

DARKEST NIGHT

AN OFFICIAL WEB SCENARIO
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Turns: 15

LAST
NIGHT
ON
EARTH
THE ZOMBIE GAME



Trapped and alone in the Radio Station atop Timber Peak, Samantha the DJ has broadcast for help as the Zombies close in. The only thing keeping them at bay is a thin net of arcing electrical wires she has set up surrounding the building, powered by a pair of old generators. Sputtering as their fuel runs low and the lights flicker, it is clearly only a matter of time before the generators give out. Her only hope is that someone will hear the sound of her voice before it's too late.

Note that this Scenario requires the Timber Peak Stand Alone Expansion to play (you must have the Radio Station and Train Station Boards, as well as Generators, Fuel Cans, and Samantha the DJ).

Game Set Up



Use all 6 L-Shaped Outer Boards and the Radio Station Center Board arranged as per the diagram below. Note that the Train Station L-Shaped Board always starts in a fixed location in the layout.

Place 2 Generator markers in the Radio Station building (one in each half, any space), with the Yellow side face up. Place the Samantha the DJ Townsfolk counter in any space of the Radio Station. Also place 5 Fuel tokens on the Radio Station (these are not in any particular space).

Shuffle up the Number Counters marked 1-8 and place them face down on the board into Random Buildings - use two Random Buildings on each of the 4 Outer L-Shaped Boards (the boards marked 1, 2, 5, and 6 on the Random Board Diagram below). The full rules for Number Counters can be found in the Timber Peak rule book.

Remove the 2 *Fuel Can* cards from the Hero Deck. These are the 2 objectives for the game and are represented by 2 of the Number Counters hidden around the board.

Scenario Objectives

Zombies: *Always Zombie Heroes, Zombies Autospawn*

Heroes: *Heroes Replenish, Radio Station, Number Counters (8)*

- 1) Each Hero starts in one of the 4 Railroad Track spaces on the Train Station L-Shaped board (one Hero per space).
- 2) The Heroes must find both Fuel Cans and get them both inside the Radio Station before Sundown to win. The Fuel Cans are represented by two of the Number Counters that are out on the board. Roll 2 dice to determine the 2 Number Counters that represent the Fuel Cans (Note this means that the Number Counters 7 and 8 are always decoys).
- 3) While the Generators are running, no Zombies may enter the Radio Station (even for Zombie Hunger). Heroes may move into and through the Radio Station, but may NOT Search in the Radio Station (it has already been picked clean). Fires may not start or spread into the Radio Station while either Generator is running.

4) At the start of each Hero Turn, the Heroes roll 2 dice and add them together. If the total is 7 or higher, the Generators keep working without fault. If the total is less than 7, the Generators sputter and you must remove one of the Fuel Tokens from the Radio Station. If all of the Fuel Tokens are already gone, instead choose one of the Generators to flip over to its Red side as it has run out of gas. Once a Generator runs out, that half of the Radio Station building is now open to the Zombies. If both run out, the Zombies can move through the entire Radio Station freely.

5) At the start of each Hero turn you may move Samantha up to D6 spaces (moving just like a Hero). She may NEVER leave the Radio Station. If Samantha is ever in the same space as a Zombie during a Fight phase, roll a D6 for each Zombie there. On any rolls of 1 or 2 she is killed. Note this is not a normal Fight and no Fight cards can be played, though this Wound can be prevented by cards or abilities.

6) The Zombies win by killing 3 Heroes, killing Samantha, or at Sundown.



Special Rules

Rolling a Random Building

Random Buildings are rolled using the numbered boards on the diagram below (instead of using the arrows on the Center Board). Note that there is no Hero's/Zombie's Choice. Zombies spawn as normal, and must be split between all of the Spawning Pits. New Heroes mid-game always come into play in a Random Building.

Generators

The Generators in this Scenario DO NOT follow the normal rules for Generators; they cannot be attacked by Zombies in any way, though the Radio Station does ignore Lights Out and Taken Over while a Generator is running in that half of the building.

Fuel Cans

For this Scenario, the Fuel Cans are simply objective markers. They cannot be used for their game text, cannot be discarded, and do not count against a Hero's Carrying Limit. Once found, a Fuel Can can be dropped in any space (by choice or if the Hero with it is killed) and can be picked up by any Hero in that space or moving through that space. They can also be Exchanged. Fuel Can objectives cannot be blown up or discarded by any means and DO NOT count as Gas Markers. Conversely, no other Gasoline card (such as those from the original LNOE), count as objectives for winning the game.

Scenario Search Item

- *Samantha, Radio DJ* (Townfolk Event)

Note that *Samantha, Radio DJ* is a Scenario Search Item, but as a card, is not needed to win. This represents her talking to the Heroes over the Radio and helping them out, and also prevents her card from ever being removed from the game.

