



EMBIICADE

GEARS & GUNS



**RULES
& MISSIONS**



CHAPTERS

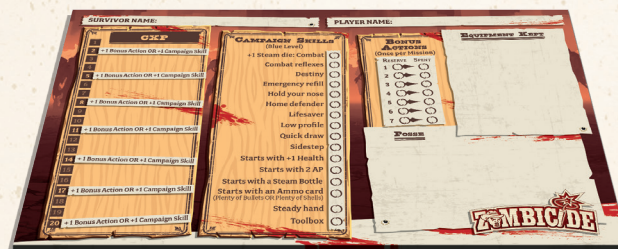
GAME COMPONENTS	2
THE AGE OF STEAM	4
ADVANCED RULES	5
ADVANCED EQUIPMENT RULES	5
THE STEAM DICE	5
GOING FULL STEAM	5
REFILLING DEPLETED STEAM EQUIPMENT	6
KEEPING YOUR EQUIPMENT	7
NEW EQUIPMENT TRAITS	8
ARMOR	8
STEAM KNIFE	8
STEAM BOTTLE	8
SKILL-GRANTING EQUIPMENT	9
NEW CLASS: ENGINEER	9
KO / R.I.P. RULES	9
MY LITTLE POSSE	9
GEARS & GUNS RULES	10
THE STEAM GAUGE	10
STEAM TILES	10
STEAM MACHINE	11
SWITCH	11
NOZZLE	11
NEW ABOMINATION: STEAM MONSTER	12
NEW EQUIPMENT: INVENTIONS	12
CAMPAIGN RULES	13
CAMPAIGN SHEET	13
GATHERING A POSSE	14
CXP BAR	14
CAMPAIGN SKILLS	14
BONUS ACTIONS	15
EQUIPMENT KEPT	15
OBJECTIVE CARDS	15
SETUP	16
TAKING AN OBJECTIVE CARD	17
KEYWORDS	17
GEARS & GUNS CAMPAIGN:	
DANGEROUS WONDERS	17
CAMPAIGN SPECIAL RULES	17
M1 – FIGHTIN’ WORDS?	18
M2 – A HORSE WITH NO NAME	19
M3 – FOUR RUSTED HORSES	20
M4 – THE RELAY STATION	21
M5 – FORT BOLTON	22
M6 – STEAM RUSH	23
M7 – THE SLEEPING MACHINE	25
M8 – ROLLING UP OUR SLEEVES	27
M9 – THE CONVOY	28
M10 – RELEASE THE PRESSURE	29
NEW SKILLS	30
CREDITS	31
GAME ROUND SUMMARY	32

GAME COMPONENTS

10 ID CARDS



1 CAMPAIGN SHEET NOTEPAD (24 Sheets)



78 OBJECTIVE CARDS



10 SURVIVOR MINIATURES



Leonard



Thadeus



Lee



Anthony



Nikolas



Jean



Nora



Bonnie



Marilyn



Richard



Steam Monster



1 Steam Monster
Abomination Card

6 GAME TILES (DOUBLE-SIDED)



6 STEAM DICE



87 EQUIPMENT CARDS

• ADVANCED EQUIPMENT CARDS .. X57

Chainsaw	x2
Colt SAA	x3
Dynamite	x6
Holy Water	x6
Knife	x4
Machete	x2
Pickaxe	x2
Plenty of Bullets	x4
Plenty of Shells	x4
Remington	x3
Saber	x2
Sawed-Off	x2
Schofield	x3
Shotgun	x2
Tomahawk	x2
Twin Barrel	x2
Water	x6
Winchester	x2



• INVENTIONS X24

Body Armor Type Alpha	x2
Body Armor Type B52	x2
Brawler Gloves	x2
Gunslinger Fist	x2
Jump Boots	x2
Long Arm	x2
Marksman Goggles	x2
Sprint Boots	x2
Steam Bottle	x6
Steam Vision Goggles	x2



• ADVANCED BOUNTY WEAPONS ... X6

Asymmetric Tumbling Pistol	x1
Dr. Klaus' Clockwork Rifle	x1
Frontier Industries Rifle	x1
Guillotine's Patriotic Saber	x1
Ma's Troubleshooter	x1
Revolium Pistol	x1



14 TOKENS

Steam Gauge x1

Mobile Spawn Zone token x1

Steam Jet (On/Off) x6

Switch (On/Off) x6





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.



ANTHONY

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*!

Gather a Posse and explore Bolton's Reach, an Old West town powered by a breathtaking maze of steam machinery and pipes. Play an entire Campaign as the brass dream turns into a zombie nightmare and see the Survivors evolve!

What is a Campaign? A Campaign is a series of Mission telling a story where the Survivors are the heroes. The choices made have a direct influence over unfolding events. The Survivors improve along the way, earning new Skills and keeping potent weapons from one game to the next. The best reward, however, is not loot. It's the memories of the story played out and shared with friends.

Dangerous Wonders is a 10-Mission Campaign using the advanced rules featured in this expansion. Among them, new Equipment rules allow Survivors to go Full Steam, rolling Steam dice to enhance their weapons' abilities with the risk of depleting them. These dice may also be used to keep Equipment from one Mission to the next, with a little luck.

New rules also include Steam Machines, which is what the *Dangerous Wonders* Campaign is all about. Their Nozzles may be used to Refill depleted Steam weapons, but may also be broken by the Steam Monster, a new Abomination, putting the Survivors at risk. Watch out as hot steam fills the streets, clouding the Survivors' views and threatening to boil them down!

Don't forget to keep an eye on the Steam Gauge, an advanced First Player Token, as the game goes on. Keep this newfound power in check, as the game is lost when the pressure gets too high!

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 1 and 2, obtaining 2 hits. The Steam dice roll 2 and 3, obtaining 1 hit and 1.

The Attack roll obtained 3 hits and 1. After all hits are assigned, 1 of the Machetes is turned upside-down. The other Machete can still be used.



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 1, 2, 3, and 4, obtaining 2 hits.

The Steam dice roll 2 and 3. 2!

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.



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 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 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.

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: 2, 3, 4, 5, 6, and 6. A single Depleted is enough to lose and discard the weapon.
- 4 Steam dice are rolled for the Knife: 1, 2, 3, and 4. No Depleted result. Jean will have it for the next Mission.
- 5 Steam dice are rolled for the first Sawed-Off: 1, 2, 3, 4, and 5. No Depleted, the Sawed-Off is kept as well.
- 5 Steam dice are rolled for the second Sawed-Off: 2, 3, 4, 5, and 6. 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 and : 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**.



It may be specifically targeted by a Ranged Action: if hit, discard the Steam Bottle's card, and all Actors in the target Zone are eliminated (including Abominations). Set the Noise token, on its BOOM! side, in the target Zone.

BOOM!

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.

⚙️ KO / R.I.P. RULES

There is some informal, yet strong, pact among survivors. When you know the next infirmary is half a state away, you can count on your Posse to fight for you if you are no longer able to defend yourself.

Zombicide games are typically lost whenever a Survivor is eliminated. This may not be the case if you play a Campaign using these rules. The KO rules provides extra time to save a fallen comrade before they're gone for good.

A Survivor losing their last Health point is considered KOed (BUT NOT DEAD). Lay down their miniature in the Zone they currently occupy and discard all Equipment cards they may have (no Keep rolls allowed).

The Survivor is now considered an Objective token until the End Phase of the **subsequent** Game Round (not the current one). They can be taken by another Survivor using a Take An Objective Action. If they are not taken by the deadline, well... they're dead.

- If the KOed Survivor is taken, place their miniature on their own Dashboard. The KOed Survivor is not dead, but cannot be played until the next Mission.
- If the KOed Survivor is not taken, they are dead for good. Remove their miniature. Check out the Mission's Objectives, as they may state the Mission is lost whenever a Survivor dies. The dead Survivor cannot be played until the end of the Campaign.

NOTE: Keep note of all Survivors that die to make sure they aren't used in the same Campaign.

The dead Survivor's player may choose another available Survivor for the next Mission. Unless they use the My Little Posse rules (see below), the new Survivor will start with a new Campaign sheet, losing all Equipment, CXP, Bonus Actions, Posse members, and Campaign Skills (P. 14).

If there is no Survivor left to play (everyone is KOed or dead), the Campaign is lost for all players.

MY LITTLE POSSE

Note that in the Dangerous Wonders Campaign (P. 17), players will gather a Posse of their own. This means that if their current Survivor dies, a player may select a Posse member as their Survivor for the next mission instead. This new Survivor inherits all game effects written on the Campaign Sheet.

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.

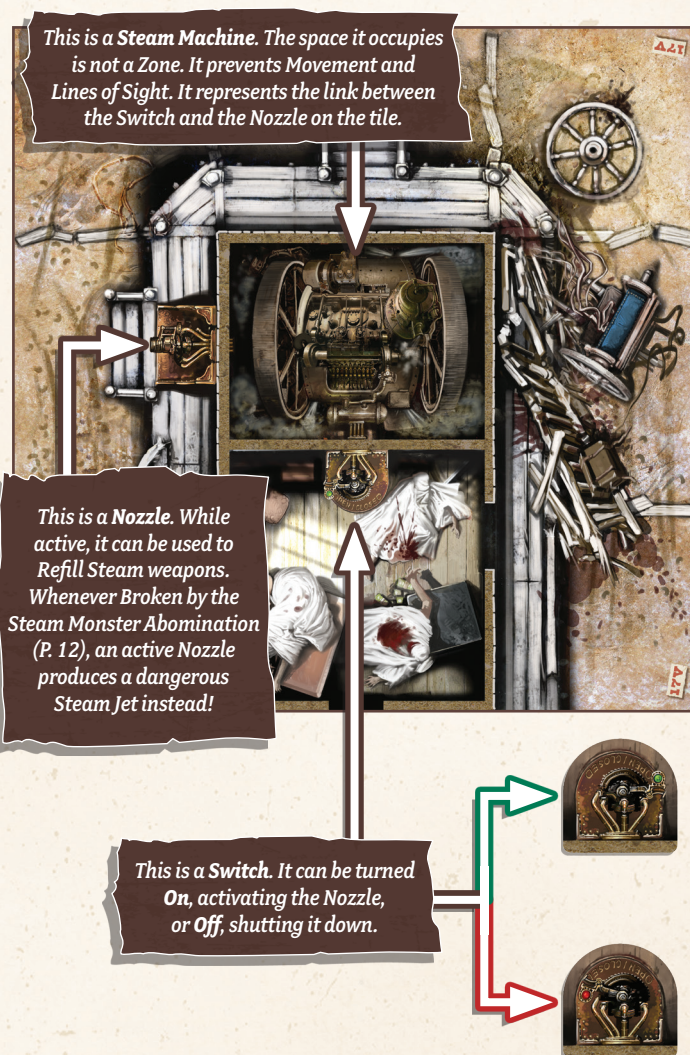
As soon as the Steam Gauge reaches 14 (or higher), any Survivor standing in an active Steam Jet (P. 11) at the start of their Turn, or spending an Action while standing in an active Steam Jet, endures 1 Wound. The raging steam has no effect on Zombies.

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.

CAMPAIGN RULES

You're bound to stay in Bolton's Reach, but you stay with good friends.

– Bonnie

The Campaign rules detailed in this chapter complete the core and advanced rules to be used specifically with the *Dangerous Wonders Campaign* (P. 17).

CAMPAIGN SHEET

Ah! Let me check my blueprints. I may find a good use for this invention!

– Leonard



The Campaign Sheet is used to track your Posse's progress. As the Campaign begins, each Survivor gets their own Campaign Sheet from the notepad. Write down your Posse's story! The different sections are explained below.

CXP BAR:

Check the boxes as your Survivor earn CXP (P. 14). Reaching the indicated Milestones grants the Survivor Bonus Actions or Campaign Skills.

CAMPAIGN SKILLS:

Each time a Survivor earns a Campaign Skill, choose one from the list and check the corresponding box (P. 14). The Campaign Skill may be used the Turn it is acquired.

BONUS ACTIONS:

Each time your Survivor earns a Bonus Action, check a Reserve box. They are cumulative, but each can be used only once per Mission! (P. 15). Bonus Actions may be used the Turn they are earned.

EQUIPMENT KEPT:

Write down the Equipment the Survivor will keep for the next Mission here. (P. 15).

SURVIVOR NAME:

PLAYER NAME:

CXP

1	
2	+1 Bonus Action OR +1 Campaign Skill
3	
4	
5	+1 Bonus Action OR +1 Campaign Skill
6	
7	
8	+1 Bonus Action OR +1 Campaign Skill
9	
10	
11	+1 Bonus Action OR +1 Campaign Skill
12	
13	
14	+1 Bonus Action OR +1 Campaign Skill
15	
16	
17	+1 Bonus Action OR +1 Campaign Skill
18	
19	
20	+1 Bonus Action OR +1 Campaign Skill

CAMPAIGN SKILLS
(Blue Level)

- +1 Steam die: Combat ☐
- Combat reflexes ☐
- Destiny ☐
- Emergency refill ☐
- Hold your nose ☐
- Home defender ☐
- Lifesaver ☐
- Low profile ☐
- Quick draw ☐
- Sidestep ☐
- Starts with +1 Health ☐
- Starts with 2 AP ☐
- Starts with a Steam Bottle ☐
- Starts with an Ammo card (Plenty of Bullets OR Plenty of Shells) ☐
- Steady hand ☐
- Toolbox ☐

BONUS ACTIONS
(Once per Mission)

RESERVE	SPENT
1	<input type="checkbox"/>
2	<input type="checkbox"/>
3	<input type="checkbox"/>
4	<input type="checkbox"/>
5	<input type="checkbox"/>
6	<input type="checkbox"/>
7	<input type="checkbox"/>

EQUIPMENT KEPT

POSSE

POSSE:

Write down the names of the Companions that have been rallied throughout the Campaign. (P. 14).

GATHERING A POSSE

Each player controls their own Posse, a band gathered by their starting Survivor. The members of a Posse are written on the player's Campaign Sheet.

Every time a Survivor ends a Mission as a leader of new Companions, the player writes down their name on the Survivor's Campaign Sheet, forming their own Posse as the Campaign unfolds. **Companions who don't join the Posse are not kept from one Mission to the next.** During Setup of the ensuing Missions, the player may choose any member of their Posse as a Survivor to play with. The replacing Survivor inherits all of the game effects written down on the Campaign Sheet.

When a Survivor is killed, they cannot be played until the end of the Campaign (both as a Survivor or a Companion). The player may choose any member of their Posse to continue the Campaign (See My Little Posse, P. 9) or start a new Campaign Sheet by choosing a new Survivor.

- The Campaign is lost whenever a player no longer has any Survivors to play with.
- A Survivor belongs to a single Posse. In other words, Posses may not have several copies of the same Survivor and Players cannot find the same Companion in different Missions.
- Players may freely trade Posse members between Missions.

NOTE: Missions will state whether a Survivor has to start the Mission with a Companion linked to them.



CXP BAR

All throughout the Campaign, Survivors gain **Campaign Experience Points (CXP)** to earn Bonus Actions and Campaign Skills:

- 1 for reaching the Orange Danger Level for the first time in the Mission.
- 1 for reaching the Red Danger Level for the first time in the Mission.

Each Survivor may earn up to 2 CXP per Mission. Reaching Ultrared Levels (See *Undead or Alive*, P. 43) doesn't count. Some Missions may allow Survivors to earn additional CXP.

EXAMPLE: Nora reached the Orange Danger Level during the Campaign's first Mission, but not the Red Level. She earned 1 CXP, and her player checked the "1 CXP" box on Nora's Campaign Sheet. This CXP is earned for the entire Campaign (or until Nora dies).

CXP are earned and accumulated throughout the Campaign. Check the corresponding boxes as the Posse's CXP reserve grows. Reaching the indicated Milestones earns the Posse either a Bonus Action or a Campaign Skill to choose from. **Milestone rewards are immediate and may be used the Turn in which they are acquired.**

EXAMPLE: The team is now playing the Campaign's second Mission. Nora reaches the Orange Level again, earning another CXP. She now has 2, which is enough to unlock a reward. The player chooses between a Bonus Action or a Campaign Skill.

CAMPAIGN SKILLS

Fighting zombies will reveal your true self to the world, perhaps including yourself. And then, you may learn a little trick or two along the way. Keep on learning!

– Nora

By earning CXP, the Posse can gain a Campaign Skill of your choosing among the list. Check the corresponding box. **Each Campaign Skill can be acquired only once.**

From then on, the Survivor used for the Mission gets the chosen Skill at Blue Level, in addition to any Blue Level Skill(s) they already possess. It can be used immediately.

Some Campaign Skills are new and are detailed on page 30.

EXAMPLE: Nora's player goes for the Steady hand Campaign Skill. From now on, Nora has both the Sprint Skill and Steady hand as Blue Level Skills! Steady hand may be used immediately.



LEE

BONUS ACTIONS

Steam may compare to rage. Kept under pressure, it does wonders when applied at the right time, at the right target... and without any restraint, of course.

– Nikolas

When earning CXP, the Posse may choose to gain a free Bonus Action to spend in any way they please, **once per Mission**. This reward may be selected multiple times across the Campaign. Make a check mark in a Reserve box of the Bonus Actions' section on the Campaign Sheet.

Check a Spent box **with a pencil** each time the Survivor spends 1 Bonus Action, up to the Reserve amount. The Survivor may use several Bonus Actions in the same Turn.

The Reserve is fully replenished at the end of each Mission: erase the “Spent” marks.

EXAMPLE: Nikolas got the “+1 Bonus Action” reward 3 times across the course of the Campaign. He has up to 3 Bonus Actions to spend during each Mission, in any way the player pleases.

EQUIPMENT KEPT

The Keep rules (P. 7) allow the Posse to keep Equipment from one Mission to the next. This section may be used to write down the list with a pencil for an easier tracking.



⚙️ OBJECTIVE CARDS

The zombie invasion revealed the true face of many folks out there. You can never guess what good people can do when facing death, or worse. Let's find out, it may be funny!

– Marilyn

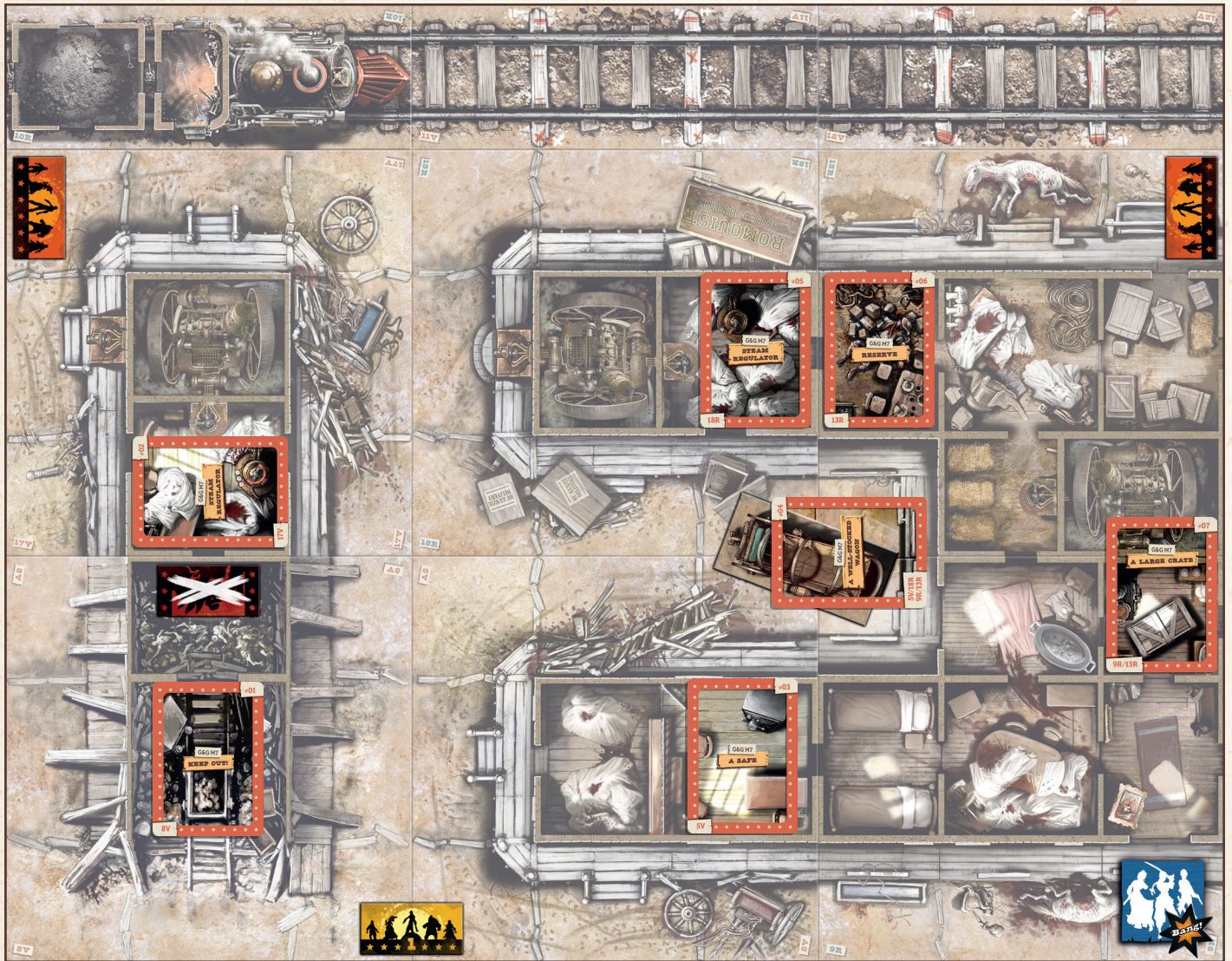
In Campaign Missions, Objective tokens are replaced with Objective cards. These cards are designed to be set in specific Zones (mostly Objective Zones, but not only), as shown on the Mission map. Their back blends in with the tile's environment. Don't read Objective cards until a Survivor takes them, as it would spoil your gaming experience!



SETUP

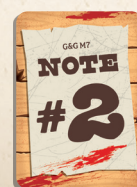
Each Campaign Mission has its own set of Objective cards, gathered in an **Objective set**. Make sure to take the right set for the chosen Mission and place the Objective cards as described on the Mission map. For an easier setup, Objective cards display the number of the tile they are placed on.

Some Objective cards, called **Notes**, are placed facedown close to the board. They may be read during the Mission, according to the decisions the Survivors make.



An example of a Mission setup.

These are Notes. They may be picked up and read over the course of the game, according to situations or choices made with the Objective cards. For example, Objective Card #10 may lead you to choose between two options. Each of them is then explained on its corresponding Note, #1 or #2.



TAKING AN OBJECTIVE CARD

Objective cards set in Objective Zones are taken in the same way as Objective tokens.

Whenever an Objective card is taken, read it out loud for all the team to enjoy and apply the game effects described on the card. In descriptions, “the Survivor” refers to the Survivor who took the Objective card. Some cards may lead the team to talk about decisions to make. *Zombicide* is a cooperative game!

Unless otherwise stated, Objective cards do not grant AP and are discarded after their effects are resolved. Some of them may ask you to keep them revealed. Keep them faceup in the Zone they were picked up from, or near the board, as reminders of game effects to apply.

KEYWORDS

Some Objective cards feature capitalized keywords linking them to other Objective cards in a narrative way.

EXAMPLE: Thadeus takes an Objective card explaining that he found a reinforced army chest. It could hold precious weapons, but needs a KEY to be opened. This Objective card stays on the board for now.

Later on, Marilyn takes another Objective card where a KEY is found on a dead cavalry officer. From now on, the chest Thadeus found may be opened!



GEARS & GUNS CAMPAIGN: DANGEROUS WONDERS

Dangerous Wonders is a 10-Mission Campaign for 6 Survivors. It uses the core rules and all rules detailed in this expansion. Provide each Survivor with a Campaign Sheet, play the Missions in order, and enjoy the story!

⚙️ CAMPAIGN SPECIAL RULES

ALL INCLUSIVE

Missions have no Class limitations for the starting Survivors.

TRAVEL COMPANIONS

- Unless otherwise stated, Missions are **NOT** lost whenever a Companion is eliminated.
- Most Missions require placement of Survivors of a given Class, to be played as Companions you find along the way. In case there aren't enough miniatures of the required Class, you may choose any Class instead.

In case there aren't enough Survivor miniatures to add as such Companions, simply don't place any! The people that have been saved are grateful and get away on their own.



M1 – FIGHTIN’ WORDS?

MEDIUM / 60 MINUTES

“Welcome to Bolton’s Reach”, reads the sign as our train to Chicago is grinding to a halt. We’re all getting a break: time to take a walk and get some grub for us, coal for the locomotive, and water for everyone.

We immediately notice something’s wrong, even before stepping on the platform. What happened here? There’s blood spatters. The silence ends for a second, with a couple gunshots and a shout, far, far away. Is it war? Passengers immediately flock back to the train. A few of us, including me, volunteer to see what’s going on. Ah! I see people coming at us. Why, these fellows don’t seem healthy. Or friendly. Why, they don’t seem alive at all!

Tiles needed: 2R, 10R, 12R, 14V, 15R, 16V, 17R, & 18R.

OBJECTIVES

Investigate. Take all Objective cards.

SPECIAL RULES

- Setup.
 - The Nozzles on tiles 16V and 17R are Broken. Set active Steam Jets in their Zones.

12R	10R
2R	15R
14V	17R
18R	16V



Survivor Starting Zone



Noise Token



Spawn Zones



7x Objective Cards



5x Switch tokens



Active Steam Jet



JEAN



M2 – A HORSE WITH NO NAME

MEDIUM / 60 MINUTES

The station is overrun by zombies! We no longer have access to the train and gotta find a way outta town as quickly as possible. Having some horses for everyone will give us the best chance of survival. Let's find some, and ride to Chicago beyond the rising sun.

Bolton's Reach is a real modern town. There are steam machines and pipes everywhere. These wonders still look marvelous, despite the zombie invasion. When all this ruckus is done, we'll be back!

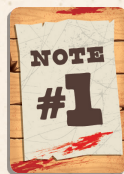
Tiles needed: 1V, 8R, 9R, 13R, 14V, 16V, 17R, & 18V.

OBJECTIVES

Find horses. Accomplish the Objectives in this order to win the game:

- 1 - **Get horses.** Reveal Objective cards #10 (tile 8R), and #3 (tile 13R).
- 2 - **Exit.** Reach the Exit with all Survivors. A Survivor may escape through this Zone at the end their Turn, as long as there are no Zombies in it.

This Mission has no special rules.



16V	18V	13R	9R
17R	14V	1V	8R



M3 – FOUR RUSTED HORSES

HARD / 60 MINUTES

Gotta hole up for the night. The “Four Rusted Horses” used to be a gambling house of some sort, the vice-ridden kind where the unsavories hang out beyond the scrutiny of authorities. It’s a discreet and easily fortified place. The steam machines nearby are in top-notch condition to boot!

Lucky or not, the place has been deserted. There are zombies in there, with others on our tail. We’ll claim the Four Rusted Horses as our own, at least for now. There could even be bathtubs! Mmmh, a hot bath.

Tiles needed: 1R, 5R, 8V, 15V, 16R, & 17R.

OBJECTIVES

Secure the gambling house. Accomplish these Objectives in any order:

- **Explore.** Take all Objective cards.
- **Purge.** Gather the Mobile Spawn tokens and the Abomination Spawn token in the Starting Spawn Zone (see Special Rules).

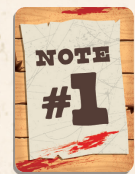
THEN

- **Secure.** Destroy the Starting Spawn Zone (see Special Rules).

SPECIAL RULES

- **Blowing steam.** Mobile and Abomination Zombie Spawn tokens (active or inactive) are moved to the Starting Spawn Zone whenever a Steam Bottle explodes in their Zone.

Once these Spawn tokens are gathered in the Starting Spawn Zone, Survivors can blow them all up in the same way, winning the Mission!



15V	1R	5R
8V	17R	16R



M4 – THE RELAY STATION

HARD / 90 MINUTES

We may have another shot at finding horses: stagecoaches! Bolton's Reach has a nice relay station, and coaches are used to handle ambushes. A few undead ex-customers won't be a challenge.

Steam jets are blowing with full force as we approach the relay station. Every steam machine in the vicinity is at full throttle, and all nozzles are broken. As if the defenders wanted to hide from zombies...

But no one ever hides from zombies for long.

Tiles needed: 5R, 8R, 9V, 14V, 16V, & 18R.

14V	9V
18R	16V
8R	5R



OBJECTIVES

Check the relay station. Take Objective cards #7 (tile 5R) and #6 (tile 8R).

SPECIAL RULES

- **Setup.**
 - All Nozzles are Broken. Set active Steam Jets in the indicated Zones.
 - The Steam Gauge is set at 18. This value does not increase after each round.
- **Too hot to handle.** Switches cannot be turned Off until both "Damaged Steam Machines" (Objective card #3 and #4) have been taken.



M5 – FORT BOLTON

HARD / 60 MINUTES

The Four Rusted Horses is under attack! While we were away, zombies got attracted by our friends' noise, and are now besieging the house. The place is no longer safe. We gotta break the siege and save our Posse. They'll be overwhelmed soon!

Tiles needed: 1R, 5R, 7V, 8V, 14R, 15R, 16V, & 18R.

OBJECTIVES

Save your Posse. Take Objective cards #8 (tile 1R) and #9 (tile 5R).

The game is lost whenever a Zombie reaches one of the highlighted Zones on tile 1R and 5R. (These are the Zones where Companions are placed during Setup.)

SPECIAL RULES

- **Setup.**
 - The Corpse Piles on tiles 1R and 5R are inactive.
 - Place the BOOM! Noise token in the highlighted Zone on tile 1R.
 - Place 3 random Companions in both highlighted Zones on tiles 1R and 5R. They can be rallied as usual.
- **Noisy company.** At the start of each Game Round, place the BOOM! Noise token in the highlighted Zone #1, on tile 1R.
- **Barricade!** Objective card #9 has a barricade effect, preventing the Zombies from entering from the street. The barricade effect is removed when a Survivor enters the building in this Zone.



15R	16V
18R	8V
14R	7V
1R	5R



M6 – STEAM RUSH

HARD / 60 MINUTES

Many friends left the Four Rusted Horses to reach the train and escape this infected town. Some of them already fell to the zombies, but many others are still running for their life, firing at zombies along the way. Driving a train is no easy feat, though, and none of them will survive this way. We have to save them as fast as we can!



Tiles needed: 1V, 2R, 4V, 9V, 10R, 11R, 13R, 15V, 16V, & 17R.

OBJECTIVES

Save as many Companions as possible. Remember! In this Campaign, the game is not lost whenever a Companion is eliminated. As soon as there are no Companions left to rally on the board, take **Note #1**.

SPECIAL RULES

- **Setup.**
 - Place random Companions in the indicated Zones. Please note some of them are attached to Objective cards. Place their miniature on top of the card.
- **Eat this, you zombie scum!** During each End Phase, in any order players want, each non-rallied Companion performs a single Ranged Attack at a Zone of your choice.
 - Range 0-2 (within Line of Sight)
 - 1 automatic hit (Targeting Priority Order still applies)
 - Damage 2Companions cannot hit other Survivors and there is no Friendly Fire, but Targeting Priority Order still applies.
- **Saving a Companion.** Companions leave the board as soon as they are rallied, earning their Leader 3 AP.
 - Companions without an Objective card may be rallied as usual.
 - Companions attached to an Objective card can only be rallied under special circumstances. As soon as a Survivor spends 1 Action to rally one, read the corresponding Objective card instead.
- **Gone too soon.** If a Companion is eliminated before their Objective Card is taken, discard the Objective Card.



Survivor
Starting Zone



Noise Token



3x
Objective Cards



1x
Note



6x
Random Companion
without an
Objective card.



3x
Random Companion
attached to an
Objective card



Spawn Zones



4x
Switch tokens

1V	9V
15V	4V
13R	2R
16V	17R
11R	10R



M7 – THE SLEEPING MACHINE

HARD / 60 MINUTES

We may have found the way for all of us to leave Bolton's Reach! An engineer we saved told us about "the Machine", a train parked in reserve for minor repairs. It's not the latest model, but it will do the trick. All we have to do is restore the steam pressure in the area, as it was disabled to avoid any accident, and test the locomotive's boiler before starting the train.

Ah, and there will be zombies, of course. That there's the funnest part!

Tiles needed: 5V, 8V, 9R, 10R, 11V, 12V, 13R, 17V, & 18R.

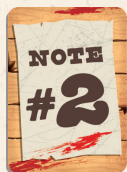
OBJECTIVES

Awaken the machine. Accomplish the Objectives in this order to win the game:

1 - Blow the whistle! Get the Steam Gauge to 20. The game is not lost when the Steam Gauge reaches 20.

2 - Leave the board. Get the Train to leave the board, with all Survivors on it.

The game is lost if a Zombie leaves the board in the Train, or if a Survivor is not in the Train as the Train leaves the board.



8V	17V	10R
5V	18R	11V
9R	13R	12V

SPECIAL RULES

- **Setup.**
 - Each Survivor **may** start the game with a Companion of their choice. Each Engineer **must** start the game with such a Companion.
 - The team **must** have an Engineer (Survivor or Companion), or more.
- **An unusual wagon.** The Wagon cannot be used until the Objective card in its Zone has been taken. The Wagon cannot be moved.
- **Warm up the boiler.** The Steam Gauge value starts at 0, and does not vary by usual means. You have to find the way to raise it to 20 during the game! The game is not lost when the Steam Gauge reaches 20.
- **Running Train.** The Train starts as soon as the Steam Gauge reaches 20, and there is an Engineer (Survivor or Companion) on board. From then on, the Train does not stop!





Survivor



7x Objective Cards



2x Notes



3x Switch tokens



Noise Token



Wagon



Spawn Zones





M8 – ROLLING UP OUR SLEEVES

HARD / 90 MINUTES

The Machine, our new train, will soon get us all outta town. Before leaving, we need to gather extra coal for the furnace and supplies for us.

Many people were saved in the last couple days, and became part of the Posse. For now, our friends will join us in storming the area. And then, everyone goes on a new journey!

I wouldn't say no to new clothes. The zombicide left some stains.

Tiles needed: 2V, 3R, 4R, 10R, 11V, 15R, 17R, & 18R

10R	2V	17R	15R
11V	18R	4R	3R

OBJECTIVES

Prepare for a new journey. Take all Objective cards.

SPECIAL RULES

- **The more, the merrier.** Each Survivor starts the game with a Companion chosen among their own Posse (if any is available). They may start with additional Posse Companions: these ones do not provide additional Class Abilities, but will prove useful to gather supplies along the game!
- **Enter the Wagon.** The Wagon cannot be used until the Objective card in its Zone has been taken.



M9 – THE CONVOY

VERY HARD / 90 MINUTES

Our trusty Machine is ready to carry us all to our next destination. We now must gather everyone and get them on the train. Easier said than done, as the zombies disagree. Never mind, we'll give them plenty of hard-hitting reasons to let us go!

We must be quick, though. The steam grid's pressure level is rising quick. Without engineers to monitor it, the entire system will fall apart.

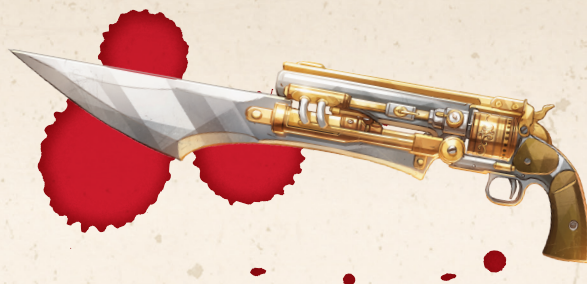
Tiles needed: 2R, 3V, 4R, 5R, 9V, 10R, 11R, 13V, 14V, & 17V.

OBJECTIVES

Get on the Train! Reach 20 with the Steam Gauge. The game is not lost when the Steam Gauge reaches 20. The game is won if all Survivors (including Companions and the Convoy, see special rules) are aboard the Train during the ensuing End Phase. The game is lost if any Survivor (including Companions and Convoy members) is KO-ed.

SPECIAL RULES

- **The convoy.** Each Survivor starts the game with a Companion chosen among their own Posse (if any is available). All other Posse members are set in the Survivor Starting Zone during Setup. They form the **Convoy**. Convoy members are still Survivors. They cannot be rallied, or interacted with, by other Survivors. At the start of each End Phase, Convoy members move 1 Zone toward the train car (tile 11R), taking the shortest route, and ignoring Zombies in their Zone.
- **Explorers.** Objective cards are revealed whenever a Convoy member (NOT a Survivor) has a Line of Sight on them. Player-controlled Survivors may still take them as usual as well.



11R	10R
14V	13V
4R	17V
2R	3V
5R	9V



M10 – RELEASE THE PRESSURE

HARD / 90 MINUTES

We hear gunshots in the distance as we are leaving Bolton's Reach. The town is about to explode, and there's someone still out there! A quick glance at each other is enough to set a course of action: we don't leave anyone behind. Our best bet is to release some pressure to buy some time to find the last survivors. We may buy a moment, but the end is nigh.

"The end is nigh". Oh, such a catchphrase. Let me write that down.

Tiles needed: 3R, 4R, 10R, 11R, 13V, 15R, 16V, & 17V.

OBJECTIVES

So long, Bolton's Reach. Accomplish the Objectives in this order to win the game:

- 1 - Look for survivors.** Take Objective cards #2 (tile 3R), #1 (tile 4R), and #3 (tile 13V).
- 2 - Exit.** Reach the Exit with all Survivors. 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.**
 - All Nozzles are Broken. Set Active Steam Jets in the indicated Zones.
 - The Steam Gauge starts at 18.
- A mysterious mark.** The Green Objective cannot be taken.

17V	13V
3R	4R
16V	15R
11R	10R



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).



★ CREDITS ★

GAME DESIGNERS:

Raphaël GUITON, Jean-Baptiste LULLIEN, Nicolas RAOULT, and David PRETI

DEVELOPMENT:

Fel BARROS, and Fabio TOLA

PRODUCTION:

Rebecca HO (Lead), Thiago ARANHA, Marcela FABRETI, Guilherme GOULART, Isadora LEITE, Thiago MEYER, Shafiq RIZWAN, Kenneth TAN, and Greg VARGHESE

ART:

BIGCHILD CREATIVES, COLLATERAL DAMAGE STUDIOS, Edouard GUITON, Nicolas FRUCTUS, Giorgia LANZA, Saeed JALABI, Jérémy MASSON, Stefano MORONI, Dany ORIZIO, Simon TESSUTO, and Prosper TIPALDI

GRAPHIC DESIGN:

Gabriel BURGHI (Lead), Marc BROUILLON (Lead), Matteo CERESA, Louise COMBAL, Fabio DE CASTRO, Max DUARTE, and Júlia FERRARI

SCULPT ENGINEERING:

Vincent FONTAINE

SCULPTING:

BIGCHILD CREATIVES, Jason HENDRICKS, Aragorn MARKS, Elfried PEROCHON, Carles VAQUERO, and Rafal ZELAZO

RENDERING:

Edgar RAMOS

WRITING:

ERIC KELLEY

PROOFREADING:

Adam KRIER, Eric KELLEY, Jason KOEPP, and Hervé DAUBET

ART DIRECTOR:

Mathieu HARLAUT

PUBLISHER:

David PRETI

© 2022 CMON Global Limited, all rights reserved. No part of this product may be reproduced without specific permission. Guillotine Games and the Guillotine Games logo are trademarks of Guillotine Press Ltd. Zombicide, CMON, and the CMON logo are registered trademarks of CMON Global Limited. Actual components may vary from those shown. Figures and plastic components included are pre-assembled and unpainted. Made in China.

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 Spawned, 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