



THE ESOTERIC ORDER OF GAMERS ORDEROFGAMERS.COM

Dedicated to immersive, thematic tabletop games. **Rules summaries, foamcore plans, battle reports, interviews, reviews, videos, tutorials** – and lots more.

Sign up to the **monthly newsletter** on the website!

FOLLOW THE
EOG AND
DON'T MISS
A THING!



VIDEOS
EsotericOrderGamers



TWEETS
@EOGamers



PHOTOS
orderofgamers



NEWS
EOGamersFB

SUPPORT ME SO I CAN MAKE MORE GUIDES LIKE THIS ONE!

Since 2004, I've been supplying tabletop gamers with **hundreds of free high-quality rules summaries!** And the Esoteric Order of Gamers features **hundreds of entertaining and informative videos** about our excellent hobby.

It takes time and money to do this work, and **just a few \$ a month** really does help me do much more. Join the official EOG community - and get bonus rewards too!

Please sign up and support me!

PATREON.COM/ESOTERICORDER

Thankyou! Peter (Universal Head)

v4

Mar 2021

Game:	LAST NIGHT ON EARTH
Publisher:	Flying Frog Productions (2007)
Page 1:	Rules summary front
Page 2:	Rules summary back
Page 3:	Expansion rules summary front
Page 4:	Expansion rules summary back
Page 5:	<i>Timber Peak</i> rules summary 1 front
Page 6:	<i>Timber Peak</i> rules summary 1 back
Page 7:	<i>Timber Peak</i> rules summary 2 front
Page 8:	<i>Timber Peak</i> rules summary 2 back
Page 9:	<i>Blood in the Forest</i> rules summary front
Page 10:	<i>Blood in the Forest</i> rules summary back
Page 11:	Special scenario rules summary front
Page 12:	Special sceanrio rules summary back

Print on card (ensure you are printing at 100% scale) laminate and trim to size.

These sheets are intended only for the personal use of existing owners of the game for additional reference. Universal Head makes no claim whatsoever to the rights of the publisher and copyright holder, and does not benefit financially from these player aids. Artwork from the original game is copyrighted by the publisher and used without permission. This PDF may not be re-posted online, sold or used in any way except for personal use.

If you need exceptional quality graphic design
for your next project, visit universalhead.com

Peter 'Universal Head' Gifford
The Esoteric Order of Gamers



LAST NIGHT ON EARTH

THE ZOMBIE GAME

SETUP

1. CHOOSE SIDES

2 players	1 ZP, 1 HP (all 4 heroes)
3 players	1 ZP, 2 HP (2 heroes each)
4 players	2 ZP, 2 HP (2 heroes each)
5 players	1 ZP, 4 HP (1 hero each)
6 players	2 ZP, 4 HP (1 hero each)

There are always 4 hero characters.

2. CHOOSE A SCENARIO

Die Zombies, Die! is the only basic game scenario; otherwise choose or randomly draw an advanced scenario.

3. CREATE GAME BOARD

Place the **town center** board and randomly place 4 L-shaped boards around it. Place the **sun track** near the board.

4. SHUFFLE AND PLACE CARD DECKS

Shuffle the **zombie** and **hero card decks**, including the advanced cards if playing an advanced scenario.

5. DRAW AND PLACE HERO CHARACTERS

Each **hero player (HP)** chooses or randomly draws a **hero character sheet** and places their **hero figure** on any space in that hero's **start** building.

If the building is not present, the figure is placed in the center space of the town center board and the player receives a **free hero card**.

6. CREATE ZOMBIE POOL

One **zombie player (ZP)** receives all 14 zombies; 2 ZPs receive 7 green or brown zombies each.

The ZP starts with 2D6 zombies divided as evenly as possible among the **spawning pits** on the board.

Two ZPs start with 1D6 zombies each and are only limited in distributing zombies evenly by their own color figures.

GAME ROUND

ZOMBIE TURN

ZP(s) complete the following steps in order:

1. Move the sun track marker
2. Draw new zombie cards
3. Roll to spawn new zombies
4. Move zombies
5. Fight
6. Place newly spawned zombies

1. MOVE THE SUN TRACK MARKER

On the first turn place the marker on the number equal to the **turns** listed on the scenario card.

Otherwise move the marker 1 space down on the track. If this moves it off the track the game immediately ends.

2. DRAW NEW ZOMBIE CARDS

Each ZP *may* discard one card, then draw new zombie cards until he has a full hand of 4 cards (or 2 each if there are 2 ZPs).

Zombie cards are kept secret from the HP, but 2 ZPs may show cards to each other and discuss strategy.

3. ROLL TO SPAWN NEW ZOMBIES

After all *Play Immediately* zombie cards have been played, roll **2D6**. If the number is *higher* than the number of zombies currently on the board (including zombie heroes), additional zombies will be spawned **at the end of the zombie turn**.

2 ZPs roll 1D6 each and must roll over the number of zombies they personally control.

4. MOVE ZOMBIES

Each **zombie** may move **1 space** in any direction, including through walls.

There is no limit to the number of models that can be in a space at once.

ZOMBIE HUNGER: Zombies may never move out of a space with a hero, and if adjacent to one *must* move into the hero's space. If a zombie can move more than 1 space for any reason, it is still restricted to this rule during all of its movement.

5. FIGHT

A hero in a space with 1 or more zombies must **fight**.

If there several heroes and 1 zombie, the heroes may choose which hero has to fight. If there are several heroes and several zombies, they must pair off as evenly as possible. If uneven, it is the hero's choice who has to fight more zombies. The HP always chooses the order of fights.

6. PLACE NEWLY SPAWNED ZOMBIES

If zombies may be spawned, roll **1D6** and place this many zombies onto the spawning pits (subject to the initial placement rules).

2 ZPs roll 1D3 each for their number of zombies.

HERO TURN

Heroes take their turn in any order they wish.

Each hero completes *all* of the following steps in order before the next hero takes their turn:

1. Move or search action
2. Exchange items
3. Ranged attack
4. Fight zombies

1. MOVE OR SEARCH ACTION

A hero may **move** or, if they are in a building, **search**. You may roll movement dice before deciding.

MOVE

Roll **D6** and move up to that number of spaces in any direction.

There is no limit to the number of models that can be in a space at once.

If a hero enters a space with a zombie in it, the move immediately ends. If starting in a space with a zombie in it the hero *may* move away.

Heroes may not move through walls except at doors and may not move diagonally through a door.

SEARCH

Instead of moving, a hero in a building space may **search** by drawing the top card from the hero deck.

Instead of searching, if the building has a *Pick Up* item noted, that item can be taken out of the hero card discard pile (if it is available).

2. EXCHANGE ITEMS

A hero may exchange any number of items with other heroes in the same space and vice versa.

Heroes may attack with items they received this turn but no item or weapon may be used by more than 1 hero in the same turn.

3. RANGED ATTACK

Heroes with a **ranged** item may make 1 **ranged attack**.

Choose a target within the range listed on the card (or in the same space) and in line of sight (LOS), and follow the card instructions.

LINE OF SIGHT

Models do not block LOS but walls and doors do. However, a hero has LOS through any wall or door he is touching. See diagrams p13 of the rulebook.

HIT OR KILLED

If the target is **hit** it takes 1 wound (enough to remove a normal zombie from the board).

If the target is **killed** all the target's remaining health boxes, if applicable, are filled with wound markers.

4. FIGHT ZOMBIES

The hero must **fight** every zombie in their space.

FIGHTS (HAND-TO-HAND COMBAT)

Fights (hand-to-hand combat, not ranged attacks) occur in both the hero and zombie turns.

Both players roll **fight dice**:

Heroes: 2D6

Zombies: 1D6

Zombies win on a tie.

Zombies may *not* use more than 1 **fight card** per fight.

Hero cards with a **combat bonus** may only be used once per fight (unless stated otherwise), though more than 1 combat bonus may be used.

Ranged weapons may not be used in hand-to-hand fights.

After all cards and abilities have been used, **both players compare their highest fight dice roll**:

If the zombie wins, the hero takes 1 wound.

If the hero wins, the zombie is *fended off*; nothing happens and the fight ends.

If the hero wins and has rolled doubles on any of his fight dice, the zombie takes 1 wound.

WOUNDING, HEALING, AND BEING KILLED

When a hero or zombie hero takes a **wound**, put 1 **wound marker** on their character sheet.

If a hero or zombie hero is **killed**, all remaining health boxes are filled with wound markers.

When the last box is filled, a hero or zombie hero is killed. All of a hero's items are immediately discarded.

A hero may heal before or after, but not during, a fight.

DEAD HEROES

A killed hero automatically turns into a **zombie hero** under the control of the ZP.

The HP randomly draws a new hero to control and places it on the board, either in any space of a random building (with no bonus hero card), or the centre board space (with a bonus hero card).

ZOMBIE HEROES

The ZP who killed the hero places a **zombie hero marker** under the hero figure and now controls it.

Zombie heroes are like normal zombies, but move D3 spaces, have as many Health boxes as they had when alive, are removed from the game when killed, have no hero special abilities, items or upgrades, and are never considered to be a hero in any way.

EVENTS AND ITEMS

Events are kept secret (those with *Play Immediately* on them are played immediately).

Items are placed faceup by the hero's character sheet.

A hero may carry up to 4 items at a time, and only 2 of these may be weapons. Double-handed items/weapons count as 2 items/weapons.

A hero with more must immediately discard down to the limit, but may use items or exchange items with other heroes in the same space first.

EXPLOSIVES

Dynamite is an effective ranged weapon but needs something to light it.

Gasoline may be used to place a **gas marker** on the board; this can be ignited as a ranged attack using a ranged weapon (roll to hit as though it was a zombie) or by discarding any item with the keyword *Fire* at it using range 2, hit +3.

Any zombies or heroes in the same space are immediately killed, and any in adjacent spaces killed on 3+-. Remove the marker from the board.

CARDS AND ABILITIES

Hero and zombie cards may be played at any time and in any number unless specifically noted on the card or in these rules.

Cards and abilities may be used *after* the dice rolls (unless stated otherwise) to affect the outcome.

START OF THE TURN

Start of the turn means any point up until the first model moves in the Move Zombies phase or takes a Hero Move or Search action.

PLAY IMMEDIATELY CARDS

Play Immediately cards must be played as soon as they are drawn.

If more than one is drawn at the same time, the player may choose the order in which they are resolved.

REMAIN IN PLAY CARDS

Remains in Play cards stay faceup on the table and continue to affect the game until cancelled or discarded.

CANCELLING CARDS

A card may not be *cancelled* after it has already caused dice to be rolled or re-rolled.

A Hero card that says *Immediately cancel any zombie card* may cancel any zombie card being played or that *Remains in Play*.

If a *Remains in Play* card is cancelled, any markers placed by that card are discarded also.

A card used to cancel a fight immediately ends the fight with no resolution.

OTHER NOTES

Cards that can be played at any time '*except during a fight*' may not be played from when fight dice are rolled to when the fight is resolved, but may be played *between* fighting 2 zombies.

When a ZP draws a card that refers to '*your zombies*' and there are 2 ZPs, it refers only to the card drawer's zombies.

RUNNING OUT OF CARDS

If the Zombie deck runs out of cards, re-shuffle the discards.

If the hero deck runs out of cards, there are no more hero cards available. Players may never count the remaining cards in a deck or discard pile.

ROLLING A RANDOM BUILDING

On a roll of 1 on 1D6 the result is the HP's choice and on a roll of 6 the result is the ZP's choice.

Roll 1D6 to determine the L-shaped outer board section. Roll a second D6 to determine the building (if a hero or zombie choice, only a building with a set of numbers may be chosen). If a building rolled cannot be used for any reason, roll another building on the same outer board. If none of them can be used, roll again entirely.

THE MANOR HOUSE

The **manor house** is on the flipside of the town center board and used for some scenarios. It counts as a normal building in most respects.

Heroes may never **search** in the manor house. It may never be chosen as a random building. Heroes that do not have their start location on the board may start anywhere in the manor house and receive a free hero card.

Corner walls in the house prevent heroes from moving diagonally around a corner but do not affect LOS for ranged attacks.

SCENARIO SPECIAL RULES

DIE ZOMBIES, DIE!

Use the circular red marker to keep track of zombie deaths.

SAVE THE TOWNSFOLK

When found, a **townsfolk card** is placed faceup on the table. They are not associated with any hero.

While on the table they may *not* be cancelled, but can be played and discarded for their effects as though in a HP's hand—though this means the card no longer counts towards winning the game, and can be cancelled.

BURN 'EM OUT

When using an *Explosive* to blow up a spawning pit, the hero does not require any other cards to ignite it.

Mark a destroyed pit with a wound marker; zombies may no longer spawn from it. Destroying a pit has no effect on zombies that are already in the space.

WINNING THE GAME

When one side completes their **objectives** on the scenario card the game immediately ends.

In addition, the zombies automatically win the game if they kill 4 heroes or if they discard the last hero card from the deck.



LAST NIGHT ON EARTH

THE ZOMBIE GAME

NEW RULES

DOUBLE-HANDED ITEMS

These items count as 2 items towards a hero's carrying limit of 4. If the item is a hand or ranged weapon, it counts as 2 weapon items.

SACRIFICE

Zombie cards with a **sacrifice** cost in their text may only be played at the start of the ZP turn and the ZP must be able to pay the cost in the grey bar.

A cost that removes zombies from the board returns them to the player's zombie pool (they do not count as killed).

SEWERS

A **sewer** has 2 entrance markers and a larger off-board marker to represent the sewer itself. The sewer is a single space considered adjacent to both entrance spaces.

Once placed on the board, both heroes and zombies may use the sewer for movement. Any model that moves onto a sewer entrance may move to the sewer space, and may stop there or continue moving back out of either entrance. The sewer is not a building and may not be searched or barricaded, and can only draw LOS to the entrance spaces (and vice versa).

Multiple sewers are considered independent of each other unless specifically stated.

STOCKPILE CARDS

A **stockpile** is an additional *Pick Up* that can be used by a hero in the building as a **search**. There may be a chance that the stockpile is exhausted and discarded.

COMBINING ITEMS

When items can be **combined**, choose any 2 items the hero has and stack them to show they have been combined; they now count as a single item for carrying limit, and if either is a weapon, they count as a single weapon. If either item would be discarded, both must be discarded. However if one of the cards needs to be discarded (broken, out of ammo, etc), roll D6: on a 4+ it does not have to be discarded.

A combined item may be combined again. Special combinations include:

Gun: Any 2 gun items combined may both be fired as a single ranged attack during the hero's ranged attack phase, at the same or different targets.

Old Betsy: If combined with another item, the hero may deliver that other item to any hero in the space that *Betsy* is deployed to.

If *Gasoline* is combined with *Betsy*, you may place a gas marker in the space that *Betsy* is deployed to.

If *Dynamite* is combined with *Betsy* and that hero has a *Fire* item, *Betsy* may deliver the lit *Dynamite* to the space in which she is deployed to try to blow up zombies there.

Old Betsy is always discarded when used for her card effect.

Double-handed items: A double-handed item may be combined with another item (even another double-handed item) before having to discard based on carrying limit. Together these items are a single double-handed item.

Dynamite with dynamite: a hero may discard the *Dynamites* as a single ranged attack (no roll to prevent discarding may be used), and the hero does not need a *Fire* item. Anything in the target area is immediately killed, and every model adjacent to the target space takes a wound on a 2+ on a D6 roll.

Once combined, any time the hero loses a fight or tries to throw the *Dynamite* as a ranged attack, on a roll of 1 on a D6 it immediately explodes as though the hero's space was the target of the ranged attack.

OPTIONAL RULES

DOOR/LOCKED DOOR MARKERS

Use the **door** and **locked door** markers to create a door in a wall section or permanently close an existing door.

At the start of the game the HP may place 2 of the door markers on any walls. The ZP card *Locked Door* is now considered *Remains in Play*. When the card is played in a doorway during the game, place a locked door marker over that doorway; the door has been locked and heroes may not move through it. If the card is cancelled, remove the marker as normal.

Items that allow a hero to *'ignore the effects of a locked door'* also let the hero discard any locked door marker moved through (and the corresponding card). *Escape Through a Window* does not cancel a locked door in this case, but allows the heroes to move through locked door markers for the turn.

EXPLORATION MARKERS

Exploration markers may be added to any scenario that does not use the *Free Search Markers* special rule. At the start of the game the ZP mixes them in an opaque container and places them randomly, *Exploration* side up, in all of the unoccupied buildings. Extra markers are not used.

Exploration markers work like free search markers except a hero ending his movement in a building with one flips it over to see what he has found, and then discards it.

Free search: Works exactly like a free search marker.

Surprise attack: Place the number of zombies listed from the zombie pool in the hero's space. If playing with 2 ZPs, these can come from either pools.

New hero found: Immediately draw a new hero from the unused sheets and place its model in the same space. They come into play with a bonus free hero card and may not do anything on the turn they enter play (including fighting zombies). They are controlled by the player whose hero flipped the exploration marker, and are *never* replaced when killed.

NOT MUCH LEFT

Any hero killed by an *Explosive* may not be turned into a zombie hero.

SCENARIO SEARCH ITEMS AND STARTING CARDS

If a hero gets a **scenario search item** (or a card that lets them take one from the deck) in their starting cards, shuffle it back into the deck and draw again.

GROWING HUNGER

RULES NOTES

May not be killed: The model may not be killed or turned into a zombie hero in any way, though it may still be wounded up to its last wound. The model may not self-inflict a wound that would normally kill it.

Instantly killed: The model immediately fills all of its health boxes with wound markers. These may be prevented as normal; if not, the model is removed and any fight it was in ends without being resolved.

If a weapon instantly kills on a certain roll during a fight, the instant kill is worked out before any other fight cards are played to re-roll, add dice, cancel the fight, etc.

SCENARIO NOTES

PLAGUE CARRIERS

When a **plague carrier** takes a wound, place a wound marker under its base. A killed plague carrier is removed from the game. Plague carriers are affected by zombie hunger from up to 2 spaces away and must always move towards the nearest hero. This is the *only* way they may be moved.

If there are 2 ZPs, control of the plague carriers is split between them: the brown player controls them during even-numbered turns and the green player during odd-numbered turns.

ZOMBIE APOCALYPSE

If the zombies ever have no **spawning pits** on the board, the ZP automatically loses (even if he has destroyed 6 buildings).

BURN IT TO THE GROUND!

Heroes that enter play during the game may not be placed in the manor house; they must be placed in a random building. If the gas station is on the board, you may want to offset this advantage by allowing the ZP the *Grave Dead* ability.

MINI-GAME: ALONE IN THE DARK

SETUP

Randomly select 2 of the L-shaped outer boards and place them together to form a rectangular board. To roll a random building, roll a D6 (1-3 = one section, 4-6 = the other section).

The HP randomly selects a hero and places his figure in any space of a random building. The ZP has the same rules as if he was playing in a normal game with 2 ZPs (ie, he has half the usual resources).

SCENARIO RULES

10 turns. 1 ZP and 1 HP.

Special rules: *Hero Starting Cards (2), Free Search Markers.*

Objectives: The hero must kill 6 zombies by morning to escape. The *Die Zombies, Die!* card is used to keep track of zombies killed.

The zombies win by killing the hero or if the hero has not escaped by morning.

OPTIONAL SPECIAL RULES

Becky the Nurse may use her *First Aid* ability as a move action to heal 1 wound from herself on the roll of 4+.

The zombie card *Night That Never Ends* has the additional text: 'Place a zombie from the zombie pool on each spawning pit. These zombies may move and fight normally this turn. Also, move the sun track marker 2 spaces back on the track (increasing the number of turns remaining).'

Any card that references 2 or more heroes is immediately discarded when drawn and allows the player that drew it to immediately move the sun track marker 1 space forward or back on the track.

NEW BUILDINGS

ANTIQUE SHOP

Pick Up: Ability allows a hero to shuffle up to any 2 cards from the discard pile back into the hero deck.

LIBRARY

Pick Up: Ability allows a hero to reveal cards from the hero deck until you find an event card (including *Townfolk Events*), then take that card and shuffle the other revealed cards back into the deck.

Abilities like Jake Cartwright's *Resourceful* ability or the *Flashlight* cannot be used with this ability as the cards are being revealed, not drawn.

SUPERMARKET

Pick Up: Ability allows a hero to discard the top 3 cards and then draw 2 hero cards to keep.

The 2 kept are drawn, so you may use abilities like Jake Cartwright's *Resourceful* ability or the *Flashlight*.

SURVIVAL OF THE FITTEST

SCENARIO NOTES

SUPPLY RUN

All heroes start in the manor house rather than in their starting locations (but do not get free hero cards).

The manor starts the game **fully barricaded** (no reinforcement markers) with a barricade on every wall (or leave off the markers with the understanding that it is fully barricaded so players can see the exits).

A hero that revealed a number counter may also pick up a supply marker from that building in their exchange items phase. These do not count against a hero's carrying limit.

Heroes entering play mid-game may start in a random building or anywhere in the manor house with a free Hero card as normal.

SEARCH FOR THE TRUTH

The heroes need to find **2 unique items** with the keyword *Records*. These have a letter code: A, B, or C.

When the first is found, check the scenario card to determine the heroes' objective. When the second is found, check the scenario card again to find the final location the heroes will need to reach to complete their objective (cancel any **taken over marker** on it; the location may not be *taken over*).

If the final location is not on the board, roll D6 for a random board corner, add the L-shaped board with the final location on it to the outside of the corner rolled. If all 5 of the spaces that could link them are blocked, re-roll the random corner. The heroes must have at least 1 outdoor space to move through to reach the final location board section.

HUNKER DOWN

The heroes must **fully barricade at least 2 buildings** (they do not need to be reinforced) to achieve their objective. Use the **red circle marker** to keep track of the turns completed on the scenario card.

RESCUE MISSION

The heroes must place the 4 **townfolk allies** in any spaces of the random building rolled; all in one space or split up as desired.

The townfolk building starts **fully barricaded** and **fully reinforced** (3 reinforcement markers on each barricaded wall).

The heroes' safehouse building starts **fully barricaded** (no reinforcement markers).

These buildings should be re-rolled if either has a spawning pit inside (or within the inner walls of the building).

New heroes entering play mid-game start in a random building or in the center of town with a free hero card as normal.

HERO PACK

SCENARIO: HUNT FOR SURVIVORS

There are no scenario search items; at the start of the game, 1 hero has a marker to represent the **keys to the truck** (this is not interchangeable to the hero card *Keys*). To win the heroes must have the **keys marker** at the truck.

Townfolk survivors are represented by **random townfolk markers**. These are unrelated to any *Townfolk* event cards. They may do nothing on their own and may only be carried around the board by a hero (or dropped in a space if the hero carrying them is killed).

If the keys marker or a townfolk survivor would ever be dropped in a building that has been *taken over*, or if the building is taken over after the marker is dropped, the ZP must immediately move the dropped marker(s) to any adjacent space that is not in a taken over building (if there are none adjacent, move them 2 spaces).

ZOMBIES WITH GRAVE WEAPONS

These models are not part of the normal zombie pool. When a **Grave Weapons** card (from the *Survival of the Fittest* expansion) that has an associated miniature comes into play, place the normal zombie on the card and replace him with the appropriate grave weapon zombie.

When killed, place him off to the side and return the normal zombie from the card to the zombie pool. The zombie pool remains limited to 14 zombies.

Alternatively they may be used to replace normal zombies to add variety, or to represent the grave dead from the *Growing Hunger* expansion.

LAST NIGHT ON EARTH

TIMBER PEAK

THE ZOMBIE GAME

SETUP

1. CHOOSE SIDES

2 players	1 ZP, 1 HP (all 4 heroes)
3 players	1 ZP, 2 HP (2 heroes each)
4 players	2 ZP, 2 HP (2 heroes each)
5 players	1 ZP, 4 HP (1 hero each)
6 players	2 ZP, 4 HP (1 hero each)

There are always 4 hero characters.

2. CHOOSE A SCENARIO

Learn to *Survive* is the only basic game scenario; otherwise choose or randomly draw an advanced scenario.

3. CREATE GAME BOARD

Place the **center board** and randomly place 4 L-shaped boards around it. Scenarios use the **town center** side of the board unless the scenario specifically uses the radio station side. Place the **sun track** near the board.

4. DRAW AND PLACE HERO CHARACTERS

Each **hero player (HP)** chooses or randomly draws a **hero character sheet** and places their **hero figure** on any space in that hero's **start location** building.

If the building is not present, the figure is placed in the center space of the center board and the player receives a **free hero card**. If a hero's start location is represented multiple times, you may choose which of those locations to start in.

If a hero starts the game with one or more hero/zombie cards already in play on them, place them face up next to the character sheet.

If a hero gets a **scenario search item** (or a card that lets them take a one from the deck) in their starting cards, they must shuffle it back into the deck and draw again. If one is drawn a second time as part of the redraw, the hero may keep it is normal.

5. SHUFFLE AND PLACE CARD DECKS

Shuffle the **Zombie** and **Hero card decks** and place them near their respective players.

6. CREATE ZOMBIE POOL

One **zombie player (ZP)** receives all 14 zombies; 2 ZPs receive 7 green or brown zombies each.

The ZP starts with 2D6 zombies divided as evenly as possible among the **spawning pits** on the board.

Two ZPs start with 1D6 zombies each and are only limited in distributing zombies evenly by their own color figures.

GAME ROUND

ZOMBIE TURN

ZP(s) complete the following steps in order:

1. Move the sun track marker
2. Draw new zombie cards
3. Roll to spawn new zombies
4. Move zombies
5. Fight
6. Place newly spawned zombies

1. MOVE THE SUN TRACK MARKER

On the first turn place the marker on the number equal to the **turns** listed on the scenario card.

Otherwise move the marker 1 space down on the track. If this moves it off the track the game immediately ends.

2. DRAW NEW ZOMBIE CARDS

Each ZP *may* discard one card, then draw new zombie cards until he has a full hand of 4 cards (or 2 each if there are 2 ZPs).

Zombie cards are kept secret from the HP, but 2 ZPs may show cards to each other and discuss strategy.

3. ROLL TO SPAWN NEW ZOMBIES

After all *Play Immediately* zombie cards have been played, roll 2D6. If the number is *higher* than the number of zombies currently on the board (including zombie heroes), additional zombies will be spawned at the end of the zombie turn.

2 ZPs roll 1D6 each and must roll over the number of zombies they personally control.

4. MOVE ZOMBIES

Each zombie may move 1 space in any direction, including through walls.

There is no limit to the number of models that can be in a space at once.

ZOMBIE HUNGER: Zombies may never move out of a space with a hero, and if adjacent to one *must* move into the hero's space. If a zombie can move more than 1 space for any reason, it is still restricted to this rule during all of its movement.

5. FIGHT

A hero in a space with 1 or more zombies must **fight**.

If there several heroes and 1 zombie, the heroes may choose which hero has to fight. If there are several heroes and several zombies, they must pair off as evenly as possible. If uneven, it is the hero's choice who has to fight more zombies. The HP always chooses the order of fights.

6. PLACE NEWLY SPAWNED ZOMBIES

If zombies may be spawned, roll 1D6 and place this many zombies onto the spawning pits (subject to the initial placement rules).

2 ZPs roll 1D3 each for their number of zombies.

FIRE PHASE

This phase occurs if there are any fires on the board.

HERO TURN

Heroes take their turn in any order they wish. Each hero completes *all* of the following steps in order before the next hero takes his/her turn:

1. Move or search action
2. Exchange items
3. Ranged attack
4. Fight zombies

1. MOVE OR SEARCH ACTION

The hero may **move** or, if they are in a building, **search**. You may roll movement dice before deciding.

MOVE

Roll D6 and move up to that number of spaces in any direction.

There is no limit to the number of models that can be in a space at once.

If a hero enters a space with a zombie in it, the move immediately ends. If starting in a space with a zombie in it the hero *may* move away.

Heroes may not move through walls except at doors and may not move diagonally through a door.

SEARCH

Instead of moving, a hero in a building space may **search** by drawing the top card from the hero deck.

Instead of searching, if the building has a *Pick Up* item noted, that item can be taken out of the hero card *discard pile* if it is available.

2. EXCHANGE ITEMS

A hero may exchange any number of items with other heroes in the same space and vice versa. Heroes may attack with items they received this turn but no item or weapon may be used by more than 1 hero in the same turn.

3. RANGED ATTACK

Heroes with a **ranged** item may make 1 **ranged attack**. Choose a target within the range listed on the card (or in the same space) and in line of sight (LOS), and follow the card instructions.

LINE OF SIGHT: Models do not block LOS but walls and doors do. However, a hero has LOS through any wall or door he is touching. See *diagrams p12 of the rulebook*.

HIT OR KILLED: If the target is hit it takes 1 wound (enough to remove a normal zombie from the board).

If the target is **killed** all the target's remaining health boxes, if applicable, are filled with wound markers.

4. FIGHT ZOMBIES

The hero must **fight** every zombie in their space.

FIGHTS (HAND-TO-HAND COMBAT)

Fights (hand-to-hand combat, not ranged attacks) occur in both the hero and zombie turns.

Both players roll **fight dice**:

Heroes: 2D6; Zombies: 1D6 (zombies win on a tie).

Zombies may *not* use more than 1 **fight card** per fight.

Hero cards with a **combat bonus** may only be used once per fight (unless stated otherwise), though more than 1 combat bonus may be used. Ranged weapons may not be used in hand-to-hand fights.

After all cards and abilities have been used, **both players compare their highest fight dice roll**:

If the **zombie wins**, the hero takes 1 wound.

If the **hero wins**, the zombie is *fended off*; nothing happens and the fight ends.

If the **hero wins and has rolled doubles** on any of his fight dice, the zombie takes 1 wound.

WOUNDING, HEALING, AND BEING KILLED

When a hero or zombie hero takes a **wound**, put 1 **wound marker** on their character sheet.

If a hero or zombie hero is **killed**, all remaining health boxes are filled with wound markers. When the last box is filled, a hero or zombie hero is killed. All of a hero's items are immediately discarded.

A hero may heal before or after, but not during, a fight.

DEAD HEROES

A killed hero automatically turns into a **zombie hero** under the control of the ZP.

The HP randomly draws a new hero to control and places it on the board in any space of a random building (with no bonus hero card), or the centre board space (with a bonus hero card). If the radio station board is in play, the hero may instead start in any space of those buildings, but does not get a bonus hero card.

Once the current phase is over, the new hero fully participates from that point forward.

ZOMBIE HEROES

The ZP who killed the hero places a **zombie hero marker** under the hero figure and now controls it.

Zombie heroes are like normal zombies, but move D3 spaces, have as many health boxes as they had when alive, are removed from the game when killed, have no hero special abilities, items or upgrades, and are never considered to be a hero in any way.

EVENTS AND ITEMS

Events are kept secret (those with *Play Immediately* on them are played immediately).

Items are placed faceup by the hero's character sheet.

A hero may carry up to 4 items at a time, and only 2 of these may be weapons. Double-handed items/weapons count as 2 items/weapons. A hero with more must immediately discard down to the limit, but may use items or exchange items with other

heroes in the same space first.

EXPLOSIVES

Fuel Can may be used to place a **gas marker** on the board; this can be ignited as a ranged attack using a ranged weapon (roll to hit as though it was a zombie) or by discarding any item with the keyword *Fire* at it using range 2, hit +3.

Any zombies or heroes in the same space are immediately killed, and any in adjacent spaces killed on 3+. Remove the marker from the board and place a fire marker in the space which immediately dreads twice (out of the normal turn sequence).

CARDS AND ABILITIES

Hero and zombie cards may be played at any time and in any number unless specifically noted on the card or in these rules.

Cards and abilities may be used *after* the dice rolls (unless stated otherwise) to affect the outcome.

START OF THE TURN

Start of the turn means any point up until the first model moves in the move zombies phase or takes a hero move or search action.

PLAY IMMEDIATELY CARDS

Play Immediately cards must be played as soon as they are drawn. If more than one is drawn at the same time, the player may choose the order in which they are resolved.

REMAINS IN PLAY CARDS

Remains in Play cards stay faceup on the table and continue to affect the game until cancelled or discarded.

CANCELLING CARDS

A card may not be *cancelled* after it has already caused dice to be rolled or re-rolled. A Hero card that says *Immediately cancel any zombie card* may cancel any zombie card being played or that *Remains in Play*. If a *Remains in Play* card is cancelled, any markers placed by that card are discarded also.

A card used to cancel a fight immediately ends the fight with no resolution.

OTHER NOTES

Cards that can be played at any time 'except during a fight' may not be played from when fight dice are rolled to when the fight is resolved, but may be played *between* fighting 2 zombies.

When a ZP draws a card that refers to 'your zombies' and there are 2 ZPs, it refers only to the card drawer's zombies.

RUNNING OUT OF CARDS

If the zombie deck runs out of cards, re-shuffle the discards.

If the hero deck runs out of cards, there are no more hero cards available. Players may never count the remaining cards in a deck or discard pile.

BUILDINGS

ROLLING A RANDOM BUILDING

On a roll of 1 on 1D6 the result is the HP's choice and on a roll of 6 the result is the ZP's choice.

Roll 1D6 to determine the L-shaped outer board section. Roll a second D6 to determine the building (if a hero or zombie choice, only a building with a set of numbers may be chosen). If a building rolled cannot be used for any reason, roll another building on the same outer board. If none of them can be used, roll again entirely.

DESTROYED BUILDINGS

When an entire building is destroyed, place a large circular counter facedown in it. No models may enter a destroyed building, and any heroes already there are immediately pushed to an adjacent space of their choice outside a destroyed building (if there are none, the hero is pushed 2 spaces to get out). Any zombie in the building is automatically killed. Discard any cards or fires played on the building. Fires may not start or spread into a destroyed building. If the building was part of an objective, roll a new random building for that objective.

INFECTED MARKERS

When an **infected marker** is on a hero, roll a D6 any time he takes a wound. On a roll of 1 or 2, he takes an additional wound for being infected. This is only triggered once per source of damage. A wound caused by the Infected marker does not trigger an additional roll.

If a hero ever has 2 Infected markers at the same time, he immediately becomes a **zombie hero**.

THE RADIO STATION

The **radio station** is on the flipside of the center board and is made up of 2 separate buildings.

Heroes may **search** as normal in the radio station. It may never be chosen as a random building. Heroes that do not have their start location on the board may start in any space of the radio station, but do not receive a free hero card.

No model may ever enter the **radio antenna** space, LOS may not be traced through it, and no marker or fire may ever be placed there.

The corner wall (plus-shaped wall) in the station block heroes from moving diagonally across it but does not affect LOS or zombie movement.

TREES

Trees always appear at the center point between 4 spaces and have a small plus-shaped wall in the middle. Trees block heroes from moving diagonally through them. They do not block LOS or zombie movement.

WINNING THE GAME

When one side completes their **objectives** on the scenario card the game immediately ends.

In addition, the zombies automatically win the game if they kill 4 heroes or if they discard the last hero card from the deck.

LAST NIGHT ON EARTH

TIMBER PEAK

THE ZOMBIE GAME

SCENARIO SPECIAL RULES

GENERATORS

As long as a generator is in a building, that building (and any heroes there) may ignore lights out and taken over markers. If the generator is destroyed, markers there immediately take effect.

Generators do not block movement or LOS and do not trigger zombie hunger for nearby zombies. A hero in a space with a generator may not search.

A zombie in a space with a generator, and no heroes there, may attack it during their Fight Heroes phase. The Zombie rolls its fight dice and may play up to 1 fight card as well as anything else that could be used when fighting a hero.

If the zombie gets at least one 5 or 6 on its fight dice, the generator takes 1 wound. Otherwise the generator is unharmed.

Generators do not get to roll any fight dice and can never hurt the zombie attacking it.

If there are any heroes in the space with the generator, zombies there must fight the hero, not the generator. Zombies only fight generators in the zombie's Fight Heroes phase, not during the hero turn.

When a generator has taken 2 wounds, it is destroyed and removed from the board. Generators may not be healed.

Zombies do gain experience tokens for causing wounds to a generator, just as if it was a hero.

Generators are damaged by fire on a D6 roll of 5 or 6. Roll for damage once when the fire starts/spreads into the generator's space, and again at the start of each Fire phase.

If a building itself is destroyed, any generator in that building is also destroyed.

SCENARIO SPECIFIC NOTES

ZOMBIES AUTO SPAWN

The HP and ZP move their track marker 1 step everytime they collect an upgrade. This marker never moves backward, even if an upgrade is discarded or a hero with an upgrade is killed.

The track marker is not moved for any upgrades that the heroes or zombies start the game with.

MOUNTAIN OF THE DEAD

Heroes must protect the generators and stay alive for 10 turns. They only really need to keep 2 of the generators going to survive.

At the start of the game, the heroes place 4 generators in any building spaces around the board (limit 1 per building). The radio station is made up of 2 buildings, so the heroes may place up to 1 generator in each of them.

Sometimes the heroes are better off standing in a space next to a generator to guard it, rather than in the actual generator space, as they can then search during their turn.

BLOW UP THE TOWN

The heroes must find explosives and then plant them in at least 1 building on each of the outer boards to blow up the town.

When using *Crate of Dynamite* or *Fuel Can*, a hero may discard 1 of the markers off the card to plant the explosives, or the card itself (usually if there are no markers left on it). Heroes do not need a *Fire* item to plant explosives.

If all of the buildings on one of the outer boards are taken over before any explosives are planted there, the heroes must find a way to cancel one of the taken over markers to get inside and plant the explosives to win.

If all of the buildings on an outer board are destroyed (usually by fire) before any explosives are planted there, that board is considered to already be blown up, so the heroes don't need to plant explosives there to win.

RADIO FOR HELP

The number counters are spread out around the board, with 2 of them in random buildings on each of the L-shaped outer boards; so each outer board will probably need to be searched in order to find the parts and the tools.

If a building with one of the number counters in it is destroyed by fire, immediately move that counter to another random building.

Heroes may find it wise to keep at least 1 hero in the radio station near the generator to protect it. They can also search (as long as they aren't in the generator's actual space) while the zombies close in.

Buildings with number counters in them cannot be taken over.

The sound booth area is the 2 spaces at the center of the radio station board with the microphone desk and the record turntables. The generator must be placed in one of these 2 spaces.

COMBINING GAMES AND EXPANSIONS

HEROES

When combining the *Timber Peak* heroes with the *Last Night on Earth* heroes, you may not have 2 heroes in the game with the same exact name. If a duplicate of an existing hero is drawn randomly, the survivor version (*Timber Peak*) takes priority; remove the other version and draw a new hero if necessary.

BOARDS

When combining *Timber Peak* with *Last Night on Earth*, all the boards can be mixed together to create the town. If a hero's start location is represented multiple times, you may choose which to start in.

LAST NIGHT ON EARTH

When combining *Timber Peak* with the *Last Night on Earth* base game or other expansions:

The *Fire Extinguisher* hero item has the additional ability: Discard to remove any number of fires from the same and/or adjacent spaces to the Hero.

While the ZP card *Heavy Rain* is in play, fires will go out during the Fire phase on a roll of 1 or 2 (instead of only on a 1).

When playing a scenario that requires a hero to discard an explosive to accomplish an objective (such as *Burn 'em Out*), a hero may discard a single marker from an explosive card such as *Crate of Dynamite*.

GROWING HUNGER

When using the free search markers with the radio station board, 1 marker should be placed in each of the rooms of the radio station buildings.

SURVIVAL OF THE FITTEST

When using the grave weapons, generators do not prevent a zombie from having a grave weapon spawned onto them (like nearby heroes do).

When searching in the radio station, a hero may not draw a survival deck card (*Survival Tactics* or *Unique Items*) as there are no random number sets for the radio station buildings.

EXPERIENCE

GAINING EXPERIENCE

Place 1 **experience token** on a hero's character sheet any time they cause a wound to a zombie.

Zombies gain 1 experience token any time they cause a wound to a hero. Zombies have a collective total of experience tokens for the entire zombie horde. If there is more than one ZP, they share a single pile of experience tokens.

Wounds that are prevented, in any way, cancel any experience token that the hero/zombies would have gained. There is no limit to the number of experience tokens a hero/zombie may gain during a turn, and no limit on how many they can have at a time.

No experience tokens are gained by an individual hero for wounds done indirectly to zombies. Zombies do not gain experience for heroes causing wounds to themselves.

HERO UPGRADES

A hero may spend their experience tokens at any time to gain a **hero upgrade**.

Hero upgrades cost 3 experience tokens plus an extra 1 experience token per upgrade the hero already has.

The hero removes the spent experience from their character sheet and chooses which **hero upgrade deck** to draw from: **melee**, **ranged**, or **special**.

Place the card faceup next to the hero's character sheet. The hero now has the ability listed on that card in addition to any abilities they already have.

Hero upgrade cards are *not* considered hero cards and may not be affected or canceled as such.

HERO UPGRADE BOOSTS

Every hero upgrade card has a **boost** effect listed at the bottom with an experience token cost.

The hero may pay the listed cost at any time to instantly activate that effect. Place a **boost marker** (the back of the experience token) over the cost to show that it has been permanently activated.

If a hero ever has 2 of the exact same hero upgrade card, it automatically counts as though the boost effect has been activated. This also occurs if a hero gets a hero upgrade that has the exact same name of a character ability that they already have.

ZOMBIE UPGRADES

Zombies may spend their experience tokens at any time to gain a **zombie upgrade**. These are shared by the entire zombie team (not just for 1 zombie or 1 ZP). **Zombie upgrades cost 3 experience tokens each.**

There is no additional cost for existing upgrades that the zombies already have in play.

Most zombie upgrades are marked as *One Use Only*. The ZP(s) may use their effect at any time (unless specified otherwise), and then that *One Use Only* upgrade is discarded.

Zombie upgrade cards are *not* considered zombie cards and may not be affected or canceled as such.

EXPERIENCE TOKENS AND OTHER ABILITIES

Some abilities or cards require the hero or zombies to spend experience tokens to use them. How many experience tokens they cost and when they can be used is noted on the individual card or ability.

FIRE

At the end of each zombie turn, if there are any fires on the board, there is a **Fire phase**.

Fire markers have a *new fire* side and an *existing fire* side with a set of directional arrows. Fire markers do *not* block LOS and have no effect on searching or fighting in their space (though the models will still have to roll to take damage as noted below).

There can be only 1 fire marker in a single space.

STARTING FIRES

When a fire starts in a space, place a new fire marker there.

New fires usually start during either the hero or zombie turns, or if existing fires spread during the Fire phase itself.

HERO FIRE ITEMS

Any hero item with the keyword *Fire* may be discarded by a hero in their ranged attack phase to automatically start a fire in an adjacent space.

Heroes that have an ability that allows them to always count as having a fire item may *not* 'discard' their ability in this way.

DAMAGE FROM FIRES

Anytime a fire starts in a model's space, or when a model enters a space with a fire, or ends their move in a space with a fire, they must roll a D6.

If it is a hero, on the roll of 4+ they immediately take 1 wound from that fire. If it is a zombie, they only take a wound on the roll of 5+.

THE FIRE PHASE

In the Fire phase, the ZP should roll a D6 for each existing fire on the board with its directional arrows side up (do *not* roll for any new fires on the board).

D6 Roll Effect

1	Fire goes out
2 - 4	No effect
5 - 6	Fire spreads

FIRES GOING OUT

When a **fire goes out**, remove its marker from the board.

FIRES SPREADING

When a **fire spreads**, a new fire is added to the board. Roll another D6 and use the simple directional chart on the fire marker to determine the direction the fire spreads to. The only way that a fire may spread diagonally is if either hero's or zombie's choice is rolled. Place a new fire marker into the space in the direction rolled.

Fires may spread through aalls, but are stopped by other fires and board edges (do not add a new fire marker).

If there is more than one possible space to spread to in the direction rolled, the ZPs may choose in which of the possible squares the new fire marker is placed.

FIRE LIMIT

There may never be more than 8 fires on the board at any time. If all 8 fire markers are already on the board and a new fire needs to be placed, the player who started the fire may choose and remove any existing fire marker on the board that has its directional arrows side up. This marker is then used for the new fire that needs to be placed.

The ZPs always choose which fire marker is removed if this occurs during the Fire phase.

FLIPPING OVER NEW FIRES

At the end of each Fire phase, any new fires currently on the board should be flipped over to show their directional arrows side (including new fires placed during this Fire phase).

Rotate these fire markers so that the arrows on them line up to the same orientation as the random board number arrows on the center board.

BURNING DOWN BUILDINGS

If there is ever a fire marker in every space of a building, that building is immediately destroyed in and all of those fires are removed from the board.

Fires may not start or spread into a destroyed building.

EXPLOSIVES AND FIRES

If a hero has an *Explosive* Item with a ranged attack that requires a *Fire* item to use, but they do not have a *Fire* item, they may attempt to light the explosive by throwing it into or through a space with a fire marker.

If thrown into a fire marker's space, the explosive is automatically set off immediately in that space.

If a ranged attack explosive travels through a space with a fire marker on its way to the target space, the explosive is lit on a D6 roll of 4+, exploding when it reaches the target space. If not lit, the explosive does not go off and is discarded.

A gas marker that is in an adjacent space to a fire will also be immediately set off, automatically.



LAST NIGHT IN THE BLOOD FOREST NEARBY THE ZOMBIE GAME

NEW BOARDS

For all the alternate board arrangements in *Blood in the Forest*, use the **forest** side of the straight boards.

Any space predominantly filled with trees is a forest space. **Every model in a forest space rolls an extra fight dice.**

Heroes may see into and out of a forest space, but they may not trace LOS through a forest space.

Forest spaces with a random number can be selected when rolling for, or choosing, a random building. These spaces may also be chosen for card effects that target buildings or for the hero's/zombie's choice result for a random building. They do not however count as buildings and heroes may not search there.

SETUP OPTIONS

Mixed in: Mix the new L-shaped boards in with the other L-shaped town boards when randomly creating the town. Use this method for any scenario that does not specifically ask for the use of forest boards, and does not require the straight boards or the forest center board.

Forest ring: Randomly set up the board as normal using the center board and 4 of the town L-shaped boards. Then randomly surround the board with forest tiles so all the trees are pointing away from the centre board. Use this method for any scenario that does not specifically ask for the use of forest boards.

When rolling for a random building, roll a die and check the random board numbers on the center board as normal, then roll an extra die before rolling to determine the exact random building: 1-3 indicates the inner corner board, and 4-6 indicates the outer corner board.

Straight boards have random numbers in some of the spaces; these can never be rolled normally, but may be chosen for a hero's/zombie's choice, or for effects that choose a building rather than rolling for it randomly.

Forest only: Place the forest center board with the 4 straight forest boards on each of its edges (trees pointing away from the center board). Then randomly place the 4 forest L-shaped boards on the corners to complete the rectangular board. Use this method in scenarios that specifically asks for it.

When rolling for a random building, ignore the straight boards, though they may be chosen as above.

EXPERIENCE SYSTEM

GAINING EXPERIENCE

Place 1 **experience token** on a hero's character sheet any time they cause a wound to a zombie.

Zombies gain 1 experience token any time they cause a wound to a hero. Zombies have a collective total of experience tokens for the entire zombie horde. If there is more than one ZP, they share a single pile of experience tokens.

Wounds that are prevented, in any way, cancel any experience token that the hero/zombie would have gained. There is no limit to the number of experience tokens a hero/zombie may gain during a turn, and no limit on how many they can have at a time.

No experience tokens are gained by an individual hero for wounds done indirectly to zombies. Zombies do not gain experience for heroes causing wounds to themselves.

HERO UPGRADES

A hero may spend their experience tokens at any time to gain a **hero upgrade**.

Hero upgrades cost 3 experience tokens plus an extra 1 experience token per upgrade the hero already has.

The hero removes the spent experience from their character sheet and chooses which **hero upgrade deck** to draw from: **melee**, **ranged**, or **special**.

Place the card faceup next to the hero's character sheet. The hero now has the ability listed on that card in addition to any abilities they already have.

Hero upgrade cards are *not* considered hero cards and may not be affected or canceled as such.

HERO UPGRADE BOOSTS

Every hero upgrade card has a **boost** effect listed at the bottom with an experience token cost.

The hero may pay the listed cost at any time to instantly activate that effect. Place a **boost marker** (the back of the experience token) over the cost to show that it has been permanently activated.

If a hero ever has 2 of the exact same hero upgrade card, it automatically counts as though the boost effect has been activated. This also occurs if a hero gets a hero upgrade that has the exact same name of a character ability that they already have.

ZOMBIE UPGRADES

Zombies may spend their experience tokens at any time to gain a **zombie upgrade**. These are shared by the entire zombie team (not just for 1 zombie or 1 ZP). **Zombie upgrades cost 3 experience tokens each.**

There is no additional cost for existing upgrades that the zombies already have in play.

Most zombie upgrades are marked as *One Use Only*. The ZP(s) may use their effect at any time (unless specified otherwise), and then that *One Use Only* upgrade is discarded.

Zombie upgrade cards are *not* considered zombie cards and may not be affected or canceled as such.

EXPERIENCE TOKENS AND OTHER ABILITIES

Some abilities or cards require the hero or zombies to spend experience tokens to use them. How many experience tokens they cost and when they can be used is noted on the individual card or ability.

ZOMBIE CHAMPIONS

Each **zombie champion** (feral dead or **zombie behemoth**) has a spawn cost requiring spawn points and experience tokens.

Any time you spawn zombies, you have the option to give up any number of them to place the same number of green **spawn point tokens** on one or more of your zombie champion cards. You can never have more tokens on a zombie champion reference card than its spawn cost.

Any time you spawn zombies, you may choose any zombie champions that have spawn tokens on them equal to their cost, pay the listed number of experience points, and place them on a zombie spawning pit (with the usual restrictions). Remove any spawn tokens that were on the champion zombie's card; you may again assign tokens to the card in the same turn.

Any number and types of zombies may be on the board at once. However, the scenario will specify how many you have of a champion type in your pool; once killed, they are removed from the game.

If there are 2 ZPs, they share the zombie champion pool and both players may add spawn points to a champion card. The green ZP controls zombie champions on odd numbered turns, and the brown SP controls them on even numbered turns.

Zombie champions can be added to any scenario by giving the heroes a free starting card each if using 3 feral dead and 1 behemoth, or 2 free starting cards if using 6 feral dead and 2 behemoths.

Feral dead have the *relentless* ability, forcing any hero they beat in a fight to immediately fight them again. This continues until the feral dead loses a fight or the hero is killed.

Zombie behemoths have a *chainsaw* which does 1 extra wound for each natural 6 they roll on their fight dice (if they win the fight).

SCENARIO SPECIAL RULES

AIRFIELD

Use the airfield side of the new center board instead of the normal town center.

FOREST RING/FOREST ONLY BOARD

Use the alternate board arrangements as appropriate.

FERAL DEAD (X)

ZPs may use feral dead zombie champions and have X models in the feral dead pool (one use each). Some scenarios allow feral dead to be returned to the pool and reused.

ZOMBIE BEHEMOTH (X)

ZPs may use zombie behemoth champions and have X models in the zombie behemoth pool (one use each).

SALVAGE TOKENS

In the *Salvage Mission* scenario, shuffle the salvage tokens and place them facedown into random buildings/forest spaces around the board as noted in the scenario. The tokens are not in a single space, but on an entire building/forest space.

When a hero ends their move in a building or forest space with a token, they may flip it over for free. Check the result and remove the token from the board.

NOTHING

There is no effect.

SUPPLIES

The hero gains 1 experience token.

If the mission requires supplies to win, this marker stays on the hero. If the hero is killed, drop the marker in their space; any other hero moving through that space may pick it up for free.

FREE SEARCH

The hero may immediately draw a hero card or use an ability that requires a search action to perform.

SURVIVOR

The hero may immediately take any townsfolk event into their hand from the hero discard pile, or directly from the hero deck (reshuffle).

If the mission requires survivors to win, this marker stays on the hero. If the hero is killed, drop the marker in their space; any other hero moving through that space may pick it up for free. Using the townsfolk event card has no effect on the marker.

ZOMBIE ATTACK

Either ZP may immediately place a normal zombie from their zombie pool into the hero's space.

ZOMBIE CHAMPION

The ZP may immediately place a zombie behemoth into the hero's space (this does not count against the number of models in the zombie champion pool).

If the mission requires the heroes to find the zombie champion token to win, it instead counts as a super behemoth (a zombie behemoth with 5 health boxes) that must be defeated.

SCENARIO SPECIAL RULES

Scenario special rules have a **dot value** from 1 (smallest change to the game) to 4 (greatest change). If the rules included add up to the same number of dots per side, the scenario should stay fairly balanced. An inexperienced team may receive a handicap bonus by adding one or more of these special rules.

These special rules pairs are specifically balanced against each other: *Free Search Markers / Zombie Grave Dead*; and *Grave Weapons / Survival Decks*.

HERO PLAYER

CARD POOL (X)

HALF OF X

At the start of the game, the heroes take a number of cards off the top of the hero deck equal to X, look at them, and divide them as they see fit among the heroes. If a scenario search item is drawn, shuffle it back into the deck and draw again.

Using the dots system, X must be an even number.

BARRICADES

A hero in a building that has a 4 or more for movement (not just 4 or higher on the die), may take a special move action to **build or reinforce a barricade**.

Choose any wall the hero is touching and place a **barricade marker** along the inside wall's length. Barricades have no effect on hero movement unless **reinforced** (even if there is a door in the wall that has been barricaded) and do not prevent a hero from seeing through the wall for ranged attacks. The barricade remains in place for the rest of the game.

Corner walls in the manor house cannot have a barricade placed on them. Interior walls may have barricades placed on either side of the wall.

Reinforce a barricade by placing a **reinforcement marker** on it; a barricade may have up to 3 such markers. A hero wanting to move through a reinforced barricade must first pay movement points on a one-for-one basis to remove any reinforcement markers from the wall before moving through it.

At the end of a hero's move phase a hero may **take a wound to automatically build or reinforce a barricade** on a wall they are touching. This may be done multiple times and they may take their last wound in this way.

Any zombie wanting to move through a barricade directly or diagonally must roll 4+ on a D6. Otherwise the zombie is stopped in the space before the wall and may not move further. If the barricade has reinforcement markers on it, the zombie removes one if he rolls 4+, and stays where it is.

A zombie moving diagonally through a corner with a barricade on both walls may only move through on a 4+ if there are no reinforcement markers on both walls (otherwise remove a marker of the ZP's choice from either wall). Zombies inside a barricaded building must still roll to move outside.

A hero that moves a zombie model may ignore barricades for the move. A zombie moving itself out of the normal sequence may test against a barricade.

A building is **fully barricaded** if every wall not on a board edge has a barricade on it (not including interior walls fully inside the building). The building may not be *taken over* and may not have a new spawning pit placed on it (re-roll).

EXTRA DOORS (X)

At the start of the game, the HP may place 2 of the door markers on any walls on the board. You can take this advantage more than once.

EXTRA HEROES

Each extra hero that is part of the hero team acts just like a normal hero in every way; the scenario just uses 4+X heroes instead of only 4 heroes.

FREE SEARCH MARKERS

At the start of the game after heroes are placed, put a **free search marker** faceup in every building (on the building as a whole, not in an individual space) that does not have a hero in it.

If a hero ends their movement in any space of such a building, they may discard the marker to immediately **search** there for free. The marker may only be used if the hero actually *moves* for their move action.

In the manor house, instead place a free search marker in each of its 4 two-square outer rooms. A hero ending their movement in one of these rooms may discard that room's marker to **search** there for free. These markers are always placed, even if one or more heroes start the game in the manor house.

MANOR DECK (10)

This rule may only be added to scenarios that use the manor house. At the start of the game, create a **manor deck** from the top 10 cards from the hero deck. Heroes inside the manor house may search from this deck instead of the hero deck as long as there are cards in it. Discards are placed in the normal hero discard pile. Cards that allow the heroes to look through the hero deck or shuffle cards back into it cannot be used on the manor deck.

If using the survival decks, heroes may take a special card as normal (if there is a card left in the manor deck). The hero may take either a **unique item** or a **survival tactic**.

NUMBER COUNTERS

N/A

Shuffle the number counters marked 1-6 and place them facedown in 6 random buildings without looking (1 per building). These are on the entire building, not a single space. A building with a number counter on it may not be *taken over* (re-roll).

A hero may give up their search to reveal a number counter on the building they are in. The effects of the counter are described in the scenario.

STARTING CARDS (X)

Each hero starts the game with X free hero cards in addition to any they start with. This also applies to heroes that enter play mid game.

Cards are drawn from the top of the deck, and do not count as a search. If a scenario search item is drawn, shuffle it back into the deck and draw again.

The cost is 2 dots per card given to all heroes.

SURVIVAL DECKS

Any time a hero has a 5 or higher for movement (not just 5 or higher on the die), he may take a special **survival card** when searching in a building instead of the normal hero card. A hero may always search normally if desired.

Heroes can draw from the unique items or survival tactics deck depending on the random number set of the building they are in (as noted on the backs of the decks).

Unique Items and survival tactics cards are not considered hero cards and cannot be cancelled by cards that cancel a hero card.

TOWNSFOLK ALLIES (X)

PER X

When heroes are allowed to use the townsfolk as allies, use any townsfolk markers to represent them. Each starts in a random building (re-roll if there is a spawning pit inside) unless noted otherwise. **Townsfolk event cards** have no bearing on allies.

At any time during the hero turn, each townsfolk ally may either attack a zombie in the same or adjacent space, or try to build/reinforce a barricade on a wall they are touching. Roll a D6: on a 5-6, attack or build/reinforce. The ally may not move on its own, may not search, and may not use weapons.

Any zombie in the same space as a townsfolk ally during the Fight Heroes phase (with no hero in the space) attacks the ally. Roll a D6: on a 5-6, the ally is killed and removed from the board (this may be prevented by cards that prevent wounds, but it is not considered a fight).

Any hero that enters a space with a townsfolk ally may pick them up (one at a time). This does not count against the hero's item carrying limit. The ally may still attempt to wound zombies or build/reinforce barricades. The ally may be picked up or dropped off in any space during the hero's move. If the hero is killed, the ally is left in the space.

This rule may be used multiple times; the cost is 2 dots per ally used by the heroes.

TOWNSFOLK HEROES (X)

Townsfolk heroes are weak, extra hero characters. At the start of the game, remove all of the townsfolk event cards from the hero deck and shuffle them. Then randomly select the X number of townsfolk heroes you will be using and place them faceup on the table. Shuffle all remaining (unused) townsfolk event cards back into the hero deck. Townsfolk heroes may not be canceled or reshuffled into the hero deck in any way. They are not considered hero cards, but rather hero characters.

Instead of rolling for movement, townsfolk heroes roll a number of dice at the start of the hero turn based on the total number of townsfolk heroes you started the game with (not the current number):

1-3: 1D6; 4-6: 2D6; 7+: 3D6 movement points

Townsfolk heroes take their turn at the same time and the movement points may be split amongst them as you see fit. Other heroes may complete their turn before them if you like.

Townfolk hero movement is not affected by movement modifiers like heavy rain, but may be re-rolled for cards like *Trip* or "Ruuum!!".

Any townfolk hero that starts inside a building may use a single movement point to **search** instead of moving (if they search, they may not have any other movement points used on them this turn). Free search markers may be used by townfolk heroes.

All townfolk heroes must complete their turn before moving on to the next normal hero. They go through all of the normal hero turn phases, but they must all finish one phase before moving on to the next.

Townfolk hero abilities

Once per turn (HP or ZP turn), each townfolk hero may use one of their special abilities. Roll a d6: on 1 or 2, after the ability takes effect, the townfolk hero is killed.

Townfolk cards that normally would *remain in play* do not need to roll to see if they are killed, however, their ability is limited to where they are on the board. Other townfolk abilities may be used anywhere on the board, regardless of their current position.

In all other ways, townfolk heroes count as normal heroes, with these exceptions:

- They never count toward 'number of heroes killed' for ZP victory conditions.
- If killed, they are automatically replaced with a zombie from the zombie pool (or from the board if there are none in the pool). The townfolk hero's card is removed from the game, not placed in the hero discard pile.
- In a fight, they roll 2 fight dice and pick the highest, like normal heroes, but only have a single health box (a single wound kills them).
- They may only carry 2 items, only 1 of which may be a weapon (they may not carry double handed weapons).
- They have no keywords.
- They may always 'squeeze' between diagonally touching building corners etc, just like student heroes can.
- They do benefit from bonuses like hero starting cards, but are never replaced when killed.

WELL STOCKED BUILDINGS

When using a building's *Pick Up* ability, a hero may take the named card from the hero discard pile as normal, or they may search the hero deck for the named card and take it (shuffle the deck afterward).

ZOMBIE PLAYER

AUTO SPAWN

The ZP may *always* spawn new zombies at the end of the Zombie turn (skip the *Roll to Spawn New Zombies* step).

GRAVE DEAD

At the start of the game, place the 7 red zombies in a separate **grave dead pool**. Whenever you are allowed to spawn new zombies, you may spawn one or more **grave dead zombies** in the normal way; but instead of placing 2 normal zombies, you may place 1 grave dead. Grave dead may *only* be placed when placing starting zombies or spawning new ones. They do not count when rolling to spawn zombies.

When grave dead are killed, they are removed from the game and not reused.

Roll a D6 once at the start of the game to determine all of your grave deads' special ability:

- 1 **Very rotten:** May ignore any wound on a 4+ roll (except from an *Explosive*).
- 2 **Brainthirsty:** 2 Health boxes each; place a Wound marker under the base of a grave dead that takes a wound.
- 3 **Freshly dead:** Move D3 spaces instead of 1.
- 4 **Ravenous:** Roll an extra fight dice.
- 5 **Pack mentality:** May be spawned into any space that already has at least 1 zombie.
- 6 **Carrier:** When a grave dead wounds a hero, roll D6. On a 5-6, the hero is immediately turned into a zombie hero (the HP may draw a new hero). This may be cancelled as though it were a Zombie card, even after the roll is made.

If there are 2 ZPs, each has their normal pool of 7 zombies, and share the extra pool of 7 red zombies. Control of the red zombies is split between the 2 ZPs: the brown player during even-numbered turns and the green player during odd-numbered turns.

Scenarios that already use the red zombies may not use this special rule.

GRAVE WEAPONS

Whenever the ZP spawns new zombies (not when 'placing' them), in place of spawning 2 zombies, they may give one of their zombies a **grave weapons card** instead (this may be done multiple times).

Draw a card from the grave weapons deck, place it faceup on the table, and place the matching marker under any zombie on the board not in the same or adjacent space as a hero (or on a spawning pit). You may assign the weapon to a zombie that has just been spawned in the same phase. Any zombie may be given a grave weapon, but none may have more than 1. The ZP may not have more than 8 grave weapons on the board at a time (or 4 each for 2 ZPs).

When using the *Zombies Auto Spawn* rule, you may continue to spawn grave weapons onto your zombies using your spawn rolls each turn, even if you have no zombies remaining in your zombie pool (up to the maximum 8).

Grave weapon cards are not zombie cards and cannot be cancelled by cards that cancel them.

HORDE

All 21 red, brown and green zombies are in the zombie pool. If there are 2 ZPs, share and control them as above.

When red zombies are killed, they are returned to the red zombie pool.

Most scenarios using this rule also use the *Auto Spawn* rule; if not, roll 3D6 and add them together when rolling to spawn new zombies. If the total is more than the number of zombies on the board, you may spawn new zombies at the end of the turn. If there are 2 ZPs, whoever controls the red zombies this turn rolls 2D6 and adds them together when rolling to spawn new zombies.

Scenarios that use this rule may not use any other rules that involve red zombies.

LIGHTS OUT: RANDOM (X)

At the start of the game, before hero placement, roll a random building and place a **lights out marker** on it. Any hero moving into a space of this building must end their move. The marker may be cancelled as though it was a zombie card that *Remains in Play*.

This rule may be used multiple times where X is the number of times used.

LIGHTS OUT: CHOICE (X)

As above, but the ZP may choose which building to be lights out, as if 'Zombie's Choice' had been rolled for a random building.

This rule may be used multiple times where x is the number of times used. The cost is 2 dots for each.

TAKEN OVER: RANDOM (X)

At the start of the game, before hero placement, roll a random building and place a **taken over marker** on it; no zombies are placed with it. No heroes may enter the building. The marker may be cancelled as though it was a zombie card that *Remains in Play*.

Any hero that would start in the building counts as though their starting location is not on the board.

This rule may be used multiple times where x is the number of times used. The cost is 2 dots for each.

TAKEN OVER: CHOICE (X)

As above, but the ZP may choose which building to be taken over, as if 'Zombie's Choice' had been rolled for a random building.

This rule may be used multiple times where x is the number of times used. The cost is 3 dots for each.