Starting the Game, Hero Death & Ending the Game

Starting Locations - Multiple Buildings with Same Name Scenario Search Items and starting cards (Optional Rule) Zombie Win Condition – Kill Four Heroes

Zombie Win Condition – Hero Card Deck Depleted

Zombie Heroes

Placing New Heroes During the Game

The Sun Track - Black Zone Death of Your Last Hero

TP, p. 3 SotF, p. 9

LNoE, p. 17; TP, p. 16 LNoE, p. 17; TP, p. 16

LNoE, p. 19; TP, p. 17

LNoE, p. 19; TP, p. 15

LNoE, p. 18; made into "always" effect by TP, pg. 3 LNoE, p. 19; made into "always" effect by TP, pg. 3

Definition of Terms & Mechanics

'Start of the Turn' 'Fight' (Hand-to-Hand Combat) 'Line of Sight' (Ranged Attacks) 'Line of Sight' and Forest Spaces

'Instantly' (Not interruptible, except preventing wounds) Take an Individual Hero's Turn → 'Activate' a Hero

Rolling a Random Building

LNoE, p. 16; TP, p. 15

LNoE, pp. 14-15; TP, pp. 13-14

LNoE, pp. 11 & 13; TP, pp. 11-12

BitF, p. 4 TP, p. 16

TP, p. 2

LNoE, p. 17; TP, p. 16; BitF, p. 6

Explosives & Fire

Fire Phase (After the Zombie Turn)

Dynamite / Gasoline / Fuel / Gas Markers / Starting Fires

Explosives - Fire Not Required in Special Cases

Explosives – Throwing into or Through Fire Markers

Explosives - Not Much Left (Optional Rule)

TP, p. 18

LNoE, p. 18; amended by TP, p. 17

LNoE, p. 20 TP, p. 19

SotF, p. 9

Additional Systems

Special Move Action – (5+) Draw from Survival Deck Special Move Action – (4+) Build or Reinforce a Barricade

Experience System (Optional Rule)

Advanced Abilities

Hero/Zombie Upgrade Cards Hero/Zombie Player Handicap SotF, p. 4 SotF, p. 6

Advanced Abilities (Game Supplement); TP, p. 20; BitF, pp. 7-8

Advanced Abilities (Game Supplement)

TP, pp. 6 & 20 GH, p. 7

Card-Specific Details & Card Keywords Defined

'Item', limit of 4 per hero, 2 of which may be 'Weapon' 'Double-Handed' (occupies two 'Item' or 'Weapon' slots)

'Sacrifice'

'Fight' Cards, each Zombie limited to one per fight

'Heroic' Cards, limited to one per hero

Break Test, separate roll after each use (except the Revolver) Sewer Rules ("Use the Sewers!" Survival Tactics Card)

Infected Markers & the Zombie Plague

Combining Items / Stockpile

Heavy Rain / Fire Extinguisher

LNoE, p. 12; TP, p. 13

GH, p. 3; SotF, p. 3; Various Game Supplements

SotF, p. 3; Various Game Supplements

LNoE, p. 14

GH, p. 10

LNoE, p. 15; TP, p. 13

SotF, p. 3 TP, p. 21 SotF, p. 3

Amended by TP, p. 25

Special Location Notes

The Manor House

Library / Antique Shop / Supermarket

Gas Station – Burn it to the Ground! (How to Offset)

Radio Station / Radio Antenna / Trees (Between Spaces) Cliff Wall / Forest L-Boards / Optional (Yellow) Spawn Pits

LNoE, p. 20 GH, p. 3

GH, p. 6

TP, pp. 21-22 & 25 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

Heroes Replenish (ALWAYS in TP) ●●	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
Townsfolk Allies (x1) ●●	SotF, p. 7
Townsfolk 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

Always Zombie Heroes (ALWAYS in TP)	••	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	l) •	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)
Townsfolk 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 Scenario Selection – Roll for column first. If you hit a Product you don't have, or a Scenario that isn't applicable, start over again.

•	1: Last Night on Earth: The Zombie Game	2: Growing Hunger & Hero Pack 1	3: Survival of the Fittest	4: Timber Peak	5: Blood in the Forest	6: Game Supplements	7: Official Web Scenarios
1	Die Zombies, Die!	Zombie Apocalypse	Hunker Down	Blow up the Town!	Escape in the Plane	"Hold the Line!"	We've Got to Go Back!
2	Save the Townsfolk	Plague Carriers	Supply Run	Radio for Help	Lost in the Woods	Revenge of the Dead	All Hallows Eve
3	Burn 'Em Out!	Burn it to the Ground!	Search For The Truth	Learn to Survive	Salvage Mission	Stock Up!	Run For It!
4	Escape in the Truck	Alone in the Dark (2P)	Rescue Mission	Mountain of the Dead	Heroes' Choice	Zombie Pillage	All Hallows Eve II (2-9P)
5	Defend the Manor House	Hunt for Survivors	Heroes' Choice	Darkest Night (OWS)	Zombies' Choice	Airstrike	Zombies' Choice
6	Roll on Column 7	Roll on Column 7	Roll on Column 7	Roll on Column 7	Roll on Column 7	It Fell From the Sky	Zombies' Choice

Decide Which Optional Rules To Use:

Recommended for Use in Every Game:

- Heroes Replenish & Always Zombie Heroes (Standard Rule for All Scenarios Since Timber Peak)
- Scenario Search Items and starting cards if a starting card provides you with a Scenario Search Item, shuffle back in and re-draw.
- Not Much Left any hero killed by an explosive may not be turned into a Zombie Hero.
- Experience System Individual Heroes (or the Zombie Horde) gain 1 experience token for every non-prevented wound directly dealt to opponents.
 - Hero upgrades cost 3 experience tokens + 1 additional experience token for each upgrade that Hero already <u>currently</u> has.
 - Zombie Horde upgrades cost 3 experience tokens.

Optional Handicap Bonuses to Help Less Experienced F	Players:
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Game Log. Date Started:

☐ Hero Player Handicap bonus such as Free Search Markers or Hero Starting Card (x)	
☐ Zombie Player Handicap bonus such as Zombie Grave Dead or Zombies Auto Spawn Chosen Handicap Bonus:	

Add any of the following for variety (there are corresponding checkboxes in Game Log below):

EM: Exploration Markers FS/GD: Free Search Markers & Zombie Grave Dead (From GH; Can't use at same time as Exploration Markers) # Dots: Number of Dot System Points Per Team SD/GW: Survival Decks & Grave Weapons (From SoTF) XD: Extra Doors (2) and Zombie Card Locked Door is now considered Remains in Play (using a Locked Door Token; From GH, p. 7)

Players: _____

#	Scenario Played	SD/GW	EM	FS/GD	XD	# Dots Heroes' Choice for Scenario Special Rules	Zombies' Choice for Scenario Special Rules	Notes / Game Outcome (Z or H)

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	Heroes' Choice	Heroes' Choice	Heroes' Choice	Heroes' Choice	Heroes' Choice	Heroes' Choice
6	Zombies' Choice	Zombies' Choice	Zombies' Choice	Zombies' Choice	Zombies' Choice	Zombies' Choice

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

I: The Zombie Turn

Phase 1: Place or Move the Sun Track Marker

Phase 2: Draw New Zombie Cards (Single or Both ZPs)

Phase 3: Roll to Spawn New Zombies (Single or Both ZPs) | If Fire Spreads, Roll D6 to determine Direction

Phase 4: Move Zombies (Single or Both ZPs)

'Start of Turn' is over when first Zombie is Moved.

Phase 5: Fight Heroes (Paired evenly, Heroes choose order)

Phase 6: Place D6/D3 of Newly Spawned Zombies (Single or Both ZPs)

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.

II: Fire Phase (if any fires are on the board)

ZP rolls D6 for each face-up fire token on board:

1 = Goes Out; 2-4 = No Action; 5-6 = Spreads

- If a Choice is rolled, may choose Diagonal.
- If large to small square, ZP chooses which.
- 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.
- New fire token is placed face-down.

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.

III: The Hero Turn

Activate each Hero once (any order) & complete Phases 1-4:

Phase 1: Roll & Take a Move Action (Move, Search, or Special)

'Start of Turn' is over when first Activated Hero Moves, Searches, or begins to perform a Special Move Action.

Phase 2: Exchange (give or receive) any number of items with any other Heroes in the same space.

Phase 3: Ranged Attack

Phase 4: Fight Zombies - Individual Hero must Fight every Zombie in their space. (Hero chooses order.)

Once all possible Heroes have been activated this Turn...

If in play, Becky may heal one wound from another hero in the same space, even if she has lost her individual Activation.