4 9 8 4	 End Card 1

Special Rules for Versus:

- Remove all **Brains!** cards from the Event deck before constructing.

Brains!: Level III






















BOARD SIDE: A

Counters Placed on Map:

 x5	 x4
 x6	 x4
 x1	 x5
 x1	

All units placed full-strength side up
Civilians & Zeds are randomly selected
when placed
















Items Placed to the Side:

 x14	 x5
 x2	 x6
 x3	
	
 x7	 x12*
	
	
	
	
	
 x5	

*Use exact number of Chaos Markers only



Deck Construction Tables:

Standard Co-op or Short Solo Game					# of Early Research Cards	
	★	★	★	★	End Card 1	 4 Co-op 3 Solo
	-	2	2	2		
	2	5	4	2		
Long Co-op or Standard Solo Game						
	★	★	★	★	End Card 1	 5 Co-op 4 Solo
	-	2	2	2		
	3	7	6	3		
Epic Co-op or Medium Solo Game						
	★	★	★	★	End Card 1	 6 Co-op 5 Solo
	-	2	2	3		
	4	9	8	3		
Super Epic Co-op* or Long Solo Game						
	★	★	★	★	End Card 1	 7 Co-op 6 Solo
	-	2	3	3		
	5	11	9	4		
*Not recommended for co-op						
Mega Epic Co-op* or Epic Solo Game						
	★	★	★	★	End Card 1	 8 Co-op 7 Solo
	-	3	3	3		
	6	12	11	5		
*Not recommended for co-op						

If you are worried, and you should be, replace one Special Event card in Act II with a random Standard Event card.

Versus Deck Construction Tables:

Standard Game	# of Early Research Cards
<div><div><div><div></div><div></div></div><div><div></div><div></div></div></div><div><div>★ ★ ★ ★ ★ ★</div><div>- 0 0 0 0</div><div>3 7 6 4</div></div></div> <div>End Card 1</div>	4
Long Game	# of Early Research Cards
<div><div><div><div></div><div></div></div><div><div></div><div></div></div></div><div><div>★ ★ ★ ★ ★ ★</div><div>- 0 0 0 1</div><div>4 9 8 4</div></div></div> <div>End Card 1</div>	5
Epic Game	# of Early Research Cards
<div><div><div><div></div><div></div></div><div><div></div><div></div></div></div><div><div>★ ★ ★ ★ ★ ★</div><div>- 0 1 1 1</div><div>5 11 9 5</div></div></div> <div>End Card 1</div>	6

Special Rules for Versus:

- Remove all *Brains!* cards from the Event deck before constructing.

Versus Counters: Place the Un-Zeds unit on any named space on the map.

 x1
Anti-Civilians

Walking Zeds!: Level IV

BOARD SIDE: B

Counters Placed on Map:

x5	x4
x6	x5
x1	x5
x1	x2

All units placed full-strength side up
Civilians, Security Guards, & Zeds are randomly selected when placed

Items Placed to the Side:

x14	x5
x2	x6
x3	x1
x1	x1
x7	x12*
x3	x10*
x1	x1
x1	x1
x1	x1
x1	x1
x5	x5

*Use exact number of Chaos Markers only



Deck Construction Tables:

Standard Co-op or Short Solo Game	# of Early Research Cards
Long Co-op or Standard Solo Game	# of Early Research Cards
Epic Co-op or Medium Solo Game	# of Early Research Cards
Super Epic Co-op* or Long Solo Game	# of Early Research Cards
Mega Epic Co-op* or Epic Solo Game	# of Early Research Cards

*Not recommended for co-op

If you are worried, and you should be, replace one Special Event card in Act II with a random Standard Event card.

Versus Deck Construction Tables:

Standard Game	# of Early Research Cards
Long Game	# of Early Research Cards
Epic Game	# of Early Research Cards

Special Rules for Versus:

- Remove all **Brains!** cards from the Event deck before constructing.

* This card is not random, it is **The Doctor** is **Int** card.

Versus Counters: Place the Un-Zeds unit on any named space on the map. Anti-Civilians may only be placed on above-ground tracks; Anti-Heroes may be placed in the Tunnel track.

x1	-OR-	x1
Anti-Civilians		Anti-Hero

Director's Cut!: Level V

BOARD SIDE: B

Counters Placed on Map:

 x5	 x4
 x6	 x5
 x1	 x5
 x1	 x2

All units placed full-strength side up
Civilians, Security Guards, & Zeds are randomly selected when placed

Items Placed to the Side:

 x14	 x5
 x2	 x6
 x3	
	
	
	
	
	
	
	
	
 x5	

*Use exact number of Chaos Markers only



Deck Construction Tables:

Standard Co-op or Short Solo Game	# of Early Research Cards																				
<div><div><div>U</div><div></div></div><table><tr><td>★</td><td>★</td><td>★</td><td>★</td><td>★</td><td>★</td></tr><tr><td>-</td><td>3</td><td>3</td><td>2</td><td></td><td></td></tr><tr><td>2</td><td>4</td><td>4</td><td>2</td><td></td><td></td></tr></table></div> <div>End Card 1</div> <div><table><tr><td>4</td></tr><tr><td>3</td></tr><tr><td>Solo</td></tr></table></div>	★	★	★	★	★	★	-	3	3	2			2	4	4	2			4	3	Solo
★	★	★	★	★	★																
-	3	3	2																		
2	4	4	2																		
4																					
3																					
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Long Co-op or Standard Solo Game																					
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If you are worried, and you should be, replace one Special Event card in Act II with a random Standard Event card.

Versus Deck Construction Tables:



Standard Game	# of Early Research Cards
<div><div><div>★</div><div>3</div></div><div><div>1*</div><div>6</div></div><div><div>★</div><div>6</div></div><div><div>★</div><div>3</div></div><div><div>★</div><div>6</div></div><div><div>★</div><div>3</div></div><div><div>★</div><div>6</div></div><div><div>★</div><div>3</div></div><div><div>★</div><div>3</div></div><div><div>End Card</div><div>1</div></div></div> <div>4</div>	
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Epic Game	
<div><div><div>★</div><div>5</div></div><div><div>★</div><div>10</div></div><div><div>★</div><div>9</div></div><div><div>★</div><div>4</div></div><div><div>★</div><div>2</div></div><div><div>★</div><div>2</div></div><div><div>★</div><div>2</div></div><div><div>★</div><div>2</div></div><div><div>★</div><div>2</div></div><div><div>End Card</div><div>1</div></div></div> <div>6</div>	

Special Rules for Versus:

- Remove all *Brains!* cards from the Event deck before constructing.

* This card is not random, it is *The Doctor is In!* card.





Versus Counters: Place the Un-Zeds unit on any named space on the map. Anti-Civilians may only be placed on above-ground tracks; Anti-Heroes may be placed in the Tunnel track.

 x1 -OR-  x1
Anti-Civilians Anti-Hero

Epilogues

Winning Epilogues:







Your story epilogue depends on the state of things when you won the game. After reading the story on the End card, this chart takes into account how well you took care of Refugees and Chaos, the condition of the National Guard, and the state of any Research. Follow this chart to see how well you did!

 Chaos	6 or fewer Chaos markers on the map You are roundly hailed as a hero, and few believe that they could have achieved a better outcome. Your diligent preservation of property and concern for a normal way of life amid the pandemonium makes you a much-lauded hero of your community.	7 to 9 Chaos markers on the map With so much ruin in the wake of the Zeds' attack, military analysts and news commentators have picked up the drumbeat of calling yours a "Pyrrhic victory." This proves hard to dispute, as such a victory would be utterly ruinous to Farmingdale.	10+ Chaos markers on the map Surrounded by carnage and hellish devastation, you stand with your all-too-few surviving neighbors who have lost everything. For the denizens of the greater Farmingdale area, their fortunes are ruined, their homeland blighted and worthless, and the long, hard fight back to personal independence now confronts them. But do they have any fight left?
 Refugees	No Refugees Units Survived Your victory is marred by what the few survivors tell about the fate of the many who did not survive. Your decisions to sacrifice so many and hand weapons to refugees and fling them back into the lines to fight Zeds without any training is seen as morally reprehensible. To history, your name is marred by the decisions you made during the Battle for Farmingdale. If the V.I.P. Survivors are in the Refugee Camp, among them are some local TV celebrities who join you in mourning the community. The story of your "victory" becomes a segment on the WZED wake up radio show, <i>Good Morning, Farmingdale!</i> which launches your run for a city council seat on a "help rebuild" political platform.	1 or 2 Refugees Units Survived Having made a clear and conscientious effort to see to the needs of the very young, old, infirm, and their caretakers, your shepherding of these refugees has brought you melancholy thanks from those who recognize the difficult success of your efforts. You take some solace that there is nothing to be ashamed of when looking into the faces of these emotionally brutalized survivors, yet all wish that you could have done more. If the V.I.P. Survivors are in the Refugee Camp, among them are a well-known Hollywood star/director and a member of the Senate Armed Services Committee. The story of your victory becomes a made-for-TV special, and the names of Farmingdale's heroes are mentioned as potential Vice-Presidential candidates.	3 - 5 Refugees Units Survived Your status has markedly risen in the aftermath of your success at the Battle of Farmingdale. The many survivors left to rebuild Farmingdale lift you to a landslide election victory as a County Supervisor overseeing the bright future that your valiance affords them. If the V.I.P. Survivors are in the Refugee Camp, among them are a famous Hollywood star/director, plus the Chairman of the Senate Armed Services Committee. The story of your victory becomes a major motion picture, and the names of Farmingdale's heroes are discussed as potential Presidential candidates.
 National Guard	Never Arrived in Town Center The National Guard quickly dims the bright light of your victory as these local glory hounds take the credit for saving Farmingdale. The news narrative is too hard to correct, and it is years before you receive your due in an exposé novel on the Battle of Farmingdale that, at least, becomes a controversial best-seller. By then, you're living in peaceful seclusion far away from Farmingdale and could care less. Those brave heroes who fought at your side know the truth, and their respect and gratitude is all you need.	Arrived in Town Center or the Hospital In your many interviews, you graciously and humbly thank the Guard, so many of whom made the ultimate sacrifice to help save the citizens of Farmingdale. When duty called, they did not hesitate, taking the fight directly to major Zeds threats and offering effective relief to mayor besieged defenders at a decisive time.	In the Cemetery In the aftermath of your victory, the heroes of Farmingdale magnanimously insist that a special memorial cemetery and battlefield park be created where the "Rough and Ready" would be rescuers of Farmingdale fell in bitter hand-to-hand fighting with innumerable Zeds. "Their sacrifice is our honor" reads the lettering over the iron gate to the park where the survivors regularly gather to show reverence to that hallowed ground.
 Super Weapon	3+ Components In the same way that fishermen pose with their tackle or big game hunters with an elephant gun, some of Farmingdale's fiercest heroes gave much credit to, and posed with, their Super Weapons. Federal authorities quickly seized all related research data, and every working version that could be acquired, after the hard-fought victory at Farmingdale. Now, everything about the weapon is either highly classified or, at the other extreme, has been leaked on the Internet. Super Weapon toy replicas are this year's must have holiday gift.	1 or 2 Components Some of the credit for your success rightly goes to your creation of a Super Weapon and its ability to knock the Zeds back a step or two. It becomes an American tale of how necessity was the mother of your invention, and of the triumph of good old American know-how and determination as a key to your heroic success.	Super Weapon Not Deployed Posters of the Heroes of Farmingdale standing astride a pile of Zeds corpses with the caption "Guts and Gutted" become the ubiquitous décor of middle America. As impressive a win as any Super Bowl game and as the whole world watched, it was with steady eyes and cold determination that you survived, brains intact and unscathed, having beaten back the undead hordes. All marvel at how you overcame such adversity.
 Antidote	Antidote Discovered As the bloodied survivors of Farmingdale initially greeted the media, the news of their discovery of a Zeds antidote swept the world, buoyed fast-declining economic markets, and kept many pubs, bars, and cafes open late in celebration! The epic stature of the heroes of Farmingdale allows them to ride a wave of popularity until slowly it becomes known that the Zeds virus is unstable... and mutates!	Final Component Discovered During the cleanup, federal agents swarm in – not to help with restoring the tattered remains of Farmingdale, but to ask incessant and annoying questions. Once they learn that the makeshift DPC outpost at the High School was working on an antidote and had isolated the final component, the feds quickly seized and barricaded the school. Now with a skunkworks project shrouded in secrecy in their midst, the survivors at Farmingdale are too busy getting on with their lives to worry about whether an antidote is developed or not.	Nothing Discovered News of the Department of Plague Control's (DPC) commission seizing the Farmingdale High School of the Sciences becomes a focal story in the aftermath of your victory, but failing to discover an antidote amid the tumult becomes a growing stain on your accomplishments. This missed opportunity is the great "what if?" question that is irrevocably intertwined with the Battle for Farmingdale.

Epilogues






Your story epilogue depends on the state of things when you lose the game. The charts that follow take into account what would have happened if you won (the End card), as well as how well you took care of Refugees and Chaos, the condition of the National Guard, and the state of any Research.

Losing Epilogues by End Card:

	You lost because of Chaos	You lost because of Zeds in Town Center
	With so much of the Farmingdale region burned, poisoned, or destroyed, the only news you are now receiving from the State and County authorities is that they have abandoned Farmingdale to its fate. With nothing left to save but their lives, the once-stalwart citizens of Farmingdale see their morale crack as everyone scatters, fleeing town in a desperate attempt to save themselves. Most don't make it.	Many believed that Town Center could not hold out, and circumstances have proved them right. Despite your valiant efforts, Zeds now roam the streets and buildings of Farmingdale, and the magnitude of the calamity is only slowly coming to light through densely-orchestrated cover ups. On the city's Welcome to Friendly Farmingdale website, wags are debating the validity of changing the population number to count the myriad Zeds who now inhabit the town.
	With so much of the Farmingdale region in charred, toxic ruins, State and County authorities have quietly abandoned Farmingdale to its fate... but never bothered to tell you. As the situation deteriorated around town, the stalwart citizens of Farmingdale assumed the worst (a correct assumption) and began scattering, first in handfuls and then in throngs, fleeing town in a desperate attempt to save their own lives. Few made it past the Zeds menace, and those who did proved more fit for therapy than interviews. Questions are being asked about what happened, and the only reply is bureaucratic stonewalling, double-talk, and a lot of silence.	The cynics were right: Town Center could not hold out despite the community's best efforts to defate the odds. Zeds now roam the streets and buildings of Farmingdale, and the magnitude of the calamity is making its way through the Internet rumor mills and talk show speculations. The story bursts to the fore when Google Maps update their street view images of East Irek showing the village's unimaginable death and destruction; a national conversation and considerable political posturing begin in response.
	With so much of the Farmingdale region laid waste, the only news from the outside is that Federal and State authorities have callously abandoned Farmingdale to its fate. Angered, clutches of Farmingdale defenders form groups and attempt organized breakouts from which few emerge alive. Others simply melt down and wait in place to die, leaving to posterity their desperate and tragic farewells in various recordings. Politicians with much to answer for hide behind a phalanx of lies and try to stonewall their way past the political storm.	Despite the best efforts of ingenuity and fortitude, there were simply too many of them! The Zeds oozed through every breach, and the last stand at the Battle for Farmingdale is already fading in the news as stunned citizens fear the Zeds will soon reach them. People speculate through their worry that the bravery shown at Farmingdale was not enough and wonder how much they can count on their own neighbors to defend their homes. Gun shops and sporting goods stores are deluged with customers, and National Rifle Association memberships skyrocket.
	The silence from the outside is deafening as initial encouraging words now adopt a more forsaken tone. Angered, clutches of Farmingdale defenders form groups and attempt organized breakouts from which few emerge alive. Others simply hunker down and die on their feet fighting for their homes. Defiance is watchword, but the Zeds remain an immense just outside Farmingdale, and you can't eat defiance. The slow demise of Farmingdale's vaunted defenders while petty politicians debate sickens the souls of many Americans, and a new call for rugged individuals to lead the country is heard across the land.	The makeshift command center organizing the town's defenses seemed to be working for a while; there were even moments of quiet celebration as small victories accumulated. But as village after village around Farmingdale fell and those struggles only seemed to reinforce the Zeds, it all came down to numbers. After a vicious night assault on the outskirts of town, the sun rose to the desperate pleas of the few survivors that were answered only by newscasters and drones circling overhead to document the Fall of Farmingdale and the Dawn of the Zeds. Most watch, too many mourn, and too few act with alacrity.
	Enjoying the local economic boom, few locals asked questions about that tunnel project bringing all the strangers to town. Speculation that, somehow, the disruptions going on underground must be the cause of all this didn't help the once-happy locals as their communities were destroyed one-by-one during the Zeds onslaught. As Farmingdale was left to its fate, conspiracy theorists were hawking a field day and attracting all kinds of media as black helicopters kept landing and taking off from the tallest buildings in town.	That glorious, job-creating tunnel project proved to be a curse when the Zeds starting arriving. What should have been a natural safe retreat route proved to be a horrific approach for the living dead to claw and bite their way into Farmingdale! The townfolk strained every resource to the last combating the Zeds, but the undead relentlessly kept marching toward town center. With everything lost, the dead and undead littered the streets and countryside, the last signal broadcast from Farmingdale was Mayor Hernandez crying, "Oh, the humanity!" as he emptied his revolver shooting as the Zeds burst into this office; counting the bullets aloud as he fired, he saved the last one for himself and gave a final, terrified look into the camera.
	Many fell like heroes defending their way of life. They found leaders, considered plans, took action, followed orders... many were clever, or strong, or had skills... but no group or council could stem the tide. And the outsiders watching on TV didn't know what to do until it was too late; by then, there was nothing left to fight for except honor. The outlanders, however, failed to show any fight during those fateful days. Those outside of the Farmingdale area predicted that Farmingdale could not be saved in time; and in time... it wasn't. Its blighted, Zeds-populated countryside stands as an eternal symbol of the outsiders' shame and disgrace.	The fighting was house-to-house and room-to-room as the Zeds became more aggressive during their assault on Town Center. The streets, recently decorated in red for the town festival, took on a darker hue as the blood, wet and dried, stained everything. The lines and barricades were overcome and frightened locals were being overrun in every corner and crevice. A government drone took the last videos of the battle: emerging from the lab was a grim woman in a tattered, blood-soaked lab coat. She made the short walk to the middle of the intersection at Main Street and Center Avenue with grim visage and measured tread, then took a hard look at each of the four directions the streets lead. A gun-strewn crowbar in one hand and a severely-dented fire extinguisher in the other, she raised her arms and yelled, "Is that all you've got? C'mon! Bring it!" She died hard, fighting to the last, recalling images of the Spartans at Thermopylae.

Epilogues

Losing Epilogues:

 Chaos	6 or fewer Chaos markers on the map What were you thinking? While you were so busy keeping chaos at bay, the Zeds managed to work their way through the weakness in your defense and turn your well-conceived and hard-fought triumph into a disaster. You go down in the annals as a tragic figure and a lesson not to underestimate the Zeds.	7 to 9 Chaos markers on the map The loss of Farmingdale is largely attributed to your mistakes in establishing a too-wide perimeter while the Zeds blasted their way in through your weakest sector. Many ask for an enquiry in hopes of publicly assigning you the blame, but others ask "why bother?" as there are more pressing problems containing the outbreak now that Farmingdale has been overrun.	10+ Chaos markers on the map Raiders, with all in collapse as they approach, find nothing left to loot. Defiantly shouting, "Burn in hell!" as they roar off in frustration, you note that their admonition is too late because the screams of the still-living echo those of the tortured damned.
 Refugees	No Refugees Units Survived Your defeat is total, abject, and a disgrace. What sort of monster are you to disregard the needs of humanity in the face of such inhumanity? The nobility of your sacrifice diminishes in the darkness cast by the many whose lives you dispositionally sacrificed trying to justify your failed efforts. Posterity hopes that you now reside in a special circle of hell. If the V.I.P. Survivors are in the Refugee Camp, their despairing final communications at least take some of the attention away from your wretched disposition.	1 or 2 Refugees Units Survived Trying to do the right thing, and actually doing it, is the difference between lightning and the lightning-bug. Your feeble attempts to protect the innocent garner you little credit in light of your defeat at Farmingdale. Your poor leadership of the fighters, and those whom they fought for, sees you ill-remembered with only your decedents fighting an uphill battle in defense of your honor. If the V.I.P. Survivors were in the Refugee Camp, they unfortunately become victims for the undead with the other doomed inhabitants there.	3 - 5 Refugees Units Survived Your legend becomes one whose heart began in the right place, but ended in the wrong place (inside of some Zed's mouth). Arguments continue that your compassion might have been your undoing. Even if that is true, people speak your name with honor and reverence; your defeat is held in noble regard for the concern and compassion you showed, upholding these values as the very reason that the living must combat the Zeds menace. If the V.I.P. Survivors were in the Refugee Camp, they only enjoyed the benefit of being eaten last (for dessert).
 National Guard	Never Arrived in Town Center In disbelief you listen to the National Guard commanders' excuses over the radio in answer to reporters' questions on the failure of their troops to relieve the siege at Farmingdale. Phrases like "they tried" or "did their bit" sound weak and lame, of course. You bitterly reflect that the Guards' lack of urgency and valiance at the Battle for Farmingdale was a big part of your defeat.	Arrived in Town Center or the Hospital Even with the help and sacrifices of the Guard, their tenacity and courage proved inadequate in the face of the unbelievable Zeds scourge. Ultimately, they were trapped in Farmingdale with you and, like rats in a barrel, fought beside you with mad courage to the last bullet and broken bayonet.	In the Cemetery Hopelessness and panic roll over the land like tidal waves, repeatedly sapping morale as the nation considers the magnitude of the disaster suffered at the claws and jaws of the Zeds in the Battle for Farmingdale. Fallen Guardsmen rising up as Zeds in uniform become the meme that the Zeds are going to win – anywhere and everywhere.
 Super Weapon	3+ Components Your environmentalist detractors proclaim the triumph of "nature" (based on their assumption that the Zeds are "natural," which is still much-debated) over "science." Your failure with such an "immoral, outlandish" device for destroying Zeds proves their case that "video games" are not the answer when confronting the world we face today. Regardless, your Super Weapon has proven hard to replicate as the Zeds fan out across the countryside away from Farmingdale.	1 or 2 Components Amid the mysteries buried in the ashes and ruins of Farmingdale, a persistent rumor of a "Super Weapon" keeps bubbling to the surface. There are just too many unexplained MeTube moments from those days showing the Zeds responding in unusual ways to shrug them all off as mere coincidence. But no one has discovered any sort of plan or prototype yet, and as of now only the rumors persist as the need for such a weapon grows with the number of Zeds now leaving the Farmingdale area.	Super Weapon Not Deployed In the post-mortem analysis of your defeat, the world begins to doubt American resolve and the lack of the famed "American ingenuity" in dealing with the Zeds outbreak. Where was the science? Where was the engineering that would save the day? A pall of doubt stalks the American psyche as these questions go unanswered.
 Antidote	Antidote Discovered With the power out, roads closed, and completely unable to transmit your discovery to the "outside world," it was decided that one person would be barricaded into a chamber, hopefully safe from Zeds, and there maintain the stability of the antidote while awaiting rescue. As much energy and attention as could be spared during the final hours of the fall of Farmingdale were invested in this ersatz "safe room," and in protecting the youngest, fittest lab assistant chosen to remain. Recently, however, infra-red scans of the Farmingdale ruins show little red that is warm-blooded; certainly nothing human size.	Final Component Discovered The Farmingdale High School of the Sciences, located near downtown Farmingdale, was among the last building to fall when the Zeds finally arrived. Like a time capsule for the future, all of the research notes and experimental batches of a proto-antidote were left safely behind in case some day someone would discover them. That vault remains locked to this day, covered in dust and debris, awaiting discovery that grows ever more unlikely.	Nothing Discovered Your defeat leads to darkest despair; you have failed utterly to leave any hope that the future so desperately needs. Without so much as an antidote, the Zeds roll through Farmingdale and, their numbers inexorably increasing, begin to spread out across the country, heading for the State Line. You and science have failed to provide humanity the answers.

Calculating Your Score

1. **Housekeeping:** Remove the Player units resting in the Cemetery and all the markers that are on the map (e.g., Wound, Barricade, Status, etc.). These do not count.
2. **The Good: Stack these:**
 - a. All Player units on the map (Heroes, Civilians, the National Guard), except for Villagers and Refugees.
 - b. Add the Supplies and/or Ammo markers if you had 2 or more of that resource remaining.
 - c. Add the Antidote and/or all Super Weapon components (if they were in play; this does not include the Super Weapon marker, just the blue Component markers).
 - d. Add the Infection marker if the Infection Level is 6 or lower.

Count these.

Then add:

3 points for each Villagers and Refugees unit in play. V.I.P. Survivors count as a Refugees unit for this scoring.

This is your score from the "Good" things you have accomplished.

3. **The Bad:** Stack all the Chaos markers currently on the map. Count these. If you are scoring a game you have lost, add 1 point to the "Bad" for each unrevealed Event card in the Event deck.
4. **The Ugly:** Subtract the "Bad" count from the "Good" count and check your result below (if you survived and someone lived to tell the tale). *The higher your score, the more honor you ended the game with.*
 - » **Less than 0:** Your acclaim for saving Farmingdale is bitterly seasoned by the lingering resentment others have for your lack of long-range vision in dealing with the crisis. The accusations of your myopic insistence on short-term goals among some survivors sees them filing lawsuits against you for forcing their loved ones into the fight instead of sheltering the wounded and infirm at the Hospital or the Refugees Camp. Disillusioned, you make your case on social media before disappearing off the grid and living out your days in obscurity.
 - » **1 to 5:** Although not ostracized because your argument of "desperate times require desperate measures" resonated well in news sound bites, your impugned reputation sees monikers like "short-sighted" and "bloody" fastened to your name. You live an embittered existence as a pariah among the ungrateful citizens of Farmingdale who keep demanding an investigation. All you can do is shake your head and remind everyone who will listen that many of these complainers are among the living thanks to you.
 - » **6 to 12:** Most of your kinder neighbors tell you that you've done your best, but many also feel that your best simply wasn't good enough. Farmingdale seems officially content to let the matter of your leadership during this crisis fade into obscurity, but the community has a long memory, and you sometimes see in your neighbor's eyes their sad disappointment that their lives will never again be what they once were before they trusted you.
 - » **13 - 20:** Occasionally acclaimed and thanked as a pragmatic leader during the crisis, people reflect on your role balancing long-term goals with short-term needs and most are glad that you made those decisions (because they would never want to). You take some small pride in your new status as a local hero, and you enjoy invitations to business functions, cook-outs, church meetings, and other social gatherings around Farmingdale.
 - » **21+:** You must cope with your new-found celebrity where the many surviving citizens hail you as a statesman and put forth your name for public office. Your Nobel Peace Prize nomination surprises only you, and your fame is based not only on your protection of Farmingdale during its darkest hours, but your compassion for humanity which you never lost sight of during the crisis. In honor of your singular achievement and outstanding leadership, Congress awards you the Congressional Gold Medal, its highest civilian award. Not to be outdone, the President of the United States gives you the Presidential Medal of Freedom and chooses you to be the overall supreme commander in the ongoing battle against the Zeds. Now your greatest challenge is staying true to yourself with all of the temptations that celebrity and power brings.