

ALL HALLOWS EVE

AN OFFICIAL WEB SCENARIO
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Turns: 16

LAST
NIGHT
ON EARTH™
THE ZOMBIE GAME



Something is afoot in Woodinvale. Strange things have been sighted at night, a whisper on the wind and the whistling branches of the trees singing their eerie songs. It's not just any other cold, Autumn day, but All Hallows Eve when the spirits roam the Earth and the dark shadows creep.

The townspeople have been restless of late, acting peculiar and keeping to themselves. There is death in the air and distrust in the streets. One of them has the darkest of secrets and tonight, using magik from an evil book, they will wake the dead to have their revenge!

Game Set Up

- 1) Set up the game board as normal with the Center of Town and 4 Random L-Shaped Outer Boards.
- 2) Remove the six Townsfolk cards from the Hero Card deck and place them face up on the table. The Zombie Player then places the six corresponding Townsfolk counters in Random Buildings around the board (limit one per building). Then randomly place (without looking) one of the Number counters (1-6) face down under each of the Townsfolk counters.
- 3) Roll a D6. The number rolled corresponds to the Number counter that represents the evil Townsfolk Zombie Master with the Book of the Dead.
- 4) All 4 Heroes automatically start in the Center of Town with a free Hero Card as if their Start Location were not on the board. The Zombie Player(s) start with 2D6 Zombies as normal.

Special Rules

Townsfolk Counters

The Townsfolk counters represent the individual Townsfolk around the town that are in hiding from the Zombies. When a Hero is in a space with a Townsfolk counter during their Ranged Attack phase, they may roll a D6 to find/interrogate them. On the roll of 4+, you may reveal the Number counter under the Townsfolk. The Hero may still make a normal Ranged Attack before or after rolling to find the Townsfolk.

If it is the number representing the Zombie Master, immediately replace the Number counter with the Book counter and remove all other Number counters from the Townsfolk around the board. The Zombie Master has been discovered.

If it is any other Number counter, remove it as well as the Townsfolk counter and take the corresponding Townsfolk Hero Card into hand.



If all of the Number counters have been revealed except for the one representing the **Zombie Master**, immediately replace the last Number counter with the **Book** as though he had been discovered normally (the Heroes have found him through process of elimination).

Until the **Zombie Master** has been discovered (and all of the Number counters are removed), **Zombies** may not interact with the **Townfolk** counters in any way. Once the **Zombie Master** has been revealed (and all of the Number counters removed), any **Zombie** in a space with a **Townfolk** counter and no **Heroes** during the **Fight Heroes** phase of the **Zombie Turn**, may roll a **D6** to attack the **Townfolk**. On the roll of **4+**, the **Townfolk** is overwhelmed and eaten (remove the counter from the board and the corresponding **Hero Card** from the game).

Heroes may still continue to rescue the **Townfolk** counters and take the corresponding **Hero Card** (during their **Ranged Attack** phase on the roll of **4+**), even after the **Zombie Master** has been revealed.



The **Zombie Master**

Once discovered, the **Zombie Master** immediately counts as a **Zombie Hero** in every way with **2 Health Boxes** (use evil **Townfolk's** counter to represent the **Zombie Master** on the board and the evil **Townfolk's** **Hero Card** to place wound markers on). Note that if the **Zombie Master** was discovered by a **Hero** revealing his Number counter, that **Hero** must fight the **Zombie Master** this turn. Once defeated, remove the **Zombie Master's** **Townfolk** counter and corresponding **Hero Card** from the game.



The **Book of the Dead**

When the **Zombie Master** is defeated, any **Hero** in the same space may automatically take the **Book** (it counts as an **Item** and may be traded during the **Exchange Items** phase). If there are no **Heroes** there, the **Book** is dropped in the space and any **Hero** may pick it up during their **Exchange Items** phase. If a **Hero** that has the **Book** is killed, it is immediately dropped in their space.

To burn the **Book** and destroy it, a **Hero** must have both the **Book** and a **Keyword Fire Item** and give up their **Hero Turn** (they must still survive any **Zombie** fights there before the **Book** is destroyed).

Scenario Objectives

- 1) The **Heroes** must discover which one of the **Townfolk** is the **Zombie Master**, secretly controlling the **Zombie** horde with the **Book of the Dead**, and defeat him.
- 2) Once the **Heroes** have defeated the **Zombie Master** and recovered the **Book of the Dead**, they must burn the book to stop the **Zombies**. To burn the **Book**, a **Hero** must have both the **Book** and a **Fire Item** and give up their **Hero Turn**. The **Hero** must survive any **Zombie** fights in their space before the **Book** is burned.
- 3) **Zombies** win by preventing the **Heroes** from burning the **Book of the Dead** (and achieve a **Major Victory** if the **Zombie Master** is still alive at the end of the game)!

Scenario Search Items

Any  (Fire) Item.