

ALL HALLOWS EVE II: THE RITUAL

AN OFFICIAL WEB SCENARIO BY JASON C. HILL

Turns: 15

LAST
NIGHT
ON EARTH®
THE ZOMBIE GAME



Once again it is All Hallows Eve and the dead are rising from their slumber. Father Joseph has devised a plan to send the angry dead back to their graves, once and for all, but it won't be easy. He has prepared a holy ritual at the center of town; marking ritual circles on the ground, reciting incantations, and assembling all manner of powerful artifacts to aid him. But the ritual is not yet complete, and the hour grows late!

This scenario requires the Growing Hunger™ Expansion set to play (you must have 8 L-Shaped boards). This Scenario can also support up to 9 players (up to 6 Hero Players and 3 Zombie Players).

Game Set Up

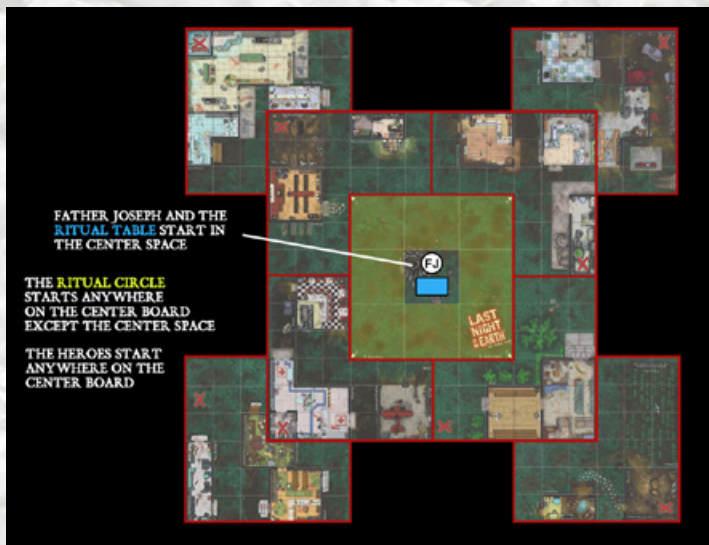
Use 8 L-Shaped Outer Boards placed randomly around the Center Board, arranged as per the diagram. During this Scenario Random Buildings are rolled just like normal with one addition; after rolling to determine the Board Section, roll again to see if it is the Board Section on the Outer Ring or on the Inner Ring. Roll a D6; 1-3 Inner Ring, 4-6 Outer Ring. Then roll the Random Building number as normal.

The Heroes have *Extra Doors* (2) and so should place two Door markers on any two wall spaces on the board during setup (this includes on a shared wall between two adjacent buildings).

As part of setup, place Father Joseph and the *Ritual Table* marker in the center space of the Center Board (Father Joseph is NOT a playable Hero in this Scenario and does NOT count toward the 6 Hero characters used — he does NOT get *Hero Starting Cards*). *Note that if using the Fire rules from *Invasion from Outer Space*, a Fire may never start or spread into a space on the Center Board in this Scenario.*

Shuffle up the Number Counters marked 1-6 and place them face down on the board in 6 buildings, one in a Random Building on each of the 4 Outer Ring L-Shaped Boards, and the last 2 in any Random Building on the board (Hero's/Zombie's Choice rolled still applies). Note that a Number Counter may not be placed in the *Church* building, as described below.

The *Church* is a special building in this Scenario and must always be on one of the L-Shaped boards used. At the start of the game, place the *Cross* marker in the *Church* building as well as a *Zombie* from the *Zombie Pool* in each space of the *Church*. Do NOT place a Free Search Marker in the *Church* building or in any building with a Number Counter.



Scenario Objectives

- 1) The 6 Heroes start in any spaces of the Center Board. The Hero players must also place the **Ritual Circle** marker in any outer space of the Center Board (NOT the center space with *Father Joseph*).
- 2) Zombies start with 3D6 Zombies (instead of the normal 2D6). These must be split between all of the Spawning Pits as normal.
- 3) The Heroes must find and recover **3 Holy Artifacts** and return them to *Father Joseph* before Midnight (the end of the Sun Track). One of these Artifacts is the **Cross** which always starts in the *Church* building and is picked up just as though it were a Number Counter being revealed (see the **Number Counters** rule below). The other two, **The Book** and the **Amulet** are hidden and represented by two of the Number Counters that are out on the board.
- 4) Roll 2 dice to determine the Number Counters that represent **The Book** and the **Amulet**. Make note of these 2 numbers, and which Artifact each represents.
- 5) *Father Joseph* is not a full playable Hero in this scenario, but rather is preparing the ritual to banish the Zombies back to hell. Set the *Father Joseph* character sheet off to one side of the board. No player is controlling him and he does not get to Activate during the Hero turn (may not move, does not have to Fight Zombies in the Hero Turn, etc). He CAN however be attacked during the *Zombie Turn* (he is in fact an objective for the *Zombie* players to try and kill). The Hero's MAY Exchange Items with *Father Joseph* and MAY play cards on him as though he were a normal Hero (just keep in mind that he won't ever get to make a Ranged Attack or any other thing that is done as part of a Hero's normal Activation. He may still be Healed by *Becky the Nurse* at the end of a Hero Turn as normal). *Father Joseph's Strength of Spirit* ability may NOT be used as he is far too busy preparing the ritual. *For card wording, the start of the overall Hero Turn is considered the start of Father Joseph's Turn and the end of the overall Hero Turn is the end of Father Joseph's Turn.*

The **Ritual Table** in his space allows *Father Joseph* to win Fights on a Tie result.

- 6) Once per full Hero Turn (at any time during the turn), *Father Joseph* may utilize the **Ritual Circle**. Choose ONE of the following options when utilizing the circle - move the **Ritual Circle**, ignite a massive column of holy fire, or use the **Ritual Circle** to try and cancel a *Zombie* card.

Moving the Ritual Circle – To move the **Ritual Circle**, simply move the marker to any other space on the Center Board (not including the center space with *Father Joseph*).

Column of Holy Fire – Immediately roll a D6 for each *Zombie* in the same and adjacent spaces to the **Ritual Circle** marker. *Zombies* will be burned up (Killed) on the roll of 4+. This has no effect on any Heroes there.

Cancel a Zombie Card – Choose any *Zombie Card* that Remains in Play or that is being played during the Hero Turn and roll a D6. On the roll of 4+, cancel that card.

- 7) A Hero that has one of the Holy Artifacts gains the Keyword Holy as well as a bonus for that specific Artifact:

Cross – The Hero gains an extra Fight Dice.

Amulet – The Hero gains an extra Health Box.

The Book – A Hero with The Book wins Fights on a Tie. Also, the Hero may read from The Book as a Ranged Attack. Roll a D6 for every Zombie within 2 Spaces of the Hero (including those in the Hero's space). On the roll of 5+ that Zombie is Hit. This attack does NOT need Line of Sight. While *Father Joseph* has The Book, he cannot use its Ranged Attack, but instead Kills with the Holy Fire and Cancels Zombie cards on the roll of 3+ (instead of the normal 4+).

If a Hero with a Holy Artifact is killed, the Artifact will drop in the space. Any other Hero in that space or moving through that space may pick it up for free.

- 8) Heroes win by having *Father Joseph* alive with all 3 Holy Artifacts at the Center Space at the same time before Midnight (the end of the Sun Track). Zombies win by either killing *Father Joseph* or by preventing the Heroes from accomplishing their goals (or by standard Zombie Victory Conditions).

Special Rules

Zombies: *Zombie Horde* (21), *Zombies Autospawn*, *Always Zombie Heroes*

Heroes: *Extra Heroes* (2), *Heroes Replenish*, *Free Search Markers*, *Hero Starting Cards* (3), *Extra Doors* (2), *Number Counters*

Extra Heroes (x)

XXXXX

The 'Dots cost' for *Extra Heroes* (x) is 5 Dots per *Extra Hero* used. This Scenario Special Rule may not be appropriate for all Scenarios, so use your best judgment when adding it to existing Scenarios.

Extra Heroes are just like it sounds, extra Hero characters that are part of the Hero team. Each of these extra Heroes acts just like a normal Hero would in every way, this scenario just uses 4+x Heroes instead of only 4 Heroes.

FLYING FROG PRODUCTIONS



WWW.FLYINGFROG.NET

Contact Info / Web Info
www.flyingfrog.net

Last Night on Earth® is Copyright
1999-2010 Flying Frog Productions,
LLC. All Rights Reserved.

Number Counters

N/A

When a scenario uses the Number Counters special Rule, take the number counters marked 1-6 and shuffle them up, placing them face down in 6 Random Buildings without looking (limit 1 per building). These counters are on the entire building, not just 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 a number counter when revealed should be described in the individual scenario they appear in.

