COUNTY ROAD Z ERRATA AND FAQ

COUNTY ROAD Z SURVIVOR EDITION ERRATA

Utilities Skill in Missions (Page 12)

On page 12 under the Utilities skill, it says: change the result of a roll made during Step 3 of the Advancement Phase (see page 19) so that a given material is generated. It should say: '...so that **fuel** is generated.'

Riot Shield (Page 51)

On Page 51 it says: during each phase… It should say: during each **step**. Steps are described under Combat Rounds on page 25.

Bunk Room (Page 68 and 72)

On page 68 under Bunk Room, it says: Bunk Rooms must always be build in an indoor slot.
It should say: Bunk Rooms must **have power OR be built in an indoor slot**. In the table on page 72 under Requires it says Indoors. It should say **Indoors OR Power**.

Long Guns, Ammo Types (Page 172)

On Page 172, the Long Guns, Ammo Types table is misprinted. The correct table is here:

Long Guns, Ammo Types			Cost	
Ammo	Range	Traits	Hardware	Labor
Small Gauge Shot	8/12/18	Small Rounds, Knock Back	1	0
Large Gauge Shot	8/12/18	Point Blank, Knock Back	1	1
Small Gauge Slug	12/18	Small Rounds	1	0
Large Gauge Slug	12/18	Knock Back	1	1
Small Caliber Rifle	8/12/18	Small Rounds	1	0
Medium Caliber Rifle	12/18/24		1	1
Large Caliber Rifle	12/18/36	Loud 4, Damage +1	2	1
Massive Caliber Rifle	12/18/36	Large Rounds, Pierce, Loud 6, Damage +2	2	2

Weapon Attachments (Page 173)

On Page 173, under weapon attachments, there is a mission table. The table below should be included on page 173.

Weapon Attachments								
Sight	Hardware Cost	Labor Cost	Rail	Hardware Cost	Labor Cost	Magazine	Hardware Cost	Labor Cost
Scope	1	2	Grip	1	1	Extended	1	1
Reflex	1	1	Flashlight	1	0	Quick	1	1
Laser	1	1	Rangefinder	1	1	Speedloader	2	1

Hunger Penalty

The penalties from hunger are to Stats, so any skill levels continue to work normally. No stat can be lowered below zero. For example, Earl has 3 Strength and is level 3 in Heavy, for a total of 6 Heavy Skill Score. If the Community is short on food by 4, Earl's Strength will be reduced to 0, but his level 3 skill is not reduced, leaving him with a total of 3 Heavy skill Score.

Dual Wield

If you carry two revolvers you can attack twice in one round with no chance of jamming, but it takes 2 carry slots. This same technique does not work with Bows or any other weapon that can only attack once per turn.

Dealing With Windows

Decide for yourself if the windows on your table have glass or not.
- Windows with glass will be treated as a barrier with a hardness level of 1. This requires the Break or Enter skill to either move through them or turn them into doors, respectively.
- Windows without glass can be treated as though they are obstacles that are less than 1 inch high. This allows survivors to move through them freely, and zombies can move through at the cost of 2 inches of movement.

Starting Zombies and Spawns

The number of starting zombies refers to actual zombies that start on the table, not number of spawns. So, if a mission calls for more than one zombie to be placed on a single placement roll, all zombies spawned count toward the number of starting zombies.

Exhausted Tokens

When the last resource is removed from a supply token, remove the token from the table.

Attack Targets and Activation

All weapons activate their target, regardless of noise value. If you shoot a zed who is out of noise range and fail, the target activates in addition to any that are in noise range. This applies to special zombies that possess more than one Health Point as well, if the target remains on the table after the attack, they will activate.

An extension of this applies to weapons with Noise (T). A successful attack with a bow or blade will not activate other members of a horde. Noise T activates the target at the end of the action, after damage is done. If the target is removed from the table as a result of the attack, there is no remaining target to activate.

Table Edges and Zeds

A zombie will never move off the table as part of a random movement, they'll simply finish their movement along the table edge. Zombies can, however, be pushed off the table edge with a blunt weapon, a shotgun, a Shove Attack, or any other effect that moves a zombie as a result of a Survivor's action. When this happens, simply remove the zombie as though it was killed.

Used Hardware and Storage Limits

Hardware is spent during the planning phase when a facility or upgrade is assigned, removing it from the base storage before limits are checked.

Wounded Survivors and Assignments

Wounded soldiers cannot be assigned to missions, but they can staff facilities or add labor to the project team. Note that Survivors that aren't assigned to healing will not regain health points.

Hunger and Population

Hunger is compared to total population, not total demand. This means that you can have a Hunger Score without suffering negatives to Survivor Stats.

Mission Phase Scavenging

When opting out of a mission, a single Survivor can be sent out scavenging. This Survivor must have no other assignments during this Campaign Turn.

New Bases and Materials

The first base of any campaign begins with it's storage full of Food, Fuel, and Hardware. This is true no matter which base you start in. Bases that are claimed after the first automatically have the Food, Fuel, and Hardware from the previous base transferred into their inventory. All vehicles, weapons, and equipment is also transferred to the new base.

Siege Defense and Labor

When a Siege is triggered, the only things that are automatically lost are the ability to choose a mission, and any materials set aside for a Rare Items Trade. Everything else (projects, staffed facilities) will continue to work as normal, provided the Survivors assigned to those activities are still able to perform whatever task they were assigned to. Any Survivors that are reduced to zero health during the siege will not contribute their labor or their skills to any projects or facilities to which they were assigned. However, because a normal mission was not undertaken, they members of the mission team that are not reduced to zero health can be assigned to substitute for the missing workers, adding their labor to projects or their skills to staff a facility.

Shove Attack and Noise (T)

The shove attack activates its target, which sometimes means the zombie moves right back into contact with the Survivor that shoved it. Remember, however, that the zombie AI looks for the nearest Survivor within its move +2 inches, so the shove attack can be used to force the zed to move into contact with another Survivor, perhaps one with a good melee skill or simply more Health Points.

Most often, though, the shove attack is used to move a zombie off of a ledge or into the range of a Trap.
In addition, a successful Shove Attack will push a zombie a minimum of two inches.

Siege Defense and Barricades

In the Siege Defense mission, zombies default to moving toward barricaded doors, but what happens when they get there? Well, usually, that will bring them within noise range of survivor actions. If the AI directs you to make a random move during the Siege Defense, instead move toward the nearest survivor, if there are no survivors on the other side of the barricaded door.

Gather Materials and Coop Skills

When completing a Gather Materials mission, if the mission team contains at least one member with a coop skill that allows material roll substitutions, none of the targeted materials can be replaced, but you may use the ability to replace the "one of each" material that comes by default. For example: A Mission team with a member that has a Rationing score of five completes a mission that was targeting Hardware resources. They retrieve eight materials. As written, those materials would become one food, one fuel, and one hardware, with the remaining materials (five) becoming hardware. In this instance, the rationing skill, which normally would allow up to five rolls to be replaced with food, can only substitute three food, one for each of the first three materials collected.

Lure Traps, Fireworks, and passive zombies

When lure traps or fireworks activate a passive zombie, the item's description of activated zombies "must move toward the [source]" overrides the normal activation of passive zombies, forcing them to turn aggressive and move toward the trap in a single activation.