

"WE'VE GOT TO GO BACK!"

AN OFFICIAL WEB SCENARIO
BY JASON C. HILL

Turns: 17

LAST
NIGHT
OF
EARTH™
THE ZOMBIE GAME



The rural town of Woodinvale has been completely overrun by the living dead. Only a handful of survivors have escaped and made their way to the nearby abandoned military base, Fort Baxter. One of those survivors is a scientist named Dr. Seavers from the Ancor Chemical Plant... and he has an idea. Just prior to the Zombie infestation, he was about to begin work on an experiment with two hazardous bio-chemicals. He now believes that with a little time and these two samples he could develop a way to stop the ravenous hordes of Zombies. The only problem is that someone has to fight their way back into town, find the chemicals, and bring them back. It's a long shot, but it just might work.

Armed with a new plan, the remaining townspeople pool their resources and choose the unlucky few who have to go back... back into hell.

Scenario Objectives

- 1) The Hero player(s) should choose the four characters that they want to use. The Heroes must collectively decide which of the following options to start the game with:
 - Any 6 Hero Cards chosen from the Hero deck. Cards are divided between the Heroes as the players see fit.
 - or
 - 12 Random Hero Cards from the Hero deck. Cards are divided between the Heroes as the players see fit.

If the Hero Cards are drawn Randomly, no special card drawing abilities may be used (i.e. — Jake Cartwright may NOT use his Resourceful ability for these random card draws).
- 2) Place the Truck and all 4 Heroes in the marked Starting Space. Heroes do NOT use their Start Locations.
- 3) Shuffle up the Numbered counters 1-6 and place one face down (without looking) in a Random Building on each of the six L-Shaped Boards. These are the possible locations of the Bio Canisters. The counters are not in any one space, but on a whole building itself. Buildings with a face down counter may not be Taken Over.
- 4) Before the game begins, the Hero Players should roll 2 dice (re-rolling doubles). The two numbers rolled are the two Numbered counters the Heroes are trying to find.
- 5) Any Hero Searching in a building with a face down counter may, instead of drawing a Hero Card, reveal the counter. If the Numbered counter is one of the two the Heroes are looking for, they have found a Bio Canister. The Bio Canister is taken by the Hero who revealed it and counts as an Item. If the Numbered counter does not correspond to one that the Heroes are looking for, then the canister is not there. Either way, once a Numbered counter is revealed, it is removed from the board.
- 6) A Hero may exchange a Bio Canister with another Hero just like any other Item or may place it on the Truck in the Exchange Items phase if they are in the Starting Space. If a Hero is killed while holding a Bio Canister, it is immediately dropped in the Hero's space (even if they are turned into a Zombie Hero). A Hero may pick up any dropped Bio Canister in their space during the Exchange Items phase.

Zombies may not move or interact with a dropped Bio Canister in any way.

- 7) The Hero Players win by having both Bio Canisters on the truck at the end of a Hero Turn as well as at least one Hero there alive. The Zombies win if the Heroes fail.

Game Set Up

Uses the Town Center and all 6 L-shaped Outer Boards selected and positioned Randomly in the configuration pictured

Uses the Truck

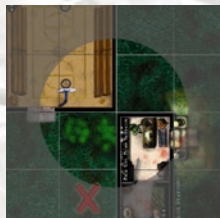
Uses the Numbered counters 1-6

Uses the 2 Bio Canister markers

Special Rules

Setting Up the Board

At the start of the game, set up the board using the Town Center and all 6 L-shaped Outer Boards selected and positioned Randomly in the configuration pictured.

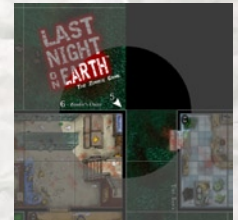


Moving between buildings that are touching corners/non-play space corners

When the L-shaped boards are placed in a non-standard configuration as with this scenario, frequently buildings will be touching corners diagonally with each other (as pictured). These touching corners are called Pinch Points because they are narrow passages between buildings (or between a building and the edge of the board - as pictured here).

Heroes may NOT move diagonally through a Pinch Point unless they have the Keyword Student. It is assumed that Students are smaller, thinner, and generally more agile than the adult characters and so may squeeze through a

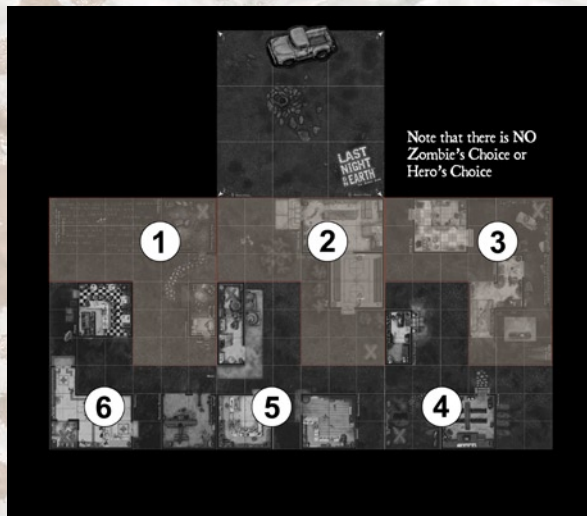
Pinch Point and continue moving. Zombies may move through Pinch Points as normal.



Rolling a Random Building

In this alternate board configuration, use the chart pictured here for rolling a Random Building.

Note that there are no Zombie's Choice or Hero's Choice results and that the chart printed on the Town Center board is NOT used.



Bringing Heroes on Mid-Game

If a Hero character comes into play mid-game, they are always placed in a Random Building and come into play with 2 bonus free Hero Cards. It is assumed that the Hero was left, trapped in the town and has been hiding/holding off the Zombies until now.

Zombie Spawning Pits

You'll notice that because there are 6 L-shaped boards being used, there are also 6 Zombie Spawning Pits on the board. These pits work exactly like normal, you must still spread your Zombies between them as evenly as possible. As Heroes, you must be extra careful as the Zombies can spring up right in the middle of town (not just around the outer edges like in a normal setup).

All board special rules and building 'Pick Ups' apply

All of the game board and building special rules apply in this configuration, just like normal. You will notice that as all of the buildings are in play, all of the building 'Pick Up' abilities are present (should you choose to fight your way over to use them).