

## Starting the Game, Hero Death & Ending the Game

|  |   |
|--|---|
| Starting Locations – Multiple Buildings with Same Name   | TP, p. 3  |
| Scenario Search Items and starting cards (Optional Rule) | SotF, p. 9  |
| Zombie Win Condition – Kill Four Heroes                  | LNoE, p. 17; TP, p. 16                              |
| Zombie Win Condition – Hero Card Deck Depleted           | LNoE, p. 17; TP, p. 16                              |
| Zombie Heroes  | LNoE, p. 19; TP, p. 17                              |
| Placing New Heroes During the Game                       | LNoE, p. 19; TP, p. 15                              |
| The Sun Track – Black Zone                               | LNoE, p. 18; made into “always” effect by TP, pg. 3 |
| Death of Your Last Hero                                  | LNoE, p. 19; made into “always” effect by TP, pg. 3 |

## Definition of Terms & Mechanics

|  |                                    |
|--|------------------------------------|
| ‘Start of the Turn’  | LNoE, p. 16; TP, p. 15             |
| ‘Fight’ (Hand-to-Hand Combat)                                    | LNoE, pp. 14-15; TP, pp. 13-14     |
| ‘Line of Sight’ (Ranged Attacks)                                 | LNoE, pp. 11 & 13; TP, pp. 11-12   |
| ‘Line of Sight’ and Forest Spaces                                | BitF, p. 4                         |
| ‘Instantly’ (Not interruptible, except <u>preventing</u> wounds) | TP, p. 16                          |
| Take an Individual Hero’s Turn → ‘ <b>Activate</b> ’ a Hero      | TP, p. 2                           |
| Rolling a Random Building  | LNoE, p. 17; TP, p. 16; BitF, p. 6 |

## Explosives & Fire

|   |                                   |
|---|-----------------------------------|
| Fire Phase (After the Zombie Turn)                        | TP, p. 18                         |
| Dynamite / Gasoline / Fuel / Gas Markers / Starting Fires | LNoE, p. 18; amended by TP, p. 17 |
| Explosives – Fire Not Required in Special Cases           | LNoE, p. 20                       |
| Explosives – Throwing into or Through Fire Markers        | TP, p. 19                         |
| Explosives – Not Much Left (Optional Rule)                | SotF, p. 9                        |

## Additional Systems

|   |  |
|---|--|
| Special Move Action – (5+) Draw from Survival Deck        | SotF, p. 4   |
| Special Move Action – (4+) Build or Reinforce a Barricade | SotF, p. 6   |
| Experience System (Optional Rule)                         | Advanced Abilities (Game Supplement); TP, p. 20; BitF, pp. 7-8 |
| Advanced Abilities  | Advanced Abilities (Game Supplement)                           |
| Hero/Zombie Upgrade Cards                                 | TP, pp. 6 & 20   |
| Hero/Zombie Player Handicap                               | GH, p. 7   |

## Card-Specific Details & Card Keywords Defined

|  |  |
|--|--|
| ‘Item’, limit of 4 per hero, 2 of which may be ‘Weapon’        | LNoE, p. 12; TP, p. 13                         |
| ‘Double-Handed’ (occupies two ‘Item’ or ‘Weapon’ slots)        | GH, p. 3; SotF, p. 3; Various Game Supplements |
| ‘Sacrifice’  | SotF, p. 3; Various Game Supplements           |
| ‘Fight’ Cards, each Zombie limited to one per fight            | LNoE, p. 14                                    |
| ‘Heroic’ Cards, limited to one per hero                        | GH, p. 10                                      |
| Break Test, separate roll after each use (except the Revolver) | LNoE, p. 15; TP, p. 13                         |
| Sewer Rules (“Use the Sewers!” Survival Tactics Card)          | SotF, p. 3                                     |
| Infected Markers & the Zombie Plague                           | TP, p. 21                                      |
| Combining Items / Stockpile                                    | SotF, p. 3                                     |
| Heavy Rain / Fire Extinguisher                                 | Amended by TP, p. 25                           |

## Special Location Notes

|   |                    |
|---|--------------------|
| The Manor House   | LNoE, p. 20        |
| Library / Antique Shop / Supermarket                        | GH, p. 3           |
| Gas Station – Burn it to the Ground! (How to Offset)        | GH, p. 6           |
| Radio Station / Radio Antenna / Trees (Between Spaces)      | TP, pp. 21-22 & 25 |
| Cliff Wall / Forest L-Boards / Optional (Yellow) Spawn Pits | BitF, pp. 5-6      |

# Scenario Special Rules

## *Already Balanced*

Exploration Markers GH, p. 8  
 Extra Doors (2) and Locked Doors Remain in Play GH, p. 7

## *For the Heroes*

|  |       |   |
|--|-------|---|
| <b>Heroes Replenish (ALWAYS in TP)</b> | ●●    | GH, p. 4; SotF, p. 7; Hero Pack 1; BitF, p. 10  |
| Choice of Starting Heroes (x2)         | ●     | LNoE, p. 18; Cost comes from Forum (House Rule) |
| Well-Stocked Buildings                 | ●     | GH, p. 4  |
| Hero Card Pool (x2)                    | ●     | SotF, p. 5; BitF, p. 10                         |
| Hero Starting Cards (1)                | ●●    | GH, p. 4; replaced by SotF, p. 5; BitF p. 10    |
| Manor Deck (10)                        | ●●    | SotF, p. 5                                      |
| Barricades                             | ●●    | SotF, p. 6                                      |
| Townfolk Allies (x1)                   | ●●    | SotF, p. 7                                      |
| Townfolk Heroes (x1)                   | ●●    | Run For It (OWS), p. 3                          |
| Free Search Markers*                   | ●●●   | GH, p. 4  |
| Survival Decks**                       | ●●●   | SotF, p. 4                                      |
| Hero Starting Cards (2)                | ●●●●  | GH, p. 4; replaced by SotF, p. 5                |
| Hero Unique Advanced Abilities         | ●●●●  | Advanced Abilities (Game Supplement)            |
| Extra Heroes (x1)                      | ●●●●● | All Hallows Eve II: The Ritual (OWS)            |

## *For the Zombies*

|   |      |  |
|---|------|--|
| <b>Always Zombie Heroes (ALWAYS in TP)</b>    | ●●   | SotF, p. 8; BitF, p. 10                        |
| Lights Out – Random Building (x1)             | ●    | SotF, p. 8                                     |
| Zombie Pillage                                | ●    | Zombie Pillage (Game Supplement)               |
| Z. Champions – Feral Dead (3) & Behemoth (1)  | ●    | BitF, pp. 8-10                                 |
| Lights Out – Choice (x1)                      | ●●   | SotF, p. 8                                     |
| Taken Over – Random Building (x1)             | ●●   | SotF, p. 8                                     |
| Z. Champions – Feral Dead (6) & Behemoths (2) | ●●   | BitF, pp. 8-10                                 |
| Zombie Advanced Abilities (Random)            | ●●   | Advanced Abilities (Game Supplement)           |
| Taken Over – Choice (x1)                      | ●●●  | SotF, p. 9                                     |
| Airstrike (x1)                                | ●●●  | Airstrike (Game Supplement)                    |
| Zombie Advanced Abilities (Chosen)            | ●●●  | Advanced Abilities (Game Supplement)           |
| Zombie Grave Dead*                            | ●●●  | GH, p. 5                                       |
| Grave Weapons**                               | ●●●  | SotF, p. 8                                     |
| Radioactive Grave Dead                        | ●●●  | Radioactive Grave Dead (Game Supplement)       |
| Zombie Horde (21)                             | ●●●● | GH, p. 5                                       |
| Zombies Auto Spawn                            | ●●●● | GH, p. 5; SotF, p. 9; Hero Pack 1; BitF, p. 10 |
| Zombie Hand (6 for single ZP / 3 for two ZPs) | N/A  | Hold the Line! (Game Supplement)               |
| Extra Zombie Move (+1)                        | N/A  | Hold the Line! (Game Supplement)               |

## *Used in Specific Scenarios*

|  |     |   |
|--|-----|---|
| Number Counters (x)                        | N/A | SotF, p. 5; All Hallows Eve II (OWS); Airstrike (Supplement); BitF, p. 10 |
| Generators (x)                             | N/A | TP, p. 23   |
| Pinch Points                               |     | “We’ve Got to Go Back!” (OWS)   |
| Bio Canisters                              |     | “We’ve Got to Go Back!” (OWS)   |
| Townfolk Counters                          |     | All Hallows Eve (OWS)   |
| The Zombie Master                          |     | All Hallows Eve (OWS)   |
| The Book of the Dead                       |     | All Hallows Eve (OWS)   |
| Plague Carriers                            |     | GH, p. 6  |
| Airfield / Forest Ring / Forest Only Board |     | BitF, p. 10   |
| Salvage Tokens                             |     | BitF, p. 11   |

\* These rules from GH are specifically designed to balance against each other. \*\* These rules from SotF are specifically designed to balance against each other.



**Random Hero Selection** – The best way is to shuffle your hero profiles and draw, but if you want another way to randomly choose from all published heroes, here it is:

| ▶ | 1: LNoE                | 2: LNoE                  | 3: Growing Hunger           | 4: Hero Pack 1                 | 5: TP & BitF               | 6: TP & BitF                        |
|---|------------------------|--------------------------|-----------------------------|--------------------------------|----------------------------|-------------------------------------|
| 1 | Sheriff Anderson       | Johnny, HS Quarterback   | Sam, Diner Cook             | Victor, Escaped Prisoner       | Sheriff Anderson, Survivor | Alice, Diner Waitress               |
| 2 | Becky, the Nurse       | Jenny, Farmer's Daughter | Rachelle Winters, Detective | Jade, High School Outcast      | Jake Cartwright, Survivor  | Nikki, Bush Pilot                   |
| 3 | Billy, Sheriff's Son   | Father Joseph            | Amanda, HS Prom Queen       | Stacy, Investigative Reporter  | Sally, Woodinvale Survivor | Ed Baker, Lumberjack                |
| 4 | Sally, HS Sweetheart   | Jake Cartwright, Drifter | Kenny, Bag Boy              | Mr. Goddard, Chemistry Teacher | Agent Carter, FBI (BitF)   | Sister Ophelia, Reformed Nun (BitF) |
| 5 | <b>Heroes' Choice</b>  | <b>Heroes' Choice</b>    | <b>Heroes' Choice</b>       | <b>Heroes' Choice</b>          | <b>Heroes' Choice</b>      | <b>Heroes' Choice</b>               |
| 6 | <b>Zombies' Choice</b> | <b>Zombies' Choice</b>   | <b>Zombies' Choice</b>      | <b>Zombies' Choice</b>         | <b>Zombies' Choice</b>     | <b>Zombies' Choice</b>              |

**Random L-Board Selection** – The best way is to shuffle what you have and draw, but if you need another way to randomly choose from all published L-Boards, here it is:

| ▶ | 1-2: Last Night on Earth                          | 3-4: Growing Hunger / Blood in the Forest | 5-6: Timber Peak  |
|---|---|---|---|
| 1 | High School, Gym                                  | Library, Antique Shop, Factory (GH)       | Diner, Power Relay Station                              |
| 2 | Church, Police Station, Graveyard                 | Drug Store, Supermarket, Post Office (GH) | Saw Mill, Lumber Yard, Office Trailer, Road out of Town |
| 3 | The Bank, Junkyard, Gas Station, Road out of Town | Ranger Station (BitF)                     | Bowling Alley, Tavern, Road out of Town                 |
| 4 | Barn, Farmhouse, Cornfield                        | Old Cabin (BitF)                          | Hardware Store, Hospital, Police Station                |
| 5 | Airplane Hangar, Hospital, Diner                  | Thrasher's Mill, Mine Shaft (BitF)        | Train Station, Refinery                                 |
| 6 | General Store, Gun Shop, The Plant                | Tower Relay, Cliff Wall (BitF)            | High School, Gym, Book Store                            |

### The Game Round

|  |   |  |
|--|---|--|
| <p><b>I: The Zombie Turn</b></p> <p>Phase 1: Place or Move the Sun Track Marker</p> <p>Phase 2: Draw New Zombie Cards (Single or Both ZPs)</p> <p>Phase 3: Roll to Spawn New Zombies (Single or Both ZPs)</p> <p>Phase 4: Move Zombies (Single or Both ZPs)</p> <p><b>'Start of Turn' is over when first Zombie is Moved.</b></p> <p>Phase 5: Fight Heroes (Paired evenly, Heroes choose order)</p> <p>Phase 6: Place D6/D3 of Newly Spawned Zombies (Single or Both ZPs)</p> <p>Note: With two ZPs, alternate who controls (and counts) Zombie Heroes, Grave Dead, and Zombie Champions. Green control them during odd-numbered Sun Track positions and Brown during even-numbered positions.</p> | <p><b>II: Fire Phase</b> (if any fires are on the board)</p> <p>ZP rolls D6 for each face-up fire token on board:<br/>1 = Goes Out; 2-4 = No Action; 5-6 = Spreads</p> <p>If Fire Spreads, Roll D6 to determine Direction</p> <ul style="list-style-type: none"> <li>• If a Choice is rolled, may choose Diagonal.</li> <li>• If large to small square, ZP chooses which.</li> <li>• If 8 fires are already on board, the player who started the fire picks which face-up old fire token to remove to use for the new fire.</li> <li>• New fire token is placed face-down.</li> </ul> <p>Flip all new fires face-up to show directions and rotate them to match orientation with the Heroes' Choice and Zombies' Choice labels on the center board.</p> | <p><b>III: The Hero Turn</b></p> <p><b>Activate each Hero once (any order) &amp; complete Phases 1-4:</b></p> <p>Phase 1: Roll &amp; Take a Move Action (Move, Search, or Special)</p> <p><b>'Start of Turn' is over when first Activated Hero Moves, Searches, or begins to perform a Special Move Action.</b></p> <p>Phase 2: Exchange (give or receive) any number of items with any other Heroes in the same space.</p> <p>Phase 3: Ranged Attack</p> <p>Phase 4: Fight Zombies – Individual Hero must Fight every Zombie in their space. (Hero chooses order.)</p> <p><b>Once all possible Heroes have been activated this Turn...</b></p> <p>If in play, Becky may heal one wound from another hero in the same space, even if she has lost her individual Activation.</p> |
|--|---|--|