

RUN FOR IT!

AN OFFICIAL WEB SCENARIO
BY JASON C. HILL

Turns: 16

LAST
NIGHT
ON EARTH
The Zombie Game



Holed up in the Manor House near the center of town, the survivors of Woodinvale can see that they are now surrounded by a hungry horde of the walking dead. Low on supplies and with many frightened townspeople filling the house, the heroic leaders of the group have made the decision that if they are ever to escape this overrun town, it will have to be now...or never. Gathering what weapons they can find, the time has come to try and break through the Zombie line. If all else fails, run for it!

This scenario uses rules and miniatures from the Growing Hunger™ Expansion Set. If you do not own Growing Hunger™, see below for rules regarding playing this scenario without it.

Scenario Objectives

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

Heroes: *Heroes Replenish, Free Search Markers, Hero Starting Cards (1), Extra Doors (2), Townsfolk Heroes (6)*

- 1) 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 Manor House wall or on a shared wall between two adjacent buildings).
- 2) At the start of the game the **Zombie Player(s)** get to place one free **Zombie** in any space of each of the L-Shaped Outer Boards (this should be 6 **Zombies** total). If there is more than one **Zombie Player**, these **Zombies** should be taken from the extra pool of shared Red **Zombies**. However, instead of the normal 2D6 starting **Zombies**, the **Zombie Player** only gets 1D6 starting **Zombies** (or D3 each if there are 2 **Zombie Players**).
- 3) As per the *Townsfolk Heroes(6)* special rule, before the game, remove all of the Townsfolk Hero Cards from the Hero Deck and shuffle them up. Then randomly select the 6 Townsfolk Heroes you will be using for this game. Unlike normal, the remaining Townsfolk cards are NOT reshuffled back into the Hero Deck, but rather are removed from the game. There are no extra Townsfolk cards in this scenario other than the Townsfolk Heroes.
- 4) All of the Heroes and the 6 Townsfolk Heroes must start in the Manor House and no two characters may start in the same space. Note that although this scenario uses the *Free Search Markers*, do NOT place any Free Search Markers inside the Manor House. Also note that the Townsfolk Heroes DO start with a free Hero Card for the *Hero Starting Cards (1)*.
- 5) To win, the Heroes must get 4 of the Townsfolk Heroes into the Escape Zone (marked on the diagram) before Sundown. As soon as a Townsfolk Hero is moved into a space of the Escape Zone, they are removed from the game and count toward the Heroes victory conditions (they do NOT need to Fight any **Zombies** there before being removed).
- 6) The **Zombies** must kill enough of the Townsfolk Heroes to prevent them from Escaping (if more than 2 Townsfolk Heroes are killed, it is no longer possible for the Heroes to win).

Game Set Up

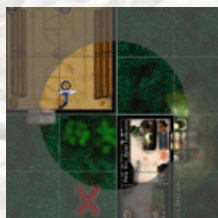
This scenario uses:

- 6 L-Shaped Outer Boards and the Manor House
- 6 Townfolk Hero Cards and their Counters
- 2 Door markers

Special Rules

Setting Up the Board

This scenario uses 6 L-Shaped Outer Boards and the Manor House Board arranged as per the diagram. Note that the Manor House Board should be rotated so that the LNOE Logo is in the same position as shown, while the six L-Shaped boards should be selected Randomly and positioned 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 to the right).

Heroes may NOT move diagonally through a Pinch Point unless they have the Keyword Student (or are a Townfolk Hero). 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 above 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 their free Hero Starting Card (1). It is assumed that the Hero was trapped in the building 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).

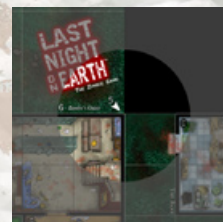
All board special rules and building 'Pick Ups' apply

All of the game board and building special rules apply in this configuration, just like normal.

Playing Without Growing Hunger

This Scenario is intended to be played with the Growing Hunger Expansion. If you don't own Growing Hunger you can still play this Scenario, but it will need to be modified a bit as follows:

- Use Number Counters to mark the Extra Doors.
- Do not use *Zombie Horde (21)* or *Free Search Markers*. Instead, the Zombie Player has a hand of 6 Zombie Cards (or 3 cards each if there are two Zombie Players).
- *Zombies Autospawn* means that the Zombies do not need to roll to spawn each turn, instead they automatically spawn their D6 Zombies at the end of every Zombie Turn.
- *Heroes Replenish* means that anytime a Hero is killed or turned into a Zombie, that player may draw a new Hero to replace them.
- *Hero Starting Cards (1)* means that every Hero starts the game with a free Hero card.



Townfolk Heroes (x) **XX**

The 'Dots cost' for Townfolk Heroes (x) is 2 Dots per Townfolk Hero used.

Townfolk Heroes are extra playable (albeit weak) Hero characters. They are represented by their Townfolk Event card placed face up on the table. Before the game begins, remove all of the Townfolk Event cards from the Hero Deck and shuffle them up. Then randomly select the (X) number of Townfolk Heroes you will be using for this game and place them face up on the table. Then shuffle all remaining (unused) Townfolk Event cards back into the Hero deck (except during the *Run For It!* Scenario).

Townfolk Heroes may NOT be canceled or reshuffled into the Hero deck in any way. They are NOT considered 'Hero Cards', but rather Hero Characters.

Townfolk Heroes count as normal 'Heroes' in every way, with the following exceptions:

- They never count toward 'number of Heroes killed' for *Zombie* victory conditions.
- If killed, they are automatically replaced with a *Zombie* from the *Zombie Pool* (or from anywhere on the board if there are none in the *Pool*). Also if killed, the Townfolk Hero's card is removed from the game, NOT placed in the Hero Deck discard pile.
- In a Fight, they roll 2 Fight Dice and pick the highest, like normal Heroes, but only have a single Health Box (if they take a single wound, they are killed).
- They may only carry 2 Items, only 1 of which may be a Weapon. (Note that this means Townfolk Heroes may NOT carry Double Handed Weapons).
- They have NO Keywords (they are NOT Male or Female, Law Enforcement, Student, etc).
- They may always 'squeeze' between diagonally touching building corners etc, just like Student Heroes can (this is only really used in scenarios with alternate board arrangements).
- They DO benefit from bonuses like Hero Starting Cards, but are never replaced when killed (they never count as a player's 'last Hero', or when killed in the Black Zone, and do not count for Heroes Replenish, etc).
- They have special movement rules as detailed below.

Move Actions -

Townfolk Heroes do NOT get to roll for movement normally. Instead, at the start of the Hero Turn, roll a number of dice based on the total number of Townfolk Heroes that you started the game with (NOT the number that you currently have).

1 - 3 Townfolk Heroes	1D6 for Movement Points
4 - 6 Townfolk Heroes	2D6 for Movement Points
7+ Townfolk Heroes	3D6 for Movement Points

All Townfolk Heroes being used take their turn at the same time and the movement points may be split amongst them as you see fit. Note that although you roll for their movement points at the start of the Hero turn, other Heroes may do their turn before the Townfolk Heroes 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 "*Ruuuun!*".

Any Townfolk Hero that starts inside a building may use a single Movement point to Search instead of moving (if a Townfolk Hero Searches, they may not have any other movement points used on them this turn). Free Search Markers may be used by Townfolk Heroes as normal (if they end their move inside the building, they may discard the marker to get a free search).

Because all of the Townfolk Heroes take their turn at the same time, all Townfolk Heroes must complete their turn before moving on to the next normal Hero. Townfolk Heroes go through all of the normal Hero Turn phases - Move Action, Exchange Items, Ranged Attack, Fight *Zombies*; they just all have to finish one phase before moving on to the next.

Townfolk Hero Abilities -

Once per Turn (Hero Turn or *Zombie* Turn), each Townfolk Hero may use one of the special abilities on their card. This is very dangerous though. Each time a Townfolk Hero uses their ability, roll a D6. On the roll of 1 or 2, after the ability takes affect, the Townfolk Hero is Killed.

Townfolk cards that normally would Remain in Play (such as *Lizzy*, *The Shopkeeper*), are instead always in affect (they do not need to roll to see if they are Killed), however, their ability is limited to where they are on the board. If the card is normally played on a building, the ability only works on the building that the Townfolk Hero is currently in. Townfolk abilities that are not Remain in Play may be used anywhere on the board, regardless of the Townfolk's current position.

(For example, *Lizzy*, *The Shopkeeper* would allow any Hero in the same building as her to automatically Kill any *Zombie* beaten in a Fight, even if no doubles were rolled; while *Doc Brody's* ability could be used to Fully Heal any Hero, anywhere on the board.)