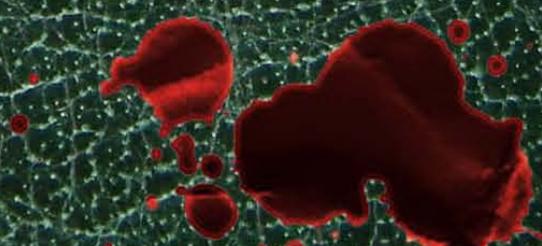


The Unofficial
Complete Rulebook
for



with

INVASION
FROM
OUTER SPACE



Run for it!

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1. ABOUT THESE RULES

When night begins to fall on the sleepy, rural town of Woodinvale, the shadows and fog rolling in bring with them more than just a chill shiver.

A living nightmare erupts as the once peaceful community is overrun with the restless dead... scratching and clawing their way to the surface with an insatiable hunger for human flesh. Now only a handful of unlikely Heroes are left, banding together to fight for their very lives. On a night that never ends, the only thing worse than death... is becoming infected.

OR

In a small field, just outside of a sleepy town in 1940's middle America, Martian Saucers hover in the night sky. Having chosen their first target, a large group of humans gathered around a traveling carnival on the outskirts of town, a legion of Martians march to war. But not all of the Humans are defenseless. As the crowds flee in terror and are vaporized by the saucer's death rays, one brave group of circus performers step forward to defend their planet - Earth's first line of defense! This will be their greatest performance... and maybe their last.

Last Night on Earth and Invasion from Outer Space are two great games about B-movie action. They have a multitude of expansions and supplements and as such also several different rulebooks that add to and amend each other. The purpose of the Complete Rulebook is to collect all rules in one place while also adding information from FAQs and official answers posted to the BoardGameGeek site.

1.1 VERSION AND COPYRIGHT

This is version 2.0 of the Complete Rulebook for Last Night on Earth with Invasion from Outer Space. Compared to version 1.1 it adds the rules from Invasion from Outer Space as well as a number of clarifications.

The original Last Night on Earth (LNOE) and Invasion from Outer Space (IFOS) Games were designed by Jason C. Hill and published by Flying Frog Productions. These rules were re-written, edited and updated by Mattias Elfström with support from Thomas Gustafsson, James Hébert and Martin Stegmark during 2017 and 2018 based on the original works and no permission to publish them has been obtained. This is not to be seen as a challenge to their copyright, but rather as a service to the players of these great games.

The solo rules were written by Thomas Gustafsson and edited by Mattias Elfström.

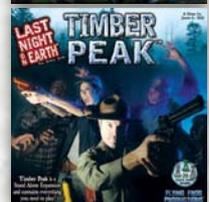
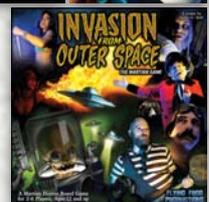
All photos of painted models in these pages were taken by Jeanette Utell Elfström or Mattias Elfström and the models were painted by Mattias Elfström.

1.2 THE GAMES AND EXPANSIONS

The rules from the following games, expansions and supplements are worked into the Complete Rulebook:

- Last Night on Earth: The Zombie Game (2007)
- "We've Got To Go Back!" web scenario (2007)
- All Hallows Eve web scenario (2007)
- Stock Up supplement (2007)
- Last Night on Earth Special Edition Soundtrack CD (2007)
- Growing Hunger expansion (2008)
- Revenge of the Dead supplement (2008)
- Zombie Pillage supplement (2009)
- Run For It! web scenario (2009)
- Radioactive Grave Dead supplement (2009)
- Zombies with Grave Weapons miniature set (2010)
- Survival of the Fittest expansion (2010)
- Hero Pack 1 expansion (2010)
- All Hallows Eve II: The Ritual web scenario (2010)
- LNOE Advanced Abilities supplement (2010)
- Radioactive Zombies with Grave Weapons miniature set (2010)
- Invasion from Outer Space: The Martian Game (2010)
- IFOS Advanced Abilities supplement (2010)
- Invasion from Outer Space: Zombie-Martians set (2010)
- Cloaked Martian Scouts supplement (2011)
- Last Night on Earth: Timber Peak stand-alone expansion (2012)
- Darkest Night web scenario (2012)
- Blood in the Forest expansion (2013)
- "Hold the Line!" supplement (2013)
- Airstrike supplement (2014)
- Last Night on Earth: The Zombie Game – 10 Year Anniversary Edition (2017)
- Hero Pack 2 expansion (2017)

FAQ and errata from various sources (including the expansions, supplements, the FlyingFrogWiki and the BoardGameGeek site) have also been incorporated.



1.3 USING THESE RULES

These rules were written with the assumption that all expansions and supplements are used at the same time. For this reason many optional rules have been worked into the text.

Generally, brevity has given way to completeness. This means that these rules are quite lengthy, even if the game is not especially complex. If you desire a simpler game with fewer options refer to the original rules.

The Complete Rulebook is intended for experienced players and no attempt has been made to arrange the rules for easy learning. The Complete Rulebook should however serve as a handy reference for those who are already familiar with how the game works.

1.3.1 RULES INTEGRITY

The Complete Rulebook should play according to the official rules in all but a few cases. In a few instances there are however no official rules to cover certain situations. In these cases rules have been invented and noted in the footnotes.

1.3.2 ALWAYS IN EFFECT SPECIAL RULES

Many of the later expansions in the series add a few of the Special Rules to all earlier scenarios. For these complete rules the following Special Rules are considered to be in effect for all scenarios where they are applicable:

- Heroes Replenish
- Survival Decks
- Barricades
- Always Zombie Heroes
- Zombie Grave Dead
- Zombie Champions
- Zombie Grave Weapons
- Cloaked Martian Scouts

Since the addition of Special Rules may affect scenario balance players may wish to compensate some scenarios using the "Dot method" [see rule 16.2].¹

1.3.3 USE OF CASES AND SPECIFIC WORDS

In the Complete Rulebook the rules are numbered in rules cases. This allows for cross references throughout the rules and should make finding the relevant rules easier.

All rules references are hyperlinked if you read these rules on your iPad.

The words "die" and "dice" are not used the same way throughout the original rules and on the cards. In the Complete Rulebook the word "die" denotes a single die (singular) while the word "dice" is used when several dice are involved (plural).

The word "turn" is used loosely in the original rules. The game is actually played in "Rounds", each Round consisting of a Zombie or Martian Turn and a Hero Turn (and sometimes a Zombie, a Martian and a Hero Turn). All scenario cards stipulate game length in "Turns", but this should actually be "Rounds".

The use of the term "Phase" is not consistent in the original rules. In these rules "Phase" only refers to the Fire [see rule 6.3] and Crowd Phases [see rule 6.5], while the different steps of the Zombie, Martian and Hero Turns are always referred to as "Steps".

1.3.4 PRINTING THE COMPLETE RULEBOOK

The Complete Rulebook has been designed to be printed on A3 or A4 paper, four pages to a sheet, and then folded to create an A4 or A5 leaflet. The Complete Rulebook is also a joy to read on an iPad. A version without the page backgrounds can also be supplied to those wishing to save printer ink.

1.4 NATURE THEMES

Last Night on Earth, The Zombie Game and Invasion from Outer Space, the Martian Game contain some graphic horror-movie imagery (though it is most often depicted in a tongue-in-cheek fashion). For this reason, this combined game is aimed at an audience aged 12 and up.



¹ Adding the Dots for the Special Rules that are "always in effect" when using the Complete Rulebook means that the Zombies have a few Dots to their advantage and the Martians may be a few Dots behind. In many scenarios one side or the other may however already have one or more of the "always in effect" rules added to their side. In many cases this will cancel any perceived advantage, but in some cases these rules suggest that additional balancing may be required. Some of the rules with Dot-values really should not stack their Dots since they don't provide additive benefits; this is particularly true concerning the various special Zombie types. In some cases on the Random Scenario Table [see 5.1.1] the balance provisions have been shifted somewhat to account for scenarios that are known to have balance issues.

2. GAME OVERVIEW

Last Night on Earth, The Zombie Game and Invasion From Outer Space, The Martian Game are fast-paced games of brain-eating **Zombies**, fiendish Martians, Small Town and Carnival Heroes and Horror and Sci-Fi B-movie action. Players take on the role of either the **Heroes**, **Zombies** or **Martian invaders**. To survive, Hero players must use their cunning and ingenuity (as well as a bit of luck) to make it through the night. Only by working together can the **Heroes** hope to fend off the hordes of **Zombies** and find some way to stop them or escape or fight off the invasion with waves of **Martian Soldiers** and **Flying Saucers**, blasting **Humans** with **Ray Guns** and unleashing their vile alien technologies upon the Earth.

With a cast of Horror and Sci-Fi movie archetype **Heroes** and hordes of blood-thirsty **Zombies** and **Martians**, each Scenario is designed to play out like the plot of a movie; desperate **Heroes** racing against time to accomplish their goals... sometimes it's as simple as just trying to live through the night.

With the combined games players can have **Zombies** or **Martians** invade the small towns of **Woodinvale** or **Timber Peak**, attack the **Carnival**, or even play a massive game with up to three independent factions (**Heroes**, **Zombies** and **Martians**). The possibilities are endless.

So put down that popcorn, grab your shotgun, strap on your jumpsuit and hide your brain - the **Zombies** and **Martians** are coming, the **Invasion From Outer Space** has begun and this could be your **Last Night on Earth!**

The game is played in **Game Rounds**. Each **Game Round** is normally split into two **Turns**, the **Zombie** or **Martian Turn** and the **Hero Turn**. There is also a short **Fire Phase** between the two **Turns** and a **Crowd Phase** after the **Hero Turn**. During the **Zombie** or **Martian Turn**, that player gets to move, **Blast** and **Fight** with her **Zombies** or **Martians** as well as possibly add new **Zombies** or **Martians** to the **Board**. During the **Hero Turn**, each **Hero** gets to take a **Move Action** (move, **Search** (if in a building) or **Build a Barricade**), make a **Ranged Attack** and **Fight**. The order in which **Heroes** are activated is up to the **Hero players**. The game ends when either the objectives of the scenario are completed or when the game round marker reaches the end of the track.



2.1 NUMBER OF PLAYERS

The Game can be played by two or more players. There are always at least one **Zombie** or **Martian** player and one **Hero** player and at least 4 **Hero Characters** (regardless of how many players are playing as the **Heroes**). One scenario (#41 *The Earth Overrun*) allows play with three factions at the same time.

The total number of players determines how many **Heroes** each of the **Hero** players will play. Consult the chart below.²

Player Assignment	
2 Players	1 Zombie or Martian player 1 Hero player with all four Heroes
3 Players	1 Zombie or Martian player 2 Hero players with two Heroes each
4 Players	1 Zombie or Martian player 2 Hero players with one Hero each and 1 Hero player with two Heroes
5 Players	1 Zombie or Martian player 4 Hero players with one Hero each
More Players	1 Zombie or Martian player 5 or more Hero players with one Hero each (the Zombie or Martian player will get to choose one or more balancing Special Rules using the "Dot system" [see rules 16.2 and 16.3.12]). Alternately there can be two Zombie or Martian players [see rules 17.1 and 17.2] or you can play the three faction scenario [see Appendix II].

² The original rules used two **Zombie** or **Martian** players at some player counts. The Complete Rulebook changes this in order to provide a more interesting game for the **Zombie** or **Martian** player. If desired it is still possible to play two **Zombie** or **Martian** players in accordance with the original rules. The changes required for this are described in the **Optional Rules** [see rules 17.1 and 17.2].



2.2 WINNING THE GAME

The game is won by either the **Zombies**, **Martians** or **Heroes**. When one side completes their Objectives as listed on the Scenario Card (**Heroes**, **Zombies** or **Martians**), they win and the game immediately ends.

2.2.1 AUTOMATIC ZOMBIE OR MARTIAN VICTORY

In addition to the normal objectives, in any scenario (unless specifically stated otherwise) the **Zombies** or **Martians** automatically win the game if:

- Four (4) **Heroes** are killed for any reason (this includes turning **Heroes** into **Zombies**)

- A **Zombie** or **Martian** Card discards the last **Hero** Card from the deck (or would discard the last card, even if there are none left).³ Note that if a **Hero** draws the last **Hero** Card from the deck, the **Heroes** do not automatically lose

Automatic **Zombie** or **Martian** Victory:

Four **Heroes** killed for any reason

A **Zombie** or **Martian** Card discards the last **Hero** Card from the deck

2.2.2 AUTOMATIC HERO VICTORY

In addition to the normal objectives, in any scenario (unless specifically stated otherwise) the **Heroes** automatically win the game if the **Martians** are the opponents and there are no **Martians** at all on the Board (not including **Flying Saucers**).



³ Since the Small Town Hero deck is quite large when playing with all supplements combined it is rather unlikely that the Small Town Hero deck will run out. Any players wanting to increase the likelihood of this may implement the optional *Reduced Hero Deck* rule [see rule 17.3].

3. GAME COMPONENTS

Playing *Last Night on Earth* using the Complete Rulebook assumes that all games and supplements in the series are available. If you don't have all parts of the complete game you may have to ignore some rules.

The 10 Year Anniversary Edition doubles up most components from the base game. It is not necessary to have both the Anniversary Edition and the base game in order to use these rules.

A complete list of all *Last Night on Earth* and *Invasion from Outer Space* components (including all expansions and supplements) is available in [Appendix V](#).

3.1 RULEBOOKS

Most expansions and supplements in the series add rulebooks or rules sheets. The Complete Rulebook replaces them all and they should be ignored when playing with these rules.

3.2 GAME BOARDS

The game is played over a Board consisting of a center piece and a number (usually four) of Outer boards that are chosen randomly. Other configurations are possible using special scenario rules.

There are three sets of boards that are not intended to be mixed with one another (except for the Forest and Town Ring [see rules [16.6.5](#) and [16.6.6](#)]), but rather to have a game either take place in the Small Town (from *Last Night On Earth* or *Timber Peak*), at the Carnival (from *Invasion From Outer Space*) or in the Forest (from *Blood in the Forest*). There are several reasons for this, not the least of which is that it would be thematically very strange to have the *Bear Tent* right next to the *Hospital* or the *High School*.

There are two types of game boards in each set, the Center boards and the L-shaped Outer boards. The Straight Connector boards can be used with either set.

3.2.1 THE TOWN CENTER

The Town Center board belongs to the Small Town set and is usually used as the center of the Board and has larger spaces to allow for faster movement across the middle of the Board. These spaces work exactly like other smaller spaces, there are just fewer of them.

3.2.2 THE MANOR HOUSE

On the reverse side of one Town Center board is the Manor House. The Manor House belongs to the Small Town set and is only used if indicated in the scenario rules (as it is in the *Defend the Manor House*, *Burn it to the Ground*, *Supply Run* and *Run For It!* scenarios).

3.2.2.1 The Manor House counts as a normal Building in every way, with the following exceptions:

- Heroes may NOT Search in the Manor House (unless the *Manor Deck Special Rule* is in effect [see rule [16.3.4](#)])
- The Manor House may never be chosen when rolling a Random Building.

3.2.3 RADIO STATION

On the reverse side of one Town Center board is the Radio Station. The Radio Station belongs to the Small Town set and is only used if indicated in the scenario rules (as it is in the *Radio for Help* and *Mountain of the Dead* scenarios).

3.2.3.1 SIMILAR TO TOWN CENTER: The Radio Station board works very similar to the normal Town Center, but has smaller size spaces, just like the Outer boards, and has a large structure that is the Radio Station.

3.2.3.2 TWO BUILDINGS: The Radio Station is actually two buildings next to one another, that are connected by a door at the center. These are normal buildings in every way, with one exception - they have no Random Number Set, and so will never be selected as a Random Building.



This diagram shows a white dotted line where the division is between the two buildings of the Radio Station. Note that these buildings can be *Lights Out* and/or *Taken Over* independent of one another, and are considered two separate buildings in every way.

3.2.3.3 ROOMS: The Radio Station buildings are subdivided into several "rooms". These generally have no effect on gameplay, but are occasionally called out for thematic purposes (such as the *Sound Booth* room in the *Radio for Help* scenario). The diagram shows the various thematic rooms of the Radio Station. These are *Reception*, *Break Room*, *Sound Booth*, *Weather Room* and *Storage*.

3.2.3.4 SEARCH: Heroes may Search in the Radio Station buildings just like any other building.

3.2.4 AIRFIELD

The Airfield belongs to the Small Town set and is only used if indicated in the scenario rules (as it is in the *Escape in the Plane* and *Salvage Mission* scenarios).

3.2.5 THE BIG TOP CENTER

The Big Top Center board belongs to the Carnival set and is usually used as the center of the Board.

3.2.5.1 BIG TOP TENT: The Big Top Tent is the large building on the Big Top side of the Center board.

Unlike normal buildings, Heroes may NOT Search in the Big Top Tent. Instead, the Big Top has a special ability listed on the board that allows any Hero inside to use a Power Token to draw a card. This may be used multiple times per turn.

3.2.5.2 CORNER BLOCKERS:

Another unique aspect of the Big Top Tent is the four greyed out corner Blockers of the building. These mark the large bleachers and tent poles and provide a certain amount of protection for anything in the center space of the Big Top Tent. Nothing may ever cross these Blockers. No movement, Ranged Attacks, the *Human Cannonball* (unless he rolls a 6 [see rule 10.6.1]), the Cannon/Death Ray Template or even Martian Flying Saucers are allowed to move through these Blockers.



3.2.6 THE FAIR GROUNDS

On the reverse side of one Big Top Center board are the Fair Grounds. The Fair Grounds belong to the Carnival set and is only used if indicated in the scenario rules (as it is in the *Unleashed* scenario).

3.2.7 FOREST CENTER

The Forest Center belongs to the Forest board set and is only used if indicated in the scenario rules (as it is in the *Lost in the Woods* scenario).

3.2.8 OUTER BOARDS

There are 14 L-shaped Outer boards in the Small Town set, 6 L-shaped Outer boards in the Carnival set and 4 L-shaped Outer boards in the Forest set. These boards represent the surrounding buildings and various areas of the town, the various structures and tents that make up the carnival or the forest. Generally, at the start of each game, 4 of the Outer boards are chosen at random and placed around the Center board to form the complete, square game Board.

3.2.9 STRAIGHT BOARDS

The 4 rectangular Straight boards are double-sided, with Forest on one side and open grass on the other. They don't belong to either board set. These are mainly used for alternate board arrangements such as the Forest Ring [see rule 16.6.5], Town Ring [see rule 16.6.6] or Forest Only [see rule 16.6.7] board setups.

3.3 GAME BOARD FEATURES

The following describes the various features found on the Board.

3.3.1 SPACES

The Board is divided into a number of spaces that the Heroes, Zombies and Martians move through. Every space is either an Outdoor Space or a Building Space (those within building walls). Note that even though some areas are open air, such as the *Lumber Yard* or *Power Relay Station* or temporary structures like tents, they are treated the same as any other building for game purposes.

3.3.1.1 STACKING LIMIT: There is no limit to the number of Heroes and/or Zombie models that can be in a space at once. Heroes, Zombies and Martians may be in the same space. The only restriction is that there may not be more than one Martian Pack in a space at a time.

3.3.1.2 LARGE SPACES: Some spaces are significantly larger than others. These spaces are treated exactly the same. The larger spaces just allow models to move across the Board much faster.

3.3.2 WALLS

Walls run along the edge of certain spaces to show the border of a building. Walls block Hero and Martian (except the Zard Beast) movement but not Zombie movement as well as Line of Sight for Ranged Attacks [see rule 10.3].



3.3.2.1 CORNER WALLS: Some of the walls in the Manor House and Radio Station extend out beyond the normal corners. These extra bits of wall are called Corner Walls. There is also a plus-shaped Corner Wall in the center of the Manor House and Radio Station.

Corner Walls prevent Heroes and Martians (except the Zard Beast) from moving diagonally around a corner (or across the center in the case of the plus-shaped Corner Wall). They do NOT have any effect on line of sight for Ranged Attacks.



3.3.2.2 HARD WALLS: Some Walls are marked with Red and Black striped lines; these are Hard Walls. Hard Walls work exactly the same as normal Walls, except that models cannot see through them, even if they are Adjacent to the Hard Wall.



3.3.3 DOORS

Doors are marked by a break in the Wall and allow a Hero or Martian to move through that Wall in a given space.

Heroes and Martians may not move diagonally through a Door.



3.3.4 ZOMBIE SPAWNING PITS

The red X's on the L-shaped Outer boards of the Small Town board set represent Zombie Spawning Pits. These spaces are where the Zombies enter the Board and are usually exactly where the Heroes don't want to hang out (unless of course they are thinking of becoming a Zombie). Most Outer boards have one Zombie Spawning Pit on them.

3.3.4.1 OPTIONAL YELLOW SPAWN PITS: The L-shaped Forest boards have an alternate type of Zombie Spawning Pit on them, marked as a yellow "X". These are Optional Zombie Spawning Pits. Zombies may double up on red Spawning Pits before Spawning on the Optional yellow Spawn Pits. Note that you may NOT double up Zombies on a yellow Spawn Pit until every other Spawning Pit (red and yellow) has at least one Zombie on it as normal.



3.3.5 LANDING SITE START SPOTS

On each of the Carnival Outer boards there is a faded circular area with a swirl pattern and surrounded by a dotted line; these are Martian Landing Site start spots. At the start of the game, place a Landing Site marker on each of these start spots if the Martians are in the game.



3.3.6 FOREST SPACES

Any space that is predominantly filled with trees is considered a Forest Space (as well as an Outdoor Space). These spaces increase the danger level for any model in them as Heroes run through the dark woods and Zombies or Martians lay in wait behind every tree and shadow. The Thrasher's Mill building space also counts as a Forest space.

3.3.6.1 EXTRA FIGHT DIE: Every model in a Forest Space rolls an extra Fight Die. This means that Zombies are more likely to win a Fight as they will generally get two Fight Dice (and they win on ties), but Heroes are more likely to kill a Zombie that they beat as they are generally rolling three Fight Dice (and are more likely to get doubles).

3.3.6.2 BLOCKS LINE OF SIGHT: Another aspect of Forest Spaces is that they block Line of Sight for Ranged Attacks. Heroes and Martians may see into and out of a Forest Space, but they may not count Line of Sight through a Forest Space.

3.3.6.3 RANDOM NUMBER SET: Some Forest Spaces are marked with a Random Number Set in the corner of the space (just like a building). These spaces are large, thick forested areas and can be selected when rolling for a Random Building (or when choosing a "building"). It is assumed that the Forest is thick enough here that it can be overrun with Zombies and Taken Over or be especially dark and foreboding to count for cards such as Lights Out. These Forest Spaces may be chosen for card effects that target buildings or for the Hero's/Zombie's/Martian's Choice result for a Random Building. Note that these spaces do not count as buildings in other regards and Heroes may not Search there.

3.3.7 TREES

A feature that appears on some of the Outer boards is trees. These trees always appear at the center point between 4 spaces and have a small "plus-shape" wall in the middle. Trees block Heroes and Martians (except the Zard Beast) from moving diagonally through them. They DO NOT block Line of Sight or Zombie movement in any way.



3.3.8 SINGLE SPACE BUILDINGS

The L-shaped Forest boards have single-space buildings on them. These are the Ranger Station, Old Cabin, Thrasher's Mill, Mine Shaft and Tower Relay.

3.3.8.1 COUNTS AS NORMAL BUILDINGS: These single-space buildings count as normal buildings in every way, so Heroes may Search there, they can be Taken Over, etc. Because these buildings are only a single space, every edge and corner of the space automatically counts

as a Wall as well as a Door. As such, Heroes and Martians may enter the building from any side (as well as diagonally), and may make a Ranged Attack into or out of the building in any direction. It does, however, also mean that Zombies may use cards like *Locked Door* to prevent a Hero from entering or leaving a single-space building and a Hero may not trace a Line of Sight for a Ranged Attack through a single-space building to the other side.

3.3.9 PICK UP:

Although Heroes can Search in any building (except the Manor House and Big Top Tent) to draw a Hero Card, some buildings have the ability to instead pull a specific card out of the Hero discard pile. These buildings are noted as having a "Pick Up:".

For example, the *Police Station* building says "Pick Up: Pump Shotgun". This means that a Hero Searching in the building may either draw a card off of the top of the Hero deck as normal, or they may search the Hero discard pile and just take a Pump Shotgun card (if there is one).

3.3.9.1 CARD IN DISCARD: The most important note about the Pick Up: ability is that to be able to use it, the listed card must already be in the Hero discard pile (you do NOT get to pull it out of the deck).

3.3.9.2 NO UNIQUE ITEMS: Pick Up:s do NOT apply to the Unique Items Survival deck.

3.3.10 SPECIAL AREAS AND BUILDINGS

Some buildings and areas of the board have Special Rules associated with them. Some rules are listed on the board.

3.3.10.1 THE ANTENNA: At the center of the Radio Station board, there is a large *Radio Antenna* taking up a full space. This *Antenna* space is outlined in red to show that it is a blocked space. No model may ever enter this space, Line of Sight may NOT be traced through this space, and no marker or Fire may ever be placed there.



3.3.10.2 CARNIVAL CANNONS: You'll notice that there is a Cannon on each of the L-shaped Outer Carnival boards. These Carnival Cannons do not have any built-in abilities, but rather are used in conjunction with a Hero's Special Rules or cards.

3.3.10.3 CLIFF WALL: The *Cliff Wall* on one of the L-shaped Forest boards is a massive rocky cliff face that is impassable by both Heroes, Zombies and Martians alike. It is marked on the board with a red edge along the space edges that cannot be crossed. The *Cliff Wall* does

not, however, block Line of Sight like a normal Wall would; models may see across it for Ranged Attacks.



Note that a Hero with the *Climbing Rope* Item may use it to cross the *Cliff Wall* or allow another Hero to cross the *Cliff Wall* as described on the card.

3.3.10.4 THE CORNFIELD: In the *Cornfield*, it is always the Hero's choice as to whether they want to hide or not. Zombies can't use the *Cornfield* to hide from Heroes or Martians.⁴

The *Cornfield* Special Rules apply to Martians trying to Fight a Hero in a *Cornfield* space as well as to Ray Gun Attacks on a *Cornfield* space. Martians must first roll a 4+ on a D6 before they can make a Ray Gun Attack on a Hero in a *Cornfield* space. If failed, the Ray Gun Attack is canceled. Note that this has no effect on other forms of Blast like a *Death Ray* or *Saucer Blast*.

The *Cornfield* Special Rules apply to Zombies trying to find Martians just like Heroes.

3.3.10.5 THE FUN HOUSE: The *Fun House* is a large, special building on one of the L-shaped Outer boards that is comprised of several small, colorful rooms that all have Hard Walls. Each room has a large number in it as well as a potential special bonus for Heroes Searching there.

Whenever a Hero Searches in a room of the *Fun House*, they must first roll a D6 and immediately move to an empty space of the room rolled. They may then complete their Search as normal (drawing a Hero Card). This represents the Hero slipping through secret passages behind the mirrors and trapdoors as they explore the *Fun House*. If the Hero rolls the room number that they are already in, they do not move, but instead immediately gain the special bonus of that room in addition to their normal Search.

For example, if the Hero is in the room numbered 5 and they roll a 5 on the D6, they do not move, but instead immediately get the bonus for room 5 as well as drawing a Hero Card for their normal Search.

There is one drawback however. If the Hero rolls a room number that currently has no empty spaces (each space of that room already has one or more models in it), the Hero's Search is immediately canceled (they do not get to draw a Hero Card) and they are automatically moved to the Outdoor Space with the large *Clown Head* at the front of the building.

⁴ This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/209909#209909>).

3.3.IO.6 ROAD OUT OF TOWN: Note that there are *Road Out of Town* spaces on some boards where the art is made to look as if these roads are fairly long. The *Road Out of Town* space is still only considered the one that is actually named as such.

3.3.II BUILDINGS TOUCHING CORNERS

When the L-shaped boards are placed in a non-standard configuration as with some scenarios, 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).



3.3.II.1 HEROES AND PINCH POINTS: If a Hero wants to move through a *Pinch Point*, they must first pass an *Agility Test* (see below). If successful, the Hero may move through the *Pinch Point* without problem and continue on their way. If the test is failed though, the Hero's move immediately ends in the space before passing through the *Pinch Point*.⁵

To pass an *Agility Test*, the Hero must roll equal to or higher than their *Agility* with one die

3.3.II.2 SMALL TOWN HEROES AGILITY: See rule [13.2](#) for the *Small Town Heroes Agility*.

3.3.II.3 ZOMBIES AND PINCH POINTS: *Zombies* may move through *Pinch Points* as normal.

3.3.II.4 MARTIANS AND PINCH POINTS: *Martians* may move diagonally through a *Pinch Point* with no problem (they are small and the *Zard Beast* can easily smash his way through walls anyway).

3.4 ROLLING A RANDOM BUILDING

Many times players will need to roll for a *Random Building*. To do this, roll a die and look at the arrows arrayed around the edges of the *Center board*. This roll determines which L-shaped *Outer board* the *Random Building* is on (note that a roll of 1 is *Hero's Choice* which means that the *Heroes* may choose any building available and a roll of 6 is *Zombie's* or *Martian's Choice*).

Once you have determined which *Outer board* the building is on, roll another die. In the corner of each building, there

is a *Random Number Set* (Ex. 1-2 or 4-5-6 etc). The building that corresponds to the second die roll is your *Random Building*. With *Hero's Choice* or *Zombie's/Martian's Choice*, you may only choose a building with a *Random Number Set*.

3.4.I UNUSABLE BUILDING

If the *Random Building* rolled cannot be used for any reason, roll another building on the same *Outer board*. If none of the buildings on that *Outer board* may be used, roll again entirely.

3.4.2 FOREST OR TOWN RING RANDOM BUILDING

When using the *Forest Ring* [see rule [16.6.5](#)] or *Town Ring* [see rule [16.6.6](#)] board setup, the process for rolling a *Random Building* is slightly altered. Roll one die and consult the *Random Board* numbers marked on the *Center board* as normal, but then roll another die for inner or outer corner before rolling to determine the exact *Random Building*.

Inner/Outer Board Selection	
D6 Roll	Result
1-3	Inner Corner Board
4-6	Outer Corner Board

3.4.3 RANDOM NUMBER SETS ON STRAIGHT BOARDS

Note that the *Straight boards* also have *Random Number Sets* in some of the *Forest Spaces*. These can never be rolled normally, but may be chosen for *Hero's/Zombie's/Martian's Choice* or for effects that choose a building rather than rolling for it randomly.

3.4.4 FOREST ONLY BOARD

When using the *Forest Only* board setup, the process for rolling a *Random Building* works exactly like with a normal board setup; simply ignore the *Straight boards* when rolling the *Random Building* using the markings on the *Center board*. The spaces on the *Straight boards* that have *Random Number Sets* can still be chosen for *Hero's/Zombie's/Martian's Choice* results as normal.

3.4.5 PLACING SPAWNING PITS

When a *Random Building* result is *Hero's Choice* for a *New Spawning Pit*, the *Zombie* player decides which space of the building the pit is actually placed in.

⁵ This rule was taken from *Invasion from Outer Space*. This was done in order to have one rule that can be used for all scenarios. If playing a *LNOE* scenario vs *Zombies* and players prefer, they may instead use the simpler rule as outlined in the *Run For It!* scenario: "Heroes may NOT move diagonally through a *Pinch Point* unless they have the *Keyword Student*. 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." In the 10 year Anniversary Edition there is yet a third option: *Heroes* that have more than two *Health Boxes* may not move through a *Pinch Point*.

3.5 GAME DISPLAYS



3.5.1 SUN TRACK

There are three Sun Tracks available. Only one is used in each game. The Sun Track marks the Rounds of the game and counts down to zero at the bottom of the track.⁶



3.5.2 INVASION TRACK

This track replaces the Sun Track if the Martians are in play instead of the Zombies. It marks the Rounds of the game and counts down to zero, which is shown as the Earth at the bottom of the track.



3.5.3 MARTIAN COMMAND CONSOLE

The Martian Command Console is used by the Martian player to help run the invasion. The orange side is used when there is one Martian player, while the light blue side is used when there are two [see rule 17.2.2]. Note that the console is considered to have an additional button to land Cloaked Martian Scouts that is not shown [see rule 15.1.6].

3.6 CHARACTER SHEETS

There are 40 Large Hero Character Sheets. Each of the different Character Sheets represents a Hero and lists her unique Special Rules, abilities and information.



3.6.1 SMALL TOWN HEROES

There are 32 Small Town Heroes.



3.6.2 CARNIVAL HEROES

There are 8 Carnival Heroes.

3.7 CHAMPION RECORD SHEETS



3.7.1 ZOMBIE CHAMPIONS

Each of the two Zombie Champion types has a Record Sheet detailing their rules and abilities.

⁶ The original rules made use of "The Black Zone" on the Sun Track, but this rule is no longer used since Always Zombie Heroes is always in effect.



3.7.2 MARTIAN CHAMPIONS

Each of the two Martian Champions is represented by a Martian Champion Token that lists their unique abilities, cost, and information.

3.8 SCENARIO CARDS

There are several different official Scenarios, each represented by a large Scenario Card (or scenario sheet) that lists all of its important information and objectives.



Note that the number of Turns indicated on the scenario cards actually refers to Game Rounds.

See [Appendix II](#) for a complete listing of scenarios.

3.9 CARDS

There are several different types of cards in the game. The cards are divided into a number of different decks:

- 200+ card Hero deck⁷
- 62 card Carnival Hero deck
- 200+ card Zombie deck
- 62 card Martian deck
- 20 card Unique Items deck
- 20 card Survival Tactics deck
- 22 card Grave Weapons deck
- 23 card Melee Hero Upgrade deck
- 23 card Ranged Hero Upgrade deck

⁷ Apart from the 200+ cards in the Small Town Hero deck and the Zombie deck (assuming all expansions are combined) there is also a number of alternate image promo cards available. These can also be added to the decks if the players desire.

⁸ It may happen that both Hero decks are in play at the same time (if using the Forest or Town Ring with the Carnival board set for example). In these cases it is enough to run one of the Hero decks out in order for the Zombies or Martians to win.

- 23 card Special Hero Upgrade deck
- 24 card Zombie Upgrade deck
- 4 card Zombie Advanced Abilities deck
- 2 card Martian Advanced Abilities deck

There are also 24 Hero Advanced Abilities cards and a number of Reference cards that are not "decks" per se.

SMALL TOWN HERO CARD



CARNIVAL HERO CARD



3.9.I HERO CARDS

There are two different Hero Card decks; the Small Town Hero deck (Green backed) and the Carnival Hero deck (Red backed). The Small Town deck is used while Searching the Small Town or Forest board set and the Carnival deck is used while Searching the Carnival board set.⁸ In this way,

the cards in the deck will match the location of the game (for Pick Ups and *Townfolk/Allies* etc). Other than the difference in contents the decks are used the same way.

Hero Cards represent Items and Weapons that the Heroes can find throughout the game as well as Events used to surprise your opponent. Just below the card image are the Keywords. The first Keyword is always either Item or Event.

3.9.1.1 ITEMS: When found through Searching, Items (Green bordered, or Grey/Grey-Blue bordered for Weapons) are cards that are immediately played face-up on the Hero who found them.

3.9.1.2 EVENTS: Events (Gold bordered) are taken into the player's hand and kept secret from the Zombies/Martians. The Hero players may show each other what cards they have in hand. The Events can be strategically played on any Hero to give them an edge or save them from a grizzly fate. Each Hero player has an unlimited capacity for keeping Event cards on hand.

3.9.1.3 DISCARD INSPECTION: The Hero deck discard pile is open to inspection at any time.⁹

3.9.1.4 NEVER RESHUFFLED: The Hero Card deck is not reshuffled if it runs out, instead the Heroes lose the game [see rule 2.2.1].



3.9.2 ZOMBIE CARDS

Zombie Cards work a little bit differently than the Hero Cards. The Zombie player has a hand of cards at her disposal to use against the Heroes and Martians as she sees fit. She also gets to draw back up to a full hand at the start of each new Zombie Turn. There is really only one kind of

Zombie Card and that is the Zombie Event (Wood bordered). These represent a host of different abilities that the Zombies can use to attack, torment, and generally terrorize the Heroes and Martians.

3.9.2.1 ZOMBIE CARD HAND: Zombie cards are taken into the player's hand and kept secret from the other players. The Zombie player has a four card hand limit when drawing Zombie cards.

3.9.2.2 DISCARD INSPECTION: The Zombie deck discard pile is open to inspection at any time.

3.9.2.3 RESHUFFLE: If the Zombie deck runs out of cards, immediately re-shuffle the discard pile back into the deck.



3.9.3 MARTIAN CARDS

Martian Cards work a little bit differently than the Hero Cards. The Martian Player has a hand of cards at their disposal to use against the Heroes and Zombies as he sees fit. At the beginning of each Martian Turn, he gets to draw 2 new cards into hand for free. There are two types of Martian Cards - Martian Events and Martian Tech.

3.9.3.1 MARTIAN EVENTS: (Gold Hex-metal bordered) are Martian Cards that are played for a variety of different abilities that the Martians can use to attack, torment, and generally terrorize the Heroes and Zombies. When played, Martian Event cards are discarded after they take effect.

3.9.3.2 MARTIAN TECH: (Silver Hex-metal bordered) are Martian Cards that have a Command Point Cost in a large green circle, just below the card image. These represent various bits of advanced Martian technology

⁹ Although the original rules do not allow the discard pile to be counted the Complete Rulebook changes this. Most players don't like to remember what cards have been played and the complete Hero deck is so large that a Zombie victory from running the deck out is highly unlikely anyway.

that can be built and brought to bear against the Humans and Zombies. Martian Tech cards stay in play, face-up on the table once they have been built, and continue to benefit the Martians.

3.9.3.3 MARTIAN CARD HAND: Martian cards are taken into the player's hand and kept secret from the other players. The Martian player has a six card hand limit when drawing Martian cards.

3.9.3.4 DISCARD INSPECTION: The Martian deck discard pile is open to inspection at any time.

3.9.3.5 RESHUFFLE: If the Martian deck runs out of cards, immediately re-shuffle the discard pile back into the deck.

3.9.4 UNIQUE ITEMS AND SURVIVAL TACTICS CARDS

Unique Items and Survival Tactics card decks are collectively referred to as Survival decks. The Unique Items and Survival Tactics cards are not considered Hero Cards and are not canceled by cards that cancel Hero Cards.¹⁰



3.9.4.1 UNIQUE ITEMS: The Unique Items represent powerful Items that the Heroes can find scattered around town. These cards are all unique (no duplicates) and feature not only weapons but also character based items and mysterious records that reveal further clues to the secrets of Woodinvale. Like other Items they are immediately played face-up on the Hero who found them.

Some Unique Items are *Keyword Records* and represent story driven Items. These cards have a letter code in the upper right-hand corner of the text box to show that they are "A", "B" or "C" Records. This letter code is only used in some scenarios and has no inherent meaning to the card effect.

3.9.4.2 SURVIVAL TACTICS: Survival Tactics are powerful Event-like cards that the Heroes can use to help stay alive. They can be used to help out any member of the Hero team or sometimes even the team as a whole; to give global bonuses in fighting Zombies and Martians, to build extra Barricades [see rule 8.6] or even to allow the use of Sewers [see rule 8.7] to move around the Board faster. Like Events they are added to the player's hand.

3.9.4.3 DISCARD INSPECTION: The Survival decks discard piles are open to inspection at any time.

3.9.4.4 NEVER RESHUFFLED: The Survival decks are not reshuffled if they run out.

3.9.5 GRAVE WEAPONS CARDS

The Grave Weapons deck allows the Zombie player to spawn dangerous new Weapons onto individual Zombies within their horde. These range from traditional weapons like an *Old Pitchfork* or *Rusty Axe* to various physical traits that can be used as a weapon such as *Bloated Body* or *Blood Spray*. The Grave Weapons cards are not considered Zombie Cards and are not canceled by cards that cancel Zombie Cards.

3.9.5.1 IMMEDIATELY PLAYED: When drawn, Grave Weapon cards are immediately played face-up on the table.

HERO UPGRADE CARD



3.9.6 HERO UPGRADE CARDS

Hero Upgrades are a set of cards that represent a Hero learning new skills as they fight, to help keep them alive. In any situation, when using Upgrade card abilities against Martians replace the word "Zombie" on the Upgrade card with "Martian".¹¹

The Hero Upgrades are split into three Upgrade decks – Melee, Ranged, and Special. These decks each have a different icon on the back and should be individually shuffled and set out on the table near the Hero players.

3.9.6.1 IMMEDIATELY PLAYED: Hero Upgrades are played face up next to the Hero when drawn.

3.9.7 ZOMBIE UPGRADE CARDS

Similar to the Heroes, the Zombies also have a set of Zombie Upgrade cards that represents the Zombie horde

¹⁰ It is the intention of the Complete Rulebook that the Survival decks be used regardless of scenario, board set or Hero group in play.

¹¹ It is the intention of the Complete Rulebook that the HeroUpgrade decks be used regardless of scenario, board set or Hero group in play.

getting more aggressive as they smell fresh blood. Unlike the Heroes though, the **Zombie Upgrades** are only a single deck of cards to draw from and many of them are marked as **One Use Only**, meaning that they must be discarded to use their effect.

3.9.7.I IMMEDIATELY PLAYED: **Zombie Upgrades** are played face up when drawn.

3.9.8 ADVANCED ABILITIES CARDS

These cards represent the **Heroes**, **Zombies** and **Martians** gaining experience over time as they become more adept at fighting the **Zombie** horde or hunting the living survivors. Note that not all **Heroes** have an **Advanced Ability**.

3.9.8.I IMMEDIATELY PLAYED: These cards are played face up when gained.

3.9.9 REFERENCE CARDS

The **Reference** cards are kept by the players to remind them of the game sequence and other rules. There are separate cards for games with **Zombies** and **Martians**. The original **Reference** cards from **Last Night on Earth** are less useful compared to those from **Timber Peak** and the **10 Year Anniversary Edition** and should be put aside.



- 6 Dark Grey Feral Dead **Zombies**
- 2 Dark Grey Giant **Zombie Behemoths**
- 9 Blue **Martian Soldiers**
- 9 Purple **Martian Soldiers**
- 1 Dark Grey **Martian Leader**
- 1 Dark Grey **Zard Beast**
- 9 Crystal Light Blue **Cloaked Martian Scouts**

The **Grey Hero** models each match one of the **Hero** **Character Sheets**.

The **Green** and **Brown** **Zombies** are used to form the **Zombie Pool**, the **Red** and **Radioactive** **Zombies** represent **Grave Dead**, the **Zombies** with **Grave Weapons** are used as replacement pieces when **Grave Weapons** are acquired and the **Feral Dead** and **Behemoths** are **Zombie Champions**. With all these models available scenarios that use the **Red** **Zombies** may also use the **Grave Dead Special Rule** (such as the **Plague Carriers** scenario).

The **Blue** and **Purple** **Martians** are used to form the **Martian Pool**, the **Crystal Light Blue** **Martians** are **Cloaked Martian Scouts** and the **Martian Leader** and **Zard Beast** are **Martian Champions**.



3.10 PLAYING PIECES

The plastic models are used to position the **Heroes**, **Zombies** and **Martians** on the **Board**. Total number of **Figures** available:

- 32 Unique **Grey Small Town Heroes**
- 8 Unique **Grey Carnival Heroes**
- 21 **Green** **Zombies**
- 21 **Brown** **Zombies**
- 7 **Red** **Zombies**
- 7 **Green** **Zombies** with **Grave Weapons**
- 7 **Brown** **Zombies** with **Grave Weapons**
- 7 **Red** **Zombies** with **Grave Weapons**
- 7 **Radioactive** **Grave Dead**
- 7 **Radioactive** **Grave Dead** with **Grave Weapons**

- LAST NIGHT ON EARTH HEROES -



Alice



Amanda



Sheriff Anderson 1



Sheriff Anderson 2



Angela



Bear



Becky



Billy



Doc Brody



Agent Carter



Ed Baker



Mr. Goddard



Mr. Hyde



Jade



J. Cartwright 1



J. Cartwright 2



Jeb



Jenny



Johnny



Father Joseph



Kenny



Maria



Nikki



Sister Ophelia



Rachelle



Sally 1



Sally 2



Sam



Stacy



Deputy Taylor



Victor



Dr. Yamato

- LAST NIGHT ON EARTH ZOMBIES -



Old Betsy



Zombie 1



Zombie 2



Zombie 3



Grave Dead



Radioactive



Feral Dead



Behemoth



Crawling Torso



Machete



Old Pitchfork



Rusty Axe



Sickle



Barbed Wire



Bloated Body

- INVASION FROM OUTER SPACE CARNIVAL HEROES -



Angelica Archibald Carl Cassidy R.J. Flannigan Hannah JoJo Lucrezia

- INVASION FROM OUTER SPACE MARTIANS -



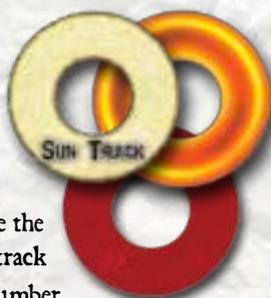
Martian 1 Martian 2 Martian 3 Cloaked Martian Martian Leader Zard Beast

3.11 GENERAL MARKERS

A host of different die-cut markers are available in the complete game:

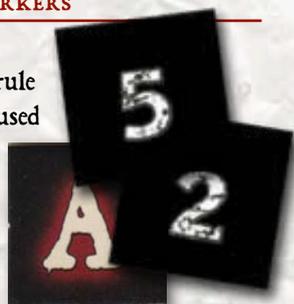
3.II.1 SUN, INVASION AND OBJECTIVE TRACK MARKERS

A Sun or Invasion Track Marker is placed on the Sun or Invasion Track at the start of the game and moved down the track one space each Round to keep count of how many Rounds have been played (and how many are left). Objective markers are the other donut-shaped markers used to track Scenario Objectives when needed. Number available: 9+2 plastic



3.II.2 NUMBER AND LETTER MARKERS

The Number Markers are used if indicated by the scenario card [see rule 16.6.8]. The letter markers are not used in any currently available scenario. Number available: 40



3.II.3 EXPLORATION MARKERS

Exploration Markers represent additional supplies, Heroes or Zombie attacks and are used as a Special Rule [see rule 16.6.10] or if indicated by the scenario card. Number available: 20



3.II.4 SALVAGE TOKENS

Similar to Exploration Markers Salvage Tokens represent possible supplies, survivors or even Zombie ambushes and are used for scenario objectives if indicated by the scenario card [see rule 16.6.II]. Number available: 16



3.12 TERRAIN FEATURE MARKERS

3.I2.1 CANNONS

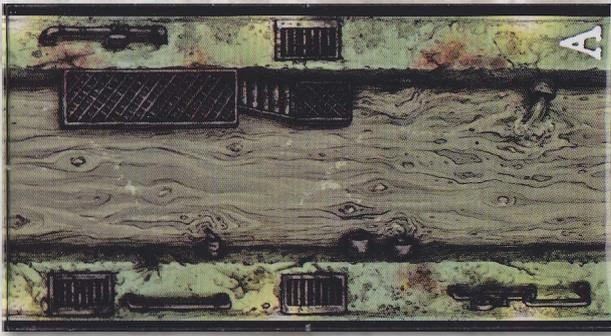
Occasionally the Carnival Heroes will gain an extra circus cannon that can be positioned on the Board. Number available: 2



3.I2.2 SEWER ENTRANCE MARKERS

These markers are placed at two outdoor spaces on the Board when called for by cards or scenarios [see rule 8.7]. Number available: 4





3.12.3 SEWER INTERIOR

These are placed next to the Board and used when models enter the sewers. Number available: 2

3.12.4 OTHER TERRAIN FEATURE MARKERS

These are placed according to set up rules in scenarios. Generally they can't be moved. The following are available:

- **Airplane (1):** Used in the *Escape in the Plane* and *Salvage Mission* scenarios
- **Camp Site (1):** Used in the *Lost in the Woods* scenario
- **Crashed Saucer (1):** Used in the *Unleashed* scenario.
- **Detonator (1):** Used in the *Blow Up the Town!* scenario
- **Fork Lift (1)**
- **Generators (3):** Used in the *Radio for Help* and *Mountain of the Dead* scenarios
- **Meteorite (1):** Used in the "It Fell from the Sky" scenario
- **Motor Cycle (1)**
- **Ritual Circle (1):** Used in the *All Hallows Eve II: The Ritual* scenario
- **Ritual Table (1):** Used in the *All Hallows Eve II: The Ritual* scenario
- **Statue (1)**
- **Tractor (2)**
- **Trees (6)**
- **Truck (1+1 model):** Used in the *Escape in the Truck*, "We've Got To Go Back!", *Hunt for Survivors*, *Broken Down* and *Earth Overrun* scenarios



3.13 TOWNSFOLK/ALLIES/GROWDS/ANIMALS MARKERS

3.13.1 ALLIES/TOWNSFOLK

The Allies (IFOS) and Townsfolk (LNOE) markers are equivalent and have no direct use together with the

respective *Allies* and *Townsfolk* Event cards. They are used on the Board to show the position of *Townsfolk Allies* [see rule 16.3.7] or *Townsfolk Heroes* [see rule 16.3.8]. They are used in the *Abduction*, *All Hallows Eve*, *Darkest Night*, *Hunt for Survivors*, *Rescue Mission* and *Run for It!* scenarios. Number available: 6+19



3.13.2 CROWD

These markers are used when a Scenario calls for *Crowds* to be in play [see rule 16.6.12]. They are used in the "Wipe Them Out!" scenario.

The black reverse of these markers are used to mark destroyed buildings [see rule 12.4]. Number available: 5



3.13.3 LIONS

Currently not used in any official scenario. Number available: 2



3.13.4 OLD BETSY

Old Betsy, the farm dog, comes into play through a Hero Card. She is not considered a Hero or a model (even if the plastic figure is used to represent her). She is immune to all forms of damage and attacks and does not trigger *Zombie Hunger*. Number available: 2+1 plastic



3.14 GAME STATUS MARKERS



3.14.1 BARRICADES

These markers are placed along a building wall to show that a wall has been *Barricaded*. Number available: 33

3.14.2 CONE OF LIGHT

Sometimes during the game a building will have a saucer descend on it with a cone of light. These markers show which buildings are affected by such things.

The black reverse of these markers are used to mark



destroyed buildings [see rule 12.4]. Number available: 3

3.14.3 DOOR/LOCKED DOOR MARKERS

These allow for the addition of *Extra Doors* [see rule 16.3.2] and for the Zombies to permanently Lock Doors. Number available: 7



3.14.3.1 REMAINS IN PLAY:

The *Zombie Card Locked Door* is considered Remains in Play. When *Locked Door* is played during the game, place a *Locked Door Marker* over that doorway; the door has been locked and Heroes may NOT move through it. If the *Locked Door* card is canceled, remove the marker as you would with any other Remains in Play card.

3.14.3.2 IGNORE LOCKED DOOR: Items that allow a Hero to "ignore the effects of *Locked Door*" (such as *Keys* or *Fire Axe*) also let that Hero discard any *Locked Door Marker* moved through (as well as the corresponding card). The Hero card *Escape Through the Windows*, however, does not cancel *Locked Door*, instead it simply allows the Heroes to move through *Locked Door Markers* for the Turn just like any other wall.¹²

3.14.4 EXPERIENCE TOKENS

These tokens are used to track the Experience gained by each Hero or the Zombies or Martians. On the backside of the token is a Boost marker to indicate when the Boost effect of an Upgrade has been activated. Number available: 51+20 plastic



3.14.5 FIRE MARKERS

These markers are used when a Fire breaks out on the Board and are dangerous to move through.

New Fires use the side without the direction arrows, while Existing Fires use the side with the direction arrows. Number available: 24+8 plastic



3.14.6 GRAVE WEAPON MARKERS

When a *Zombie* gets a *Grave Weapon* the appropriate marker can be placed underneath the model to show which weapon it has. Alternately the *Grave Weapon* models may be used [see rule 14.6.2]. Number available: 22



3.14.7 GREEN OOZE

Used to mark where *Radioactive Grave Dead* have liquified [see rule 14.4.3]. Number available: 6



3.14.8 INFECTED MARKERS

Sometimes a Hero or Martian will become *Infected* by the *Zombie* plague. An *Infected* marker is placed on the Hero or Martian, and from that point forward they are in trouble [see rule 11.6.2]. Number available: 10



3.14.9 LANDING SITE MARKERS

The *Martians* have come to Earth in *Flying Saucers*. These *Landing Site* markers represent a saucer floating above the tabletop and are spots that *Martians* can teleport into play. As they are *Flying Saucers*, these *Landing Site* markers can be moved around the Board during the game [see rule 15.1.2]. Number available: 6



3.14.10 LIGHTS OUT

When the *Zombies* or *Martians* cut the power (usually by tripping over something or chewing through the lines), you know you're in trouble. *Lights Out* markers are placed on buildings to indicate this as directed by certain card effects.



Note that *Lights Out* only affects Hero movement and has no impact on Searching, Ranged Attacks, *Zombies* or *Martians*. A *Fire* inside a building does not in any way negate the effects of *Lights Out*.



The black reverse of these markers are used to mark destroyed buildings [see rule 12.4]. Number available: 14

3.14.11 MARTIAN COMMAND POINTS

The *Martians* get these *Command Points* to spend using the *Command Console* in order to manage their invasion of Earth [see rule 15.1]. Number available: 20



¹² This *Locked Door* rule was an *Optional* rule in *Growing Hunger* that has been made standard in the *Complete Rulebook*. Note that this does NOT allow the Heroes to place additional doors as originally described in *Growing Hunger*.

3.14.12 POWER TOKENS

These tokens are a resource that the Carnival Heroes need to spend in order to use their powerful special Talents. Each Carnival Hero starts the game with 1 Power Token, but can get more as the game progresses [see rule 13.3.1]. Number available: 16



3.14.13 REINFORCEMENT/SUPPLY MARKERS

Once a Barricade has been built by the Heroes it can be further reinforced by adding Reinforcement Markers to it. The reverse side has Supply Markers that are used in some scenarios to represent important supplies that the Heroes can recover. Number available: 25



3.14.14 SPAWN TOKENS

These tokens are used to mark how many Spawn Points the Zombie player has built up on a Zombie Champion toward paying its cost. This allows the Zombies to build more expensive Champions over a number of Turns. They can also be used during Spawning to keep track of available Spawn Points [see rule 14.2]. Number available: 8



3.14.15 NEW SPAWNING PIT

Occasionally the Zombies will gain additional Spawning Pits which are used to bring new Zombies onto the Board. This is usually caused by a card effect. Number available: 8+6 plastic



When a Random Building result is "Hero's Choice" for a New Spawning Pit, the Zombie player decides which space of the building the pit is actually placed in.

A Fully Barricaded building [see rule 8.6.5] may NOT have a new Spawning Pit placed in it (re-roll if selected randomly).

Note that there are more Spawning Pit markers on the reverse side of some of the Infected markers.

3.14.16 TAKEN OVER

Sometimes a building will be overrun with Zombies to the point that the Heroes can't enter it anymore. This is usually caused by a card effect. When this happens, a Taken Over marker is placed on the building. Number available: 15



A building with a Number Counter or a Fully Barricaded building [see rule 8.6.5] cannot be

Taken Over; re-roll if such a building is selected randomly.

The black reverse of these markers are used to mark destroyed buildings [see rule 12.4].

3.14.17 WOUND MARKERS

Several red Wound Markers are included to keep track of damage that models take during the game. These markers are placed on the Hero Character or Zombie/Martian Champion Sheets to show when they have been wounded. In some cases Zombies can also take more than one Wound. If needed, place Wound Markers under the Zombie models to indicate such wounded Zombies. Number available: 64+24 plastic



3.14.18 ZOMBIE HERO MARKERS

Often when a Hero or Martian Champion is killed they will be turned into a Zombie. When this happens, a Zombie Hero marker is placed under the figure and moved with them as a reminder that the former Hero or Martian Champion is now a brain-hungry Zombie [see rules 13.10 and 15.11.2]. Number available: 11



3.15 ITEM MARKERS

3.15.1 FLARES

Used in the *Airstrike* scenario to mark where the Heroes have placed *Flares* and created a safe zone that will not be bombed. Number available: 4



3.15.2 GAS MARKERS

Gas Markers are extremely explosive and are placed on the Board by a Hero with a *Fuel Can* Item [see rule 9.5.3]. Number available: 14+6 plastic



3.15.3 KEROSENE

Highly flammable, these Kerosene Markers can be positioned around the Board to set off a chain reaction of fire and destruction [see rule 9.5.4]. Number available: 12



3.15.4 SCENARIO ITEM MARKERS

Generally these markers are only used if called for by the scenario card.

- *The Amulet (1)*: Used in the *All Hallows Eve II: The Ritual* scenario
- *Bio Canister (4)*: Used in the "We've Got to Go Back!" scenario
- *The Book (2)*: Used in the *All Hallows Eve* and *All Hallows Eve II: The Ritual* scenarios
- *Book of Death (1)*: Currently not used in any official scenario
- *The Briefcase (1)*: Currently not used in any official scenario
- *The Cross (1)*: Used in the *All Hallows Eve II: The Ritual* scenario
- *Crystal Ball (1)*: Currently not used in any official scenario
- *Explosives (4)*: Used in the *Blow Up the Town!* scenario
- *Explosives (4 with alternate backs)*: Used in the *Blow Up the Town!* scenario
- *Fish (3)*: Currently not used in any official scenario
- *Flight Plans (2)*: Used in the *Escape in the Plane* scenario
- *Martian Pylons (4)*: Used in the *Beacon* scenario
- *Money (4)*: Currently not used in any official scenario
- *Proto Bomb (2)*: Currently not used in any official scenario
- *Repair Parts (2 with alternate backs)*: Used in the *Radio for Help* scenario
- *The Safe (1)*: Currently not used in any official scenario
- *The Skull (2)*: Currently not used in any official scenario
- *The Skull (2)*: Currently not used in any official scenario
- *Tools (3, two with alternate backs)*: Used in the *Radio for Help* and *Broken Down* scenarios
- *Unicycle (1)*: Currently not used in any official scenario
- *Toxic Waste (2)*: Currently not used in any official scenario



dropped they may be picked up for free by any Hero moving through that space. The exact rules used are noted in the scenario.

3.15.5 USE MARKERS

Several Hero Items come into play with markers on them giving the Item a limited number of uses. The following markers are available:

- Ammo/Dynamite (9)
- Armor/Ammo (10)
- Fuel/Bandages (9)
- Pilot/Faith (8)

The Pilot markers are used in the *Escape in the Plane* scenario to mark Pilot characters.



3.16 TEMPLATES



3.16.1 CANNON/DEATH RAY TEMPLATE

This double-sided template has a Martian Death Ray on one side and the Cannon shot on the other.

3.17 DICE

The game comes with a total of 60 standard six-sided dice that should be divided amongst the players. Often cards will refer to the terms D6 and D3. D6 is just another name for a six-sided die. D3 means to roll a six-sided die and consult the following chart:

D3 Table	
D6 Roll	Result
1-2	1
3-4	2
5-6	3

3.17.1 MODIFYING DICE ROLLS

A die roll may never be reduced to zero (0) or less. It MAY, however, be increased to 7 or more.¹³ When a card adds a modifier to a single die, it changes that die in particular. If that die is then re-rolled, the modifier is lost.¹⁴

3.17.2 D36

In some cases the Complete Rulebook makes use of a D36 for some random determinations. In these cases, roll a D6 twice, reading the first roll as the 10's digit and the second roll as the 1's.

3.15.4.1 IMPORTANT ITEMS: In many cases these markers represent important items that stay in play even if the Hero carrying them is killed. Generally, these markers can be carried by a Hero and do not count against the Hero's Carrying Limit. They may be dropped in a space or freely passed between Heroes in the same space. If

¹³ This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/1684761#1684761>).

¹⁴ This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/2059387#2059387>).

For example, if you roll a "6" and a "2", that would be read as "62".

3.17.3 D216

The Complete Rulebook also makes use of a D216 for some random determinations. To roll a D216, roll a D6 thrice, reading the first roll as the 100's digit, the second roll as the 10's and the third roll as the 1's.

For example, if you roll a "3", a "5" and a "1", that would be read as "351".

3.18 LAST NIGHT ON EARTH SOUNDTRACK

Last Night on Earth, The Zombie Game and Invasion from Outer Space come with their own CDs of original soundtrack music to listen to while you play the game. It is not necessary and does not affect the game play in any way, but you may find that it enhances the experience.



4. DEFINITIONS AND GLOSSARY

The following words are used throughout the rules and on the cards to refer to specific game functions. When they appear in the rules they have been Capitalized.

ADJACENT - Two spaces are Adjacent if they share a common border or meet at a corner. Adjacent includes diagonals and is NOT blocked by walls.¹⁵

AGILITY - Agility is a trait used for moving through Pinch Points [see rule 3.3.II] and for Dodging Ray Guns (when playing against Martians). The Agility value for Small Town Heroes is based on the starting number of Health Boxes that a Hero has [see rule 13.2].

THE BLACK ZONE - The area toward the top of the Sun Track (from Round 14 and higher). The Black Zone has no bearing on the game when playing with the Complete Rulebook.

BLAST - Any Martian Ranged Attack including a *Death Ray*, *Saucer Blast*, or the Ray Gun Attacks from a single Martian Pack.

BOARD - The term Board is used to refer to the entire game Board, often made up of a Center board and several L-shaped Outer boards.

BOOST - An enhancement on a Hero Upgrade card [see rule 13.6].

BREAK TEST - A separate die roll needed for many Hero Hand Weapons to see if they are discarded after each use. Referred to on cards as "Breaks on X" [see rule 9.2].

CANCEL - When a card is Canceled, it is immediately discarded without further affect. If a Remains in Play card is Canceled, any markers on the Board placed by that card are also removed.

CARNIVAL BOARD SET - The center and Outer boards from Invasion from Outer Space belong to the Carnival board set.¹⁶

CARNIVAL HERO - The Heroes from Invasion from Outer Space are Carnival Heroes.

CARRYING LIMIT - The maximum number of Items that a Hero may possess [see rule 9.1].

COMBAT BONUS - A Hero Card's special ability for use during a Fight [see rule 11.3.3].

COMBINE - Some cards allow a Hero to Combine two Items in one in order to increase their effect [see rule 9.3].

COMMAND POINT COST - Number of Martian Command Points needed to Build a Martian Tech or Call a Martian Champion into play.

CROWDS - A Special Rule [see rule 16.6.I2]. Crowds have 4 Health Boxes. Any time a Crowd is killed, Martians gain a bonus 2 Command Points in the following turn. Roll for each Crowd during the Crowd Phase.

DOUBLE-HANDED - Double-Handed Items count as 2 Items toward a Hero's carrying limit of 4. If the Double-Handed Item is a Weapon, it counts as 2 Weapon Items.

EMPTY SPACE - An Empty Space is a space with no Heroes, Zombies or Martians in it.¹⁷

EXCEPT DURING A FIGHT OR BLAST - A card or ability that cannot be used while a Fight or Ray Gun Blast attack is being worked out. May be used between Fights or Ray Gun Blast attacks.

FENDED OFF - If a Hero or Martian beats a Zombie in a Fight, but does not roll doubles, the Zombie is Fended Off [see rule 11.4.I]. The Zombie is left in the space.

FIGHT - A single hand-to-hand combat between a Hero, Zombie or Martian [see rule 11.]. The Fight starts as soon as the Fight Dice are rolled and only ends after the Fight has been Resolved and any Wounds have been applied.¹⁸ Note that Ranged Attacks are not Fights.

FIRE, EXISTING - A Fire marker that has been flipped to show its side with arrows. All New Fires are flipped at the end of the Fire Phase [see rule 6.3.3].

FIRE, NEW - A Fire marker that has been created since the previous Fire Phase ended [see rule 12.2]. Plain Fire side up (no arrows).

FOREST BOARD SET - The center and Outer boards from Blood in the Forest all covered in trees belong to the Forest board set.

FULL MARTIAN PACK - Three Martian Soldiers in the same space are considered a Full Pack [see rule 8.2.1].

FULLY BARRICADED - A building with a Barricade on every wall that is not a Board edge or interior wall [see rule 8.6.5]. A Fully Barricaded building may NOT be Taken Over or have a Spawning Pit placed inside.

¹⁵ This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/2212800#2212800>).

¹⁶ The boards from Invasion from Outer Space and the Carnival board set are listed in 5.3.6.

¹⁷ This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/1765056#1765056>).

¹⁸ This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/1700836#1700836>).

FULLY REINFORCED - A Fully Barricaded building with 3 Reinforcement markers on every Barricaded wall [see rule 8.6.6].

GRAVE DEAD - A special type of Zombie with a special ability determined randomly before the game [see rule 14.4.3]. Each Grave Dead is one use only and will not return to the Grave Dead Pool once killed.

HARD WALLS - Walls with red and black stripes. Block Line of Sight for Heroes and Martians, even when Adjacent.

HERO CARD - COMBAT BONUS: - A Hero Card's special ability for use during a Fight [see rule 11.3.3].

HERO GROUP - There are two Hero Groups - one consisting of the Small Town Heroes from Last Night on Earth and its expansions and one one consisting of the Carnival Heroes from Invasion from Outer Space.

HEROIC CARDS - Some cards are Heroic. A Hero with a Heroic card that Remains in Play may not have another Heroic card played on them.

HIT - A single Wound caused to a target (usually from a Ranged Attack).



INSTANTLY KILLED - When a model is Instantly Killed, it immediately fills all of its Health Boxes with Wound markers. These Wounds MAY be prevented as normal. If not, the model is removed and any Fight they were in is ended without being resolved. If a weapon Instantly Kills on a certain roll during a Fight (on the roll of 6 for example), the Instant Kill must be worked out before any other Fight cards are played to re-roll, add dice or cancel the Fight, etc.

ITEM - Many Hero Cards (and all Unique Item cards) represent Items that the Heroes can find. Items are always played next to the Hero who has them. The Carrying Limit limits the number of Items a Hero can possess [see rule 9.1].

KEYWORD - All Hero, Survival, Zombie and Martian cards have Keywords listed just below the card image. Hero Character Sheets and Martian Champion Tokens also have Keywords listed. Keywords generally do not have any inherent meaning to them, they are just there to let you know the type of the card or to be played off of by other cards or abilities. Some Hero Cards have an icon in the upper right corner of the text box to emphasize a certain Keyword (like *Gun* or *Fire*).

KILL/KILLED - Placing a Wound Marker in all remaining Health boxes of a target. This will remove a model from the Board unless one or more Wounds can be prevented.

LINE OF SIGHT - Line of Sight is needed for Ranged Attacks [see rule 10.3].

MARTIAN - This word is used to refer to all types of Martians; standard Martians, Cloaked Martian Scouts and Martian Champions.

MARTIAN CHAMPION - A special type of Martian (Leader or Zard Beast). Each Martian Champion can be Called again if killed.

MARTIAN PACK - All Martians in the same space belong to a Martian Pack (there is a limit of up to 3 Martians in a Pack).

MARTIAN POOL - The Martian Pool is where the Martian player keeps his Martian models while they are not on the Board. Different types of Martians are in different Pools. The standard Martian Soldiers and Martian Champions return to their Pool when killed, while Cloaked Martian Scouts are removed from the game [see rule 15.5.2].

MAY NOT BE KILLED - If a model May Not Be Killed that means that they may not be killed or turned into a Zombie Hero in any way. The model may still be wounded, they just cannot take their last Wound. A model that May Not Be Killed may not self-inflict a Wound that would normally kill them (*Father Joseph's Strength of Spirit* ability for example).

MOVE ACTION - A Hero's Move Action can be used for movement, Searching or to Build or Reinforce a Barricade [see rule 8.3].

NATURAL ROLL/NATURAL DOUBLES - An unmodified die roll (with at least two dice showing the same result).

PICK UP: - The ability in certain Buildings to take a specific Item from the Hero deck discard pile rather than draw from the top of the Hero deck [see rule 8.5.3].

PINCH POINTS - Buildings that are touching corners diagonally with each other [see rule 3.3.II].

RANDOM BUILDING - A Random Building on the Board is selected using a specific method [see rule 3.4].

RANDOM NUMBER SET - The white on black numbers printed on buildings on the boards [see rule 3.4].

ROUND - The game is played in Rounds. Every Round consists of a Zombie or Martian Turn and a Hero Turn with a short Fire Phase in between and a Crowd Phase at the end.

SACRIFICE - A cost that has to be paid to play certain Zombie Cards [see rule 7.1.3].

SCENARIO SEARCH CARDS - Some Scenarios have Scenario Search Cards listed. These are cards that are important for the Heroes to find as they relate to the objectives of the Scenario. Some cards (such as *Hopeful Discovery*) refer to this as they help you find these cards in the deck or discard pile during the game.

SMALL TOWN BOARD SET - The Center and Outer boards from Last Night on Earth and its expansions belong to the

Small Town board set (except the Forest boards from Blood in the Forest).¹⁹

SMALL TOWN HERO - The Heroes from Last Night on Earth and its expansions are Small Town Heroes.

STANDARD ZOMBIE - A standard Zombie is the basic type of Zombie that is in the Zombie Pool (usually 14 of them) and has one Health Box [see rule 14.3].

START OF THE TURN - Any time until the first model moves in the Move Zombies or Martians Step or takes a Hero Move Action.

SUNDOWN / MORNING - This refers to the Sun Track Marker moving off of the last space of the track (the number 1).

TALENTS - Each Carnival Hero has one ability listed on their Character Sheet that requires spending a Power Token to use. These character abilities are called Talents.

TURN - Each Game Round consists of two Turns - the Zombie or Martian Turn and the Hero Turn [see rule 6.]. Every Hero gets to activate once during the Hero Turn. One scenario even has three Turns - the Zombie, Martian and Hero Turns.

USING ITEMS - A Hero may Use an Item that they got this Turn, either through Searching or an exchange, though no Item may be Used by more than one Hero in the same Turn, even if discarded and subsequently Picked Up:. Using an Item includes the use of any card text, Keywords, symbols etc on that card. In the case of the Keyword "Fire" Item to light Dynamite, the Hero is Using the Keyword (also, thematically, it is obvious that the Hero is using the Lighter). By the letter of the rule, two Heroes would NOT be able to use the same Lighter to light Dynamite in the same Turn.²⁰

WOUND - A marker placed in a Health Box (or sometimes under a model) to show damage. One Wound is enough to remove a normal Zombie or Martian Soldier from the Board.

ZOMBIE - This word is used to refer to all types of Zombies; standard Zombies, Grave Dead, Zombie Martians, Zombie Heroes, Zombie Champions and other special types.

ZOMBIE CHAMPION - A special type of Zombie (Feral Dead or Behemoth). Each Zombie Champion is one use only and will not return to the Zombie Champion Pool once killed.

ZOMBIE HERO - A Zombie Hero is a type of Zombie created from a Hero who has been killed and converted to a Zombie Hero under the control of the Zombie player [see rule 14.7].

ZOMBIE HUNGER - The need for Zombies to move into an Adjacent Hero, Ally, Townsfolk, Crowd or Martian's Space or to not move away if already with a Hero, Ally, Townsfolk, Crowd or Martian [see rule 8.1.1].

ZOMBIE FIGHT: CARD - A Zombie Card used to gain a bonus during a Fight. Zombies are limited to one per Fight [see rule 11.3.1].

ZOMBIE MARTIAN CHAMPION - A Martian Champion killed by a Zombie, turned into a Zombie and under the control of the Zombie player [see rule 14.7].

ZOMBIE POOL - The Zombie Pool is where the Zombie player keeps his Zombie models while they are not on the Board. Different types of Zombies are in different Pools. The standard Zombies generally return to their Pool when killed, while specialty Zombies are removed from the game [see rule 5.7].



¹⁹ For the purist, the boards from Last Night on Earth and Growing Hunger (as listed in rule 5.3.6) depict the small Woodinvale town, while those from Timber Peak depict Timber Peak.

²⁰ This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/2059509#2059509>).

5. SETTING UP

The game is set up according to the following sequence.

Setup Sequence:

- 1) Select Scenario [5.1]
- 2) Select Special and Optional Rules [5.2]
- 3) Create the Board [5.3]
- 4) Shuffle the Card Decks [5.4]
- 5) Prepare Game Equipment [5.5]
- 6) Select and Place the Hero Characters [5.6]
- 7) Create Zombie Pools (if in play) [5.7]
- 8) Place Starting Zombies (if in play) [5.8]
- 9) Create Martian Pool (if in play) [5.9]
- 10) Place Starting Martians (if in play) [5.10]

5.1 SELECT SCENARIO

Each scenario has a different theme, objectives, Special Rules, and Game Round limit²¹. The scenario can dramatically change the feel and pace of the game.

A scenario can be selected by all players in agreement or randomly as described below. Place the selected scenario face up on the table, where everyone can see it.

Note that several scenarios have more rules text in [Appendix II](#).

Once it has been established which scenario to play, players select who will play Heroes and who will play Zombies or Martians.

5.1.1 RANDOM SCENARIO SELECTION

Roll a D216 and refer to the Random Scenario Table to select which scenario to play.²²

If you generate a scenario that is not playable (due to component limitations or whatever) just re-roll.

In general the scenarios should go along with the 'evil' faction being used. So LNOE scenarios should usually go along with Zombies and IFOS scenarios should usually go with Martians.

You will likely find it easiest to use the Small Town Heroes on the Small Town board set and the Carnival Heroes on the Carnival board set because the respective Hero decks are

designed to match the proper characters. That being said, you can cross them over and use the Carnival Heroes for games set on the Small Town Board (perhaps the circus was in town) or have the Small Town Heroes on the Carnival Board (it was a nice day out at the circus when trouble struck). It is also possible to mix the Heroes together and draw your Hero team from the mixed group of both Carnival and Small Town Heroes. This will create some strange combinations though.

By default scenarios 1-34 take place on the Small Town board set (except scenario 28, which uses the Forest set) using standard Heroes, the standard Hero deck and Zombie opponents, while scenarios 35-40 take place on the Carnival board set using Carnival Heroes, the Carnival Hero deck and Martian opponents. Scenario 41 uses all three factions and may take place on either the Small Town or Carnival board set. As an option, the Escape in the Truck LNOE Scenario may be used when fighting Martians rather than Zombies.

5.1.2 MIXING BOARD SETS AND HERO GROUPS

Random Board Set Table	
D6	Board Set
1-5	Default
6	Alternate

5.1.2.1 ALTERNATE BOARD SET: If desired the default board set can be changed by choice or randomly by rolling on the Random Board Set Table after scenario selection.²³

Random Hero Group Table		
D6	Small Town Board Set	Carnival Board Set
1-4	Small Town Heroes	Carnival Heroes
5	Carnival Heroes	Small Town Heroes
6	Small Town and Carnival Heroes Mixed	

5.1.2.2 ALTERNATE HERO GROUP: In a like manner, Hero selection can also be changed by choice or randomly by rolling on the Random Hero Group Table.²⁴

²¹ The Game Round limit is actually listed as "Turns" on the scenario cards.

²² The Random Scenario Table was invented for the Complete Rulebook. It avoids the problem of some scenarios being printed on cards and some on paper, making a random draw impossible.

²³ The Random Board Set Table was invented for the Complete Rulebook.

²⁴ The Random Hero Group Table was invented for the Complete Rulebook.

Note that some scenarios may not be well balanced for all variations of board sets and Hero groups. Refer to the scenario notes in [Appendix II](#).²⁵

5.1.2.3 MARTIANS IN THE SMALL TOWN:

If the Small Town board set is in use with Martians, place a Landing Site marker on each red Spawning Pit.²⁶



Anytime the LNOE Small Town Heroes are in the same game as Martians, they automatically get the *Hero Starting Cards (1)* Special Rule [see rule [16.3.3](#)]. If the Scenario already uses *Hero Starting Cards*, this is in addition.

See rule [13.1.1](#) for Hero Special Rules using the word "Zombie" when playing against Martians.

5.1.2.4 CARNIVAL HEROES IN THE SMALL TOWN:

If Archibald the Human Cannonball is in the Small Town, he will always bring 2 spare Carnival Cannons with him. At the start of the game, the Heroes place 2 Cannon markers in any Outdoor space on 2 Random Board Sections.



All of the Carnival Heroes start in Random Buildings.

See rule [13.1.2](#) for Hero Special Rules using the word "Martian" when playing against Zombies.

Anytime that Zombies are in the same game as Carnival Heroes or Martians, they automatically get *Zombies Auto Spawn* [see rule [16.4.10](#)].

5.1.2.5 ZOMBIES AT THE CARNIVAL:

If the Carnival board set is in use with Zombies, place a Spawning Pit marker on each Landing Site Start Spot.²⁷



Zombies may move through Walls as normal (including Hard Walls), but may not move directly through the Big Top Tent Corner Blockers.

Anytime that Zombies are in the same game as Carnival Heroes or Martians, they automatically get *Zombies Auto Spawn* [see rule [16.4.10](#)].

Any LNOE Scenario that would use the Manor House instead uses the Big Top Tent Center board, while any other Scenario just uses the Fair Grounds Center board.

See rule [13.1.2](#) for Hero Special Rules using the word "Martian" when playing against Zombies.

5.1.2.6 SMALL TOWN HEROES AT THE CARNIVAL:

Anytime the Small Town Heroes are in the same game as Martians, they automatically get the *Hero Starting Cards (1)* Special Rule [see rule [16.3.3](#)]. If the Scenario already uses *Hero Starting Cards*, this is in addition.

All Small Town Heroes start in Random Buildings.

See rule [13.1.1](#) for Hero Special Rules using the word "Zombie" when playing against Martians.

See rule [13.3.2](#) for when Small Town Heroes get Power Tokens (through card effects or game board Pick Ups etc). Note that the Small Town Heroes do NOT start with a Power Token.

5.1.3 HERO, ZOMBIE AND MARTIAN BALANCE

Since the Complete Rulebook considers a number of original Special Rules to always be in effect (Heroes Replenish, Survival Decks, Barricades, Always Zombie Heroes, Zombie Grave Dead, Zombie Champions, Grave Weapons and Cloaked Martian Scouts) this may throw the balance of some of the earlier scenarios off. To balance this the Random Scenario Table suggests a number of "Dots" be added to one side. See the Special Rules section [rule [16.2](#)] for how these Dots can be spent.

5.2 SELECT SPECIAL & OPTIONAL RULES

Apart from the Special Rules indicated on the chosen scenario players may agree to select more Special Rules using the "Dots method" [see rule [16.2](#)]. The number of Dots available to each side may be based on the suggestions on the Random Scenario Table or on any agreed numbers.

Players may also agree to activate one or more Other Special Rules [see rule [16.6](#)] or Optional Rules [see rule [17](#)].

Special Rules in play should be noted on the Special Rules Roster [see [Appendix IV](#)].

²⁵ The "Blow 'em Out of the Sky!" scenario, for example, may need additional house rules in order to be playable on the Small Town board set.

²⁶ This rule is actually not in the official rules, but seems necessary.

²⁷ This rule is actually not in the official rules, but seems necessary.

Random Scenario Table

D216 #	Scenario	Game/Expansion	Default Board Set	Alternate Board Set	Hero Balance	Zombie Balance	Martian Balance
111-115	1 Die Zombies, Die!	Last Night on Earth	Small Town	Carnival	-	●	
116-124	2 Escape in the Truck	Last Night on Earth	Small Town	N/A	-	●●	*
125-133	3 Save the Townsfolk	Last Night on Earth	Small Town	Carnival	-	●	
134-142	4 Burn 'em Out	Last Night on Earth	Small Town	Carnival	-	●	
143-151	5 Defend the Manor House	Last Night on Earth	Small Town	Carnival	-	-	
152-156	6 "We've Got To Go Back!"	web scenario	Small Town	Carnival	-	●	
161-165	7 Stock Up!	Stock Up!	Small Town	Carnival	-	●	
166-214	8 All Hallows Eve	web scenario	Small Town	Carnival	-	●	
215-223	9 Zombie Apocalypse	Growing Hunger	Small Town	Carnival	●	-	
224-232	10 Plague Carriers	Growing Hunger	Small Town	Carnival	●	-	
233-241	11 Burn It to the Ground	Growing Hunger	Small Town	Carnival	-	●●	
242-246	12 Alone in the Dark (mini-game)	Growing Hunger	Small Town	Carnival	-	-	
251-255	13 Revenge of the Dead	Revenge of the Dead	Small Town	Carnival	-	-	
256-264	14 Zombie Pillage	Zombie Pillage	Small Town	Carnival	●	-	
265-313	15 Run For It!	web scenario	Small Town	Carnival	●	-	
314-322	16 "It Fell from the Sky"	Radioactive Grave Dead	Small Town	Carnival	-	●	
323-331	17 Rescue Mission	Survival of the Fittest	Small Town	Carnival	●	-	
332-336	18 Hunker Down	Survival of the Fittest	Small Town	Carnival	●	-	
341-345	19 Supply Run	Survival of the Fittest	Small Town	Carnival	-	-	
346-354	20 Search for the Truth	Survival of the Fittest	Small Town	N/A	-	-	
355-363	21 Hunt for Survivors	Hero Pack 1	Small Town	Carnival	-	●	
364-412	22 All Hallows Eve II: The Ritual	web scenario	Small Town	N/A	-	●	
413-421	23 Darkest Night	web scenario	Small Town	N/A	-	-	
422-426	24 Learn to Survive	Timber Peak	Small Town	Carnival	-	●	
431-435	25 Blow Up the Town!	Timber Peak	Small Town	Carnival	-	●	
436-444	26 Radio for Help	Timber Peak	Small Town	N/A	-	●	
445-453	27 Mountain of the Dead	Timber Peak	Small Town	N/A	-	●	
454-462	28 Lost in the Woods	Blood in the Forest	Forest	N/A	-	-	
463-511	29 Salvage Mission	Blood in the Forest	Small Town	N/A	-	-	
512-516	30 Escape in the Plane	Blood in the Forest	Small Town	N/A	-	●	
521-525	31 "Hold the Line!"	"Hold the Line!"	Small Town	Carnival	-	-	
526-534	32 Airstrike	Airstrike	Small Town	N/A	-	-	
535-543	33 Broken Down	10 year Anniversary Edition	Small Town	Carnival	-	-	
544-552	34 Left Behind	Hero Pack 2	Small Town	Carnival	-	-	
553-561	35 Invasion	Invasion from Outer Space	Carnival	Small Town	-		-
562-566	36 Unleashed	Invasion from Outer Space	Carnival	Small Town	-		-
611-615	37 Abduction	Invasion from Outer Space	Carnival	Small Town	-		-
616-624	38 "Wipe Them Out!"	Invasion from Outer Space	Carnival	Small Town	-		-
625-633	39 "Blow 'em Out of the Sky!"	Invasion from Outer Space	Carnival	N/A	-		-
634-642	40 The Beacon	Cloaked Martian Scouts	Carnival	Small Town	-		-
643-651	41 The Earth Overrun	Invasion from Outer Space	Small Town or Carnival		-	-	-
652-666	-	Re-roll					

* This scenario can optionally be played with a Martian opponent



SMALL TOWN EXAMPLE SET UP

1. The Board (Town Center and 4 L-shaped Outer boards) with Zombies and Heroes in starting positions, 2. The Forest Ring, 3. Scenario Card, 4. Sun Track with Marker, 5. Sewer Interiors, 6. Hero, Unique Items, Survival Tactics, Advanced Abilities and Upgrade decks, 7. Zombie, Grave Weapons, Advanced Abilities and Upgrade decks, 8. Various Counters and Markers, 9. Hero Characters with starting cards, 10. Zombie Pools, 11. Zombie Champion Sheets

5.3 CREATE THE BOARD

Generally the Board is created by placing a Center board (this is usually the Town Center board or Big Top Center board depending on board set in use, unless the scenario directs otherwise) in the middle of the playing area and randomly (face down) choosing four of the L-shaped Outer boards to be placed around the Center board. Once placed, flip these boards over to create the full Board as shown in the illustrations. The current scenario may alter the standard board setup as indicated.²⁸

5.3.1 TERRAIN FEATURE MARKERS

Place any Terrain Feature Markers [see rule 3.12.4] on the Board as indicated in the scenario.

5.3.2 FOREST BOARDS

Although the L-shaped Forest boards can be included in any random configuration, this should be considered optional since they do not provide the same opportunity for Heroes to Search and may unbalance some scenarios that were not designed with them in mind.

²⁸ Although tempting the Carnival boards from Invasion from Outer Space should not be mixed with the Small Town boards from Last Night on Earth since they belong to different board sets.



CARNIVAL EXAMPLE SET UP

1. The Board (Big Top Center and 4 L-shaped Outer boards) with Martians and Heroes in starting positions, 2. The Forest Ring, 3. Scenario Card, 4. Invasion Track with Marker, 5. Sewer Interiors, 6. Hero, Unique Items, Survival Tactics, Advanced Abilities and Upgrade decks, 7. Command Console and Martian and Advanced Abilities decks, 8. Various Counters and Markers, 9. Hero Characters with starting cards, 10. Martian Pools, 11. Martian Champion Sheets

5.3.3 FOREST RING

Optionally a Forest Ring [see rule 16.6.5] can be added to most scenarios and allows more opportunities for manoeuvre.

5.3.4 TOWN RING

As another option a Town Ring [see rule 16.6.6] may be added instead of a Forest Ring.²⁹

Random Board Options Table	
D6	Board Option
1-2	Standard Board (Center Board and 4 random L-shaped Town/Carnival boards)
3-5	Standard Board with Forest Ring
6	Standard Board with Town Ring

5.3.5 RANDOM BOARD OPTIONS

If desired, the various Board options can be selected randomly by using the Random Board Options Table.

²⁹ The Town Ring rule was invented for the Complete Rulebook.

Random Small Town L-Board Table	
D36	Board
11-12	The Bank/Gas Station/Junkyard (Last Night on Earth)
13-14	General Store/Gun Shop/The Plant (Last Night on Earth)
15-16	The Barn/Farmhouse (Last Night on Earth)
21-22	Church/Police Station (Last Night on Earth)
23-24	Airplane Hangar/Diner/Hospital (Last Night on Earth)
25-26	Gym/High School (Last Night on Earth)
31-32	Antique Shop/The Factory/Library (Growing Hunger)
33-34	Drug Store/Post Office/Supermarket (Growing Hunger)
35-36	Bowling Alley/Tavern (Timber Peak)
41-42	Refinery/Train Station (Timber Peak)
43-44	Book Store/Gym/High School (Timber Peak)
45-46	Diner/Power Relay Station (Timber Peak)
51-52	Lumber Yard/Office Trailer/Saw Mill (Timber Peak)
53-54	Hardware Store/Hospital/Police Station (Timber Peak)
55-66	Re-roll

Random Carnival L-Board Table	
D6	Board
1	Animal Pens/Shooting Gallery/Ye' Olde Curiosity Shop (IFOS)
2	Fun House/Bear Tent (IFOS)
3	Trapeze Tent/Ferris Wheel (IFOS)
4	Fire Wagon/Lion Tent/Magic Wagon (IFOS)
5	Fortune Teller/Concession Stand/House of Horrors (IFOS)
6	The Arcade/Storage Room/Second Stage Tent (IFOS)

Random Forest L-Board Table	
D36	Board
11-23	Thrasher's Mill (Blood in the Forest)
24-36	Old Cabin (Blood in the Forest)
41-53	Tower Relay (Blood in the Forest)
54-66	Ranger Station (Blood in the Forest)

5.3.6 RANDOM L-BOARD TABLES

Instead of randomly drawing the L-boards players may roll a D36 or D6 and refer to the Random L-Board Tables to select which L-boards to use.³⁰ Re-roll if the same board is selected again.

5.4 SHUFFLE THE CARD DECKS

It is very important to thoroughly shuffle each deck of cards before every game.

5.4.1 HERO PLAYER DECKS

The following decks should be individually shuffled and placed near the Hero players:

- Hero deck
- Unique Items deck
- Survival Tactics deck

- Melee Hero Upgrade deck
- Ranged Hero Upgrade deck
- Special Hero Upgrade deck

The Hero Advanced Abilities cards are unique to each Hero and need not be shuffled.

5.4.2 ZOMBIE PLAYER DECKS

The following decks should be individually shuffled and placed near the Zombie player if the Zombies are in play:

- Zombie deck
- Grave Weapons deck
- Zombie Upgrade deck
- Zombie Advanced Abilities deck

5.4.3 MARTIAN PLAYER DECKS

The following deck should be individually shuffled and placed near the Martian player if the Martians are in play:

- Martian deck
- Martian Advanced Abilities deck

5.5 PREPARE GAME EQUIPMENT

Place the Sun Track or the Invasion Track and Sewer Interiors near the Board where everyone can see them.

If the Martians are in play, place the Martian Command Console with the Orange glowing lights face up on the table near the Martian player.

Distribute the Reference cards among the players.

Place all of the game markers and other counters in piles that everyone can reach near the Board. Also, distribute the dice between the players. Each Carnival Hero player should have at least one white and one green die.

5.6 SELECT AND PLACE THE HERO CHARACTERS

The Hero players randomly draw four (or more, depending on player count [see rule 2.1]) of the Hero Character Sheets to form their Hero team. Place these Character Sheets on the table face up so that everyone can see them.

See [Appendix I](#) for a list of all Hero Characters, their backgrounds and their abilities.

5.6.1 SURVIVOR HEROES

Three of the Heroes (*Sally*, *Sheriff Anderson*, and *Jake Cartwright*) are Survivor versions of existing Heroes that have escaped Woodinvale and have become more adept at fighting Zombies and staying alive. You may not have two Heroes in the game with the same exact name. If two different versions of the same Hero are drawn randomly, the Survivor version will take priority and the other version should be removed and a new Hero drawn instead. If during

³⁰ The Random L-Board Tables were invented for the Complete Rulebook. They avoid the hassle of randomly drawing boards from a large stack.

the game a new Hero is drawn that is a different version of a Hero that is already in play or has been killed, it should be removed and a different new Hero drawn instead.

5.6.2 TOWNSFOLK HERO CHARACTERS

Four of the Heroes are playable character versions of *Townfolk* Event cards (*Deputy Taylor*, *Mr. Hyde*, *Jeb* and *Doc Brody*). Although these characters are full fledged Heroes, their *Townfolk* Event cards are meant to remain in the Hero deck. Even if one of the characters was turned into a *Zombie* during play for example, the corresponding *Townfolk* Event can still be played.

5.6.3 CARNIVAL HEROES

Carnival Heroes start the game with 1 Power Token each. Place this Power Token on the Carnival Hero's Character Sheet.

5.6.4 STARTING CARDS

Any time a Hero starts the game with a specific card, that card is taken directly out of the deck during game setup, then the deck is shuffled again.³¹ Specific starting cards should be taken out of the deck before any other starting cards are drawn. If a Hero comes into play during the game, any fixed starting cards they have are pulled from the deck. If there are no copies in the deck, they are pulled from the discard pile. If there are none in the discard pile either, the Hero is out of luck and they do not get that specific starting card.

5.6.4.I SCENARIO SEARCH CARDS: If a Hero gets one or more Scenario Search Cards (as indicated in the scenario) or any card that lets them take a Scenario Search Card from the deck (such as *Just What I Needed*) in their starting cards (for not having their Start: Location on the Board for example), they must re-draw and return those cards to the deck and re-shuffle.

5.6.5 LIGHTS OUT/TAKEN OVER

If any of Special Rules [16.4.2](#), [16.4.3](#), [16.4.4](#), [16.4.7](#), [16.5.1](#) or [16.5.2](#) are in effect, at the start of the game before Hero placement, roll Random Buildings [see rule [3.4](#)] (re-roll if the building has a Number Marker on it) to have Lights Out/Taken Over markers placed on them.

5.6.6 HERO START: LOCATION

Each of the Hero playing pieces is now placed on the Board in their Start: Location, listed on their Hero Character Sheet. The model may be placed in any space of the listed building (Hero player's choice).

5.6.6.I NO START: LOCATION: If a Hero's Start: Location is not present on the Board (or *Taken Over*)

place them according to the rules for Placing New Heroes During the Game [see rule [13.II](#)].

5.6.6.2 MULTIPLE SAME NAME LOCATIONS: Sometimes there will be multiple buildings in play that have the same name (such as two *Hospitals*). If a Hero's Start: Location is represented multiple times on the Board, that Hero may simply choose which to start in.

5.6.6.3 HEROES ON ALTERNATE BOARD SETS: Any Hero starting on his or her alternate board set (Small Town Heroes on Carnival boards or Carnival Heroes on Small Town boards), starts in a random building.

5.6.7 FREE SEARCH MARKERS

If Free Search Markers [see rule [16.3.9](#)], Exploration Markers [see rule [16.6.I0](#)] or Salvage Tokens [see rule [16.6.II](#)] are in play, they are placed after the Heroes have been placed on the Board.



5.7 CREATE ZOMBIE POOLS

If the *Zombies* are in play create the *Zombie Pools* by grouping the following models to the side of the Board:

5.7.1 ZOMBIE POOL

Take 14 standard *Zombies* of the same color³² (Green or Brown) and set them in a group off to the side. This is the *Zombie Pool*. You can go through any number of standard *Zombies* during the game, but you can generally never have more than 14 standard *Zombies* on the Board at once. When standard *Zombies* are removed from the Board, they are placed back into the *Zombie Pool*.



5.7.2 GRAVE DEAD POOL

Take 7 Red *Zombies* (or in the case of Radioactive Grave Dead use the translucent green *Zombies*) and place them in a separate Pool of Grave Dead. When Grave Dead are removed from the Board, they are removed from the game and will not reappear. Roll a D36 once at the start of the game to determine which ability your Grave Dead have for the current scenario [see rule [14.4.3](#)]. Note that you only roll once to determine the ability that all of your Grave Dead have for this game.³³



5.7.3 ZOMBIE CHAMPION POOL

Take 2 Behemoths and 6 Feral Dead and place them in a separate Pool of *Zombie Champions*. Also take the two *Zombie*



³¹ Take the card from the Hero deck corresponding to the Hero in question, even if playing on the Alternate board set.

³² Using *Zombies* from both Last Night on Earth and Timber Peak means that the standard *Zombies* can be of one color.

³³ Originally a Special Rule, the Grave Dead are considered to be in effect for all scenarios played using the Complete Rulebook.

Champion Record Sheets. As with Grave Dead, when Zombie Champions are removed from the Board, they are removed from the game and will not reappear.³⁴



5.8 PLACE STARTING ZOMBIES

If the Zombies are in play, the Zombie player starts the game with 2D6 Spawn Points worth of Zombies on the Board. Each standard Zombie costs one Spawn Point, each Grave Dead costs two. Grave Weapons and Zombie Champions may NOT be purchased at the start of the game. Place the Zombies on the Board from your Zombie Pools. Zombies are placed on the Board at the Zombie Spawning Pits (the big red or yellow X's on the L-shaped Outer boards) according to the rules for Spawning [see rule 14.8].



5.9 CREATE MARTIAN POOL

If the Martians are in play create the Martian Pools by grouping the following models to the side of the Board:

5.9.1 MARTIAN POOL

Take the 18 Martian Soldiers (Blue and Purple) and set them in a group off to the side. This is the Martian Pool. You may go through any number of Martian Soldiers during the game, but may not have more than 18 on the Board at once.



5.9.2 CLOAKED MARTIAN SCOUTS POOL

In addition to the regular 18 Martians, create a separate Pool of 9 Cloaked Martian Scouts (Crystal Light Blue). When Scouts are removed from the Board, they are removed from the game and will not reappear.³⁵



5.9.3 MARTIAN CHAMPIONS POOL

Place the Martian Leader and Zard Beast models and Champion Tokens off to the side. The Martian Leader and Zard Beast are Martian Champions and may be unleashed by the Martian player during the course of the game.



5.10 PLACE STARTING MARTIANS

If the Martians are in play, place a Martian Landing Site marker on the Landing Site Start Spot on each of the four Outer boards. These Landing Sites represent a Flying Saucer hovering above the tabletop and are where the Martians land to attack. Landing Sites may move over the course of the game.

The Martian player starts the game with 2D6 Martian Soldiers on the Board. Place the rolled number of Martians from the Martian Pool onto Landing Sites on the Board (no more than three models on each Landing Site).

³⁴ Originally a Special Rule, the Zombie Champions are considered to be in effect for all scenarios played using the Complete Rulebook.

³⁵ Originally a Special Rule, the Cloaked Martian Scouts are considered to be in effect for all scenarios played using the Complete Rulebook.

6. THE GAME ROUND

Each Game Round is split into two Turns, the **Zombie** or **Martian Turn** and the **Hero Turn**. During the **Zombie** or **Martian Turn**, the **Zombie** or **Martian** player gets to move and attack with the **Zombies** or **Martians** as well as possibly spawn new **Zombies** or land new **Martians**. After the **Zombie** or **Martian Turn** there is a **Fire Phase**, where effects of fires are worked out. During the **Hero Turn**, each **Hero** gets to take their actions, in any character order they wish. After the **Hero Turn** there is a **Crowd Phase** (if there are any **Crowds** on the Board). The game ends when either the objectives of the Scenario are completed or when the **Sun Track Marker** reaches the end of the track or the **Invasion Marker** reaches the **Earth** at the end of the **Invasion Track**. Each Turn and the **Fire Phase** is further divided into a number of Steps.

In scenario #41, **The Earth Overrun**, both the **Zombie** and **Martian** turns are used in the same game.

Game Round:

Ia) **Zombie Turn** [6.1]

- 1) Move the **Sun Track Marker**
- 2) Draw **New Zombie Cards**
- 3) Roll to **Spawn New Zombies**
- 4) Move **Zombies**
- 5) **Fight**
- 6) Place **Newly Spawned Zombies**

Ib) **Martian Turn** [6.2]

- 1) Move the **Invasion Track Marker**
- 2) Draw **New Martian Cards**
- 3) Roll for **Reinforcements**
- 4) **Command Step**
- 5) Move **Martians**
- 6) **Ray Gun Attacks**
- 7) **Fight**
- 8) Land **New Martians**

II) **Fire Phase** [6.3]

- 1) Roll for **Damage to Generators**
- 2) Roll for **Spreading Fires**
- 3) Flip **New Fires**

III) **Hero Turn** [6.4]

- 1) **Move Action**
 - 2) **Exchange Items**
 - 3) **Ranged Attack**
 - 4) **Fight**
- Repeat Steps 1-4 for each **Hero**

IV) **Crowd Phase** [6.5]

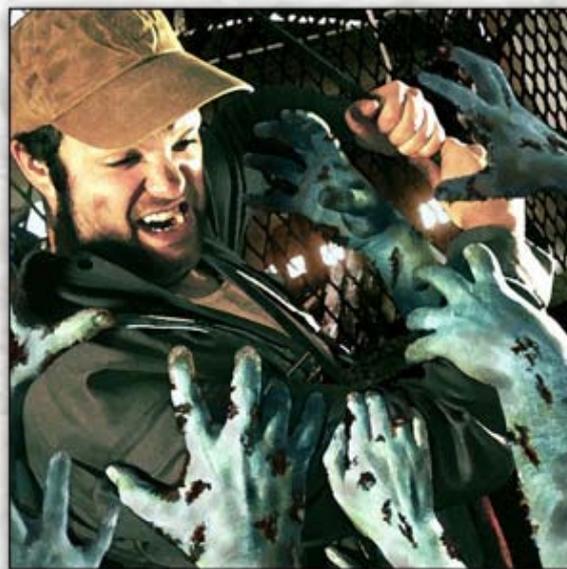


6.1 THE ZOMBIE TURN

Each **Zombie Turn** has six steps that must be completed in order.

Zombie Turn Steps:

- 1) Move the **Sun Track Marker** [6.1.1]
- 2) Draw **New Zombie Cards** [6.1.2]
- 3) Roll to **Spawn New Zombies** [6.1.3]
- 4) Move **Zombies** [6.1.4]
- 5) **Fight** [6.1.5]
- 6) Place **Newly Spawned Zombies** [6.1.6]



6.1.1 STEP 1 - MOVE THE SUN TRACK MARKER

In the first Round of the game, instead of moving the **Sun Track Marker**, the **Zombie** player places the marker on the track at the number equal to the **Turns**: listed on the **Scenario Card**³⁶. For example, the scenario *Die Zombies, Die!* is listed as **Turns: 15** so the **Sun Track Marker** is placed on the track at number 15.

At the start of each following **Zombie Turn** the **Sun Track Marker** is moved one space forward on the track (counting

³⁶ The scenario cards should actually refer to Rounds rather than Turns.

down). If this moves the marker off of the last space of the track (the number 1), the game immediately ends. This usually represents the sun setting and the Zombies coming out in full force to overrun the town (though in some Scenarios it represents the Heroes surviving till sunrise).

6.1.2 STEP 2 - DRAW NEW ZOMBIE CARDS

The Zombie player has a hand of four Zombie Cards (this may be increased to six by some effects, like the *Zombie Hand (6)* Special Rule [see rule 16.4.1]). At the beginning of each Zombie Turn, the Zombie player draws up new Zombie cards until they have a full hand. Before drawing up, the Zombie player may discard up to one card from their hand if they wish. These cards are secret from the Hero players.

6.1.3 STEP 3 - ROLL TO SPAWN NEW ZOMBIES

To see if new Zombies spawn this Turn, roll 2D6 and add them together.

Note that this roll is always made after all Play Immediately Zombie Cards are played, as they may affect the number of Zombies on the Board.

If you roll higher than the number of Zombies you have on the Board, then you get to spawn additional Zombies in Step 6 [see rule 6.1.6].

All Zombies, including Grave Dead, Zombie Heroes, Zombie Champions and any other types of special Zombies, DO count when determining how many Zombies you have on the Board.

6.1.4 STEP 4 - MOVE ZOMBIES

After re-filling your hand of Zombie Cards and rolling to spawn new Zombies, it's time to do what Zombies do best... mill about and try to eat some brains [see rule 8.1].

Zombies affected by *Zombie Hunger* [see rule 8.1.1] must be moved before other Zombies.

6.1.5 STEP 5 - FIGHT

Any Hero or Martian in a space with one or more Zombies must now Fight (see the section Fights [rule 11.] for specific details on how combat is resolved).

6.1.5.1 PILLAGE: At the start of the Zombie Fight Step, any Zombie in a building space (with no Hero in the space) may Pillage if the *Zombie Pillage* Special Rule is in effect [see rule 16.4.1].

6.1.6 STEP 6 - PLACE NEWLY SPAWNED ZOMBIES

Once all Fights have been resolved, it is time to place newly spawned Zombies (if you did not roll high enough at the start of the Turn to get more Zombies, skip this step) [see rule 14.2].

6.1.6.1 EXPLOSIVE GRAVE WEAPONS: At the end of each Zombie Turn, roll a D6 for each Explosive Grave Weapon on the Board (except for those just assigned this

turn). On the roll of 6, the Zombie explodes. Any other Zombies in its space are Killed on the roll of 2+, any Hero there is Killed on the roll of 5+. Any model in an Adjacent space takes a Wound on the D6 roll of 5 or 6.

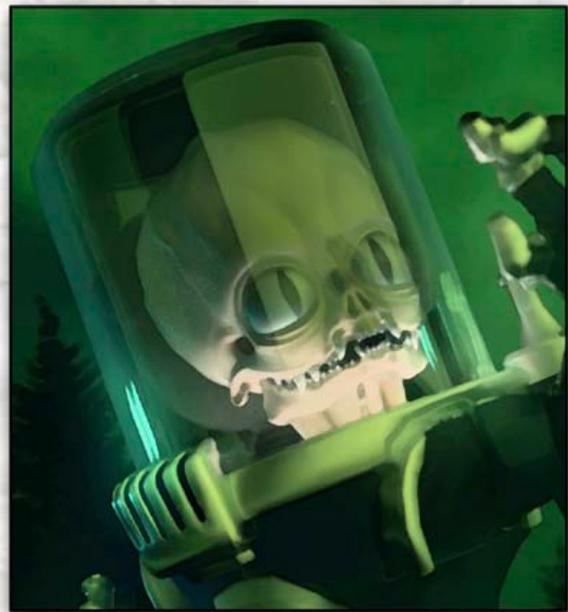


6.2 THE MARTIAN TURN

Each Martian Turn has 8 Steps that must be completed in order.

Martian Turn Steps:

- 1) Move the Invasion Track Marker [6.2.1]
- 2) Draw New Martian Cards [6.2.2]
- 3) Roll for Reinforcements [6.2.3]
- 4) Command Step [6.2.4]
- 5) Move Martians [6.2.5]
- 6) Ray Gun Attacks [6.2.6]
- 7) Fight [6.2.7]
- 8) Land New Martians [6.2.8]



6.2.1 STEP 1 - MOVE THE INVASION TRACK MARKER

In the first turn of the game, instead of moving the Invasion Track Marker, simply place it on the track at the number listed for 'Turns:' on the Scenario card.³⁷ So for instance, in the Invasion Scenario, place the marker at number 13 on the track.

At the start of each of the following Martian Turns the Invasion Track Marker is moved one space forward on the track (counting down). If this moves the marker off of the last space of the track (the number 1) and onto the Earth at the bottom of the track, the game immediately ends. This usually represents the rest of the invasion force reaching the

³⁷ The scenario cards should actually refer to Rounds rather than Turns.

Earth and conquering all (though for some Scenarios, this represents the Heroes holding off the Invasion until the last of the ships has been defeated).

6.2.2 STEP 2 - DRAW NEW MARTIAN CARDS

During this Step, the Martian player draws 2 new Martian Cards from the top of the Martian deck to add to his hand.

The Martian player may have up to a total of 6 cards in hand at a time. New cards are drawn one at a time and while a Martian player has their max number of cards in hand, they may not draw any more.

These cards are secret from the Hero players.

Before drawing new cards, the Martian player may discard up to 1 card from hand if they wish.

6.2.3 STEP 3 - ROLL FOR REINFORCEMENTS

To see if you may Land New Martians this turn, roll 2D6 and add them together.

If the roll is higher than the total number of Martian Packs (all of the Martians in a space are called a Martian Pack, but Scouts don't count) you currently have on the Board, you may Land New Martians at the end of the turn.

Note that this roll is always made after any Play Immediately cards are played as it may affect the number of Martian Packs on the Board.

6.2.4 STEP 4 - COMMAND STEP

During the Command Step, the Martian player gets to decide what he wants to focus on this turn using the Martian Command Console. For details see rule 15.1.

6.2.5 STEP 5 - MOVE MARTIANS

During the Move Martians Step, each Martian Soldier may move up to one space. They have no facing and may move in any direction, including diagonally. If the Zard Beast is on the Board, it must move first. For details see rule 8.2.

6.2.6 STEP 6 - RAY GUN ATTACKS

Once all Martian movement has been completed, each Martian Pack may fire their Ray Guns. For details see rule 10.2.

6.2.7 STEP 7 - FIGHT

After all Ray Gun Attacks are complete, any Martians that are in a space with one or more Heroes, Crowds or Zombies, must Fight them. All of the Martians in a Pack Fight together against each Hero, Crowd or Zombie in the space. Fights are covered in rule 11.

6.2.8 STEP 8 - LAND NEW MARTIANS

Finally, after any Fights have been resolved, the Martian player may Land New Martians. If you rolled high enough during the Roll For Reinforcements Step toward the beginning of the turn, you may now roll a D6 and place that many Martians from your Martian Pool onto the Board at any Landing Sites you choose. Remember that you

may not have more than 3 Martians in a single space [see rule 15.3].



6.3 THE FIRE PHASE

Fires often break out and spread around the Board causing havoc. After each Zombie or Martian Turn, if there are any Fires on the Board, there is a Fire Phase in which the Fires have a chance to spread or go out. Note that the Fire Phase only needs to occur if there is one or more Fires on the Board.

The Fire Phase consists of the following three Steps.

Fire Phase Steps:

- 1) Roll for damage to Generators [6.3.1]
- 2) Roll for Spreading Fires [6.3.2]
- 3) Flip New Fires [6.3.3]

6.3.1 STEP 1 - FIRE DAMAGE TO GENERATORS

At the start of the Fire Phase roll a D6 for each Fire space with a Generator. Generators are damaged by Fire on the D6 roll of 5 or 6.

6.3.2 STEP 2 - ROLL FOR FIRES

In the Fire Phase, the Zombie or Martian player rolls a D6 for each existing Fire on the Board that has its directional arrows side up (do NOT roll for any of the New Fires on the Board).

D6	Spreading Fires Table Result
1	Fire Goes Out
2	No Effect OR Fire Goes Out (if Heavy Rain in play)
3-4	No effect
5	Fire Spreads
6	Fire Spreads OR Single-Space building Destroyed

6.3.2.1 FIRES GOING OUT: When a Fire Goes Out, simply remove its marker from the Board.

6.3.2.2 FIRES SPREADING: When

a Fire Spreads, this means a New Fire will be added to the Board. Roll another D6 and use the simple directional chart on the Fire marker itself to determine the direction the Fire Spreads to. Note that the only way that a Fire may Spread diagonally is if either Hero's or Zombie's or Martian's Choice is rolled. Place a New Fire into the space in the direction rolled. Fires may Spread through Walls, but are stopped by other Fires and Board Edges (in these cases, it simply doesn't add a New Fire to the Board).



6.3.2.3 CHOICE OF DIRECTION: If there are more than one possible space to Spread to in the direction rolled (for example if the Fire Spreads from one of the large Center board squares to the smaller Outer board squares), the Zombie or Martian player may choose which of the possible squares the New Fire is placed in.

6.3.2.4 FIRE LIMIT: There may never be more Fires on the Board at any time than there are Fire markers.³⁸ If all Fire markers are already on the Board and a New Fire needs to be placed during the Fire Phase, the Zombie or Martian player may choose any existing Fire marker on the Board that has its directional arrows side up (not a New Fire) to remove. This marker is then used for the New Fire that needs to be placed.

6.3.2.5 FIRES AND CROWDS: If a Fire starts or spreads into a Crowd's space, the Crowd will take 1 Wound on the D6 roll of 4+, and will then automatically move one space in a Random direction.



6.3.2.6 NO FIRE SPACES:

Fires may not start or spread into a space with a Destroyed Building [see rule 12.4], the Antenna or the Old Truck. If a Gas Marker explodes in the space with the Old Truck, Fires will still spread out from that space.



6.3.3 STEP 3 - FLIPPING OVER NEW FIRES

At the end of each Fire Phase, any New Fires currently on the Board should be flipped over to show their directional arrows side (including New Fires placed during this Fire Phase).



6.4 THE HERO TURN

During the Hero Turn, each of the Heroes is activated in any order they wish. However, only one Hero is activated at a time and must finish before the next Hero begins. During their activation, each Hero individually (or, if they are in play, the Townfolk Heroes as a group [see rule 16.3.8]) completes all of the following Steps in order.

Hero Turn Steps:

- 1) Move Action [6.4.1]
 - 2) Exchange Items [6.4.2]
 - 3) Ranged Attack [6.4.3]
 - 4) Fight [6.4.4]
- Repeat Steps 1-4 for each Hero activation

6.4.1 STEP 1 - MOVE ACTION

The Hero's Move Action allows them to either move around the Board [see rule 8.4], Search if they are already in a building [see rule 8.5] or build a Barricade if they are touching a wall [see rule 8.6].

6.4.1.1 TOWNSFOLK HEROES: If the Special Rule Townfolk Heroes [see rule 16.3.8] is in effect, 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 to determine their movement.

6.4.1.2 END OF MOVEMENT: If the Hero's movement ends in a building with a Free Search Marker [see rule 16.3.9], Exploration Marker [see rule 16.6.10] or Salvage Token [see rule 14.6.11] the Hero may use that marker. At the end of a Hero's Move Action Step they may take a Wound on themselves to automatically Build or

³⁸ The original rule limited this to eight Fires, but why not use all that are in the complete game?

Reinforce a Barricade on a wall that they are touching [see rule 8.6.3]. They may also burn a Green Ooze, if they have a *Fire* Item [see rule 14.4.3].

6.4.2 STEP 2 - EXCHANGE ITEMS

After a Hero has completed his Move Action, he may exchange any number of items with other Heroes in the same space.

This is a back and forth exchange, so all Heroes in the space may both give and receive Items with the Hero who is currently activated.

Note however that a single Item cannot be used more than once in the same Turn [see rule 9.]. This means that a Hero cannot use an Item received from another Hero who has already used that Item this Turn during his activation.

Power Tokens may not be exchanged.

6.4.3 STEP 3 - RANGED ATTACK

If the Hero has one or more Items with a Range: listed on it, they may now use one of them to make a Ranged Attack [see rule 10.]. They may alternately start a Fire if they discard a Fire Item [see rule 10.5].

6.4.4 STEP 4 - FIGHT

At the end of a Hero's activation, they must fight EVERY Zombie and Martian Pack in their space.

See the section Fights [rule 11.] for specific details on how Fights are resolved.

At the end of the Hero Turn, after all Heroes have been activated, *Becky the Nurse* can use her *First Aid* ability.



6.5 THE CROWD PHASE

The Crowd Phase only needs to occur if there are one or more Crowd markers in play.

Crowd markers are used in some Scenarios to represent the hordes of screaming civilians running about in terror, trying not to be vaporized by the Martian invaders or eaten by Zombies. When Crowds are being used in a game, there is a Crowd Phase at the end of the Hero Turn.

There can never be more than one Crowd in a space at a time and Crowds do stop Martian movement, just like a Hero would.

During the Crowd Phase, roll a D6 for each Crowd marker on the Board to see what it does.

Crowd Table	
D6	Result
1	Crowd Heals
2-4	No Effect
5-6	Crowd Moves

6.5.1 CROWD HEALS

When a Crowd Heals, remove one Wound marker from that Crowd.

6.5.2 CROWDS MOVING

If the Crowd moves, roll another D6 and use the simple directional chart on the Crowd marker itself to determine the direction moved. Note that the only way that a Crowd may be moved diagonally is if either Hero's or Martian's Choice is rolled.



6.5.2.1 MOVEMENT RESTRICTIONS: Crowds ignore Walls (unless fully Reinforced) when moving, but are stopped by Fires, fully Reinforced Walls, Board Edges, and other Crowds (in these cases, it simply doesn't move). Crowds never enter Sewers.

If there are more than one possible space to be moved to in the direction rolled (for example if the Crowd is moving from one of the large Center board squares to the smaller Outer board squares), the Hero players may choose which of the possible squares the Crowd moves to.

7. CARD PLAY

7.1 PLAYING EVENT CARDS

Unless noted otherwise Event Cards (whether Hero, Survival, Martian or Zombie) can be played at any time or when they are relevant during the Game Round. Additional specific card notes are in [Appendix III](#).

7.1.1 USING CARDS AND ABILITIES

Unless stated specifically otherwise, cards may be used or played after the fact to alter the results of a roll or Fight (etc.).

For example, if a Hero rolls and is currently losing a Fight, he may then use a Hand Weapon's Combat Bonus: or play a card to cancel that Fight or to roll extra Fight Dice, etc.

7.1.1.1 A Fight is only resolved after all players have decided not to use any more cards or abilities.

7.1.1.2 Some cards and abilities say that they may be played at any time, Except During a Fight. This means you may not play the card from when the Fight Dice are rolled to when the Fight is resolved. You may play the card between fighting two different Zombies. Also see rule [7.4.1](#) for Blast attacks.

7.1.2 CANCELING CARDS AND FIGHTS

Many times a card will allow you to cancel another card or ability. When a card is canceled, it is immediately discarded without further effect.

7.1.2.1 ROLLED DICE: A card may NOT be canceled after it has already caused dice to be rolled (or re-rolled).

7.1.2.2 FIGHTS: If a card is used to cancel a Fight, that Fight immediately ends without being resolved (no one wins or loses the Fight).

7.1.2.3 REMAINS IN PLAY: If a Remains in Play card is canceled, any markers on the Board placed by that card are also removed.

7.1.2.4 MARTIAN TECH: Martian Tech cards represent advanced technology and are generally a little harder to cancel because of it. Most things that cancel cards will also allow you to instead attempt to cancel a Martian Tech card on the D6 roll of 4+. This may be used on Tech cards that are fully built, or on Tech Cards that are still face-down being built. If this roll is passed, the Tech is canceled and discarded from play. Any



Command Points currently on it are removed and placed back into the counter pool. If the roll is unsuccessful, the Tech stays in play and the effort was wasted.

7.1.2.5 BLASTS: If a Blast is canceled, the entire Blast immediately ends and has no further effect.

7.1.3 SACRIFICE

Some Zombie cards have a Sacrifice cost in their text box. These cards may only be played at the Start of the Zombie Turn and to play the card, the Zombie player must be able to pay the Sacrifice cost listed in the grey bar. A Sacrifice cost that removes Zombies from the Board returns them to the player's Zombie Pool (they do not count as having been killed).

7.1.3.1 Zombies that are "never returned to the Zombie Pool" (such as Zombie Heroes or Plague Carriers) cannot be used for a Sacrifice.³⁹

7.1.4 RUNNING OUT OF CARDS

If the Zombie or Martian deck runs out of cards, immediately re-shuffle the discard pile back into the deck. However, if the Hero deck runs out of cards, the Heroes are out of luck. The deck is not re-shuffled and the Heroes must make do with what they have. This is of course unless a Zombie or Martian Card caused the last Hero Card to be discarded – in which case, the Heroes automatically lose [see rule [2.2.1](#)].

7.2 EVENT CARDS AND TIMING

Some Event Cards take effect at specified times or have a specified duration.

7.2.1 PLAY IMMEDIATELY

Some cards are listed as Play Immediately. As it sounds, these cards must be played as soon as they are drawn. If more than one Play Immediately card is drawn at the same time, you may choose in which order to resolve them (as long as they are all resolved before moving on to the next Step in the current Turn).

7.2.2 START OF THE TURN

Some cards are played "at the Start of a Turn". The Start of the Turn is defined as: Any point up until the first model moves in the Move Zombies or Martians Step or takes a Hero Move Action. Thus, in the Zombie Turn, moving the Sun Track Marker, Drawing New Zombie Cards and Rolling to Spawn New Zombies (Steps 1, 2 and 3) are all part of the Start of the Turn. The Start of the Turn does not end until the first Zombie is moved in the Move Zombies Step (Step 4). In the Martian Turn, Moving the

³⁹ This rule is not in the official rules, but it is inferred by the ruling regarding *Coach Packer*.

Invasion Track marker, Drawing Martian Cards, Rolling for Reinforcements and the Command Step are all part of the Start of the Turn. In the Hero Turn, the Start of the Turn ends as soon as the first Hero takes a Move Action (either moves or declares that he is Searching or Building/Reinforcing a Barricade).

7.2.3 INSTANTLY

Sometimes a card effect or ability will happen Instantly. This means that no other card effects or abilities may interrupt it. The only exceptions to this are that cards and abilities that prevent Wounds may be used to prevent damage from an instant effect.

If a **Zombie** is Killed instantly during a Fight, that Fight immediately ends without being resolved.

If a **Martian Soldier** is Killed instantly during a Fight, he is not only immediately removed, but the Hero may also choose any one of the Martian Pack's Fight Dice to instantly cancel (that die no longer counts as part of the Fight).

7.2.4 REMAINS IN PLAY

Some cards are listed as Remains in Play. As it sounds, this means that the card stays in play, face up on the table, and continues to affect the game until something causes it to be discarded. They do not count as being in a player's hand of cards, and there is no limit to the number of Remains in Play cards that can be in play at one time.

7.3 ZOMBIES AT THE CARNIVAL

If **Zombies** are used on the Carnival board set there is one general change for all the Carnival Hero cards:

Zombies at the Carnival:

Replace the word "Martian" on any Carnival Hero card or ability with the word "Zombie"

7.4 MARTIANS IN THE SMALL TOWN

If using **Martians** to attack the Small Town in Last Night on Earth there is one general change for all the Small Town Hero cards, Survival cards, Upgrade cards and abilities:

Martians in the Small Town:

Replace the word "Zombie" on any Small Town Hero card, Survival card, Upgrade card or ability with the word "Martian"

7.4.1 OTHER CARD EFFECTS

Other than the general change above, the following card effects are also changed when fighting the **Martians** in the Small Town:

7.4.1.1 CANCELING FIGHTS AND BLASTS: Any card or ability that cancels a Fight can also be used to cancel the effects of a Blast attack for that Hero. Note that this does not cancel the entire Blast for something like a *Death Ray*, but will cancel all of the Hits from an attack on a specific Hero.



7.4.1.2 CANCELING MARTIAN TECH: Anything that cancels a **Zombie** card or cancels a **Zombie** card that 'Remains in Play' can also target a **Martian Tech** card. The **Martian Tech** Card will only be canceled on the D6 roll of 4+ though (if the card or ability requires a roll just to work, such as *Strength of Spirit*, that roll will have to succeed and then you will need to roll again to get the 4+ to cancel the **Tech** card.

7.4.1.3 'EXCEPT DURING A FIGHT': Any card or ability that may not be used during a Fight (such as *Healing*) may also NOT be used during a Blast attack.

7.4.1.4 'KILL A ZOMBIE BEATEN IN A FIGHT, EVEN IF NO DOUBLES WERE ROLLED': Any card or ability that 'Kills a **Zombie** beaten in a Fight, even if no doubles were rolled' will actually wound every **Martian Soldier** in the Pack instead of just one **Martian** (alternatively, this can be used to Kill a **Martian Champion** beaten in a Fight).

7.4.1.5 FENDED OFF: For any card text that references a **Zombie** being Fended Off, this translates to 'if there are still **Martians** in the space'.

7.4.1.6 INSTANTLY KILLED: Cards that instantly Kill a **Zombie** in a Fight or an attack (such as the *Meat Cleaver*) work the same vs **Martians** [see rule 10.4.2].

8. MOVEMENT

Movement is carried out over the game Board. Zombies and Martians may move up to their movement allowance (often one space). Zombies have to observe the rules for **Zombie Hunger** [see rule 8.1.1]. Heroes have a Move Action that can be used for movement, Searching [see rule 8.5] or Building Barricades [see rule 8.6].

8.1 ZOMBIE MOVEMENT

Generally you may move each of your Zombies a number of spaces on the Board in any direction (forward, back, sideways, or diagonally). Unlike Heroes, Zombies may even move through Walls and Hard Walls (crawling through windows or up through floor boards), but they may be stopped by Barricades [see rule 8.1.2] and cannot cross red space borders (like the *Cliff Wall* [see rule 3.3.10]).

Standard Zombies and most Grave Dead may move up to one space, Feral Dead and Crawling Torsos may move up to two spaces, Freshly Dead Grave Dead, Zombie Behemoths and Zombie Heroes may move up to D₃ spaces while Recently Dead may move up to D₃+1 spaces.

8.1.1 ZOMBIE HUNGER

One restriction to Zombie movement is that Zombies have an unquenchable appetite for human or Martian flesh. As such, a Zombie may never move out of a space with a Hero, Ally, Townsfolk, Crowd or Martian, and if Adjacent to a Hero, Ally, Townsfolk, Crowd or Martian, the Zombie must move into the Hero, Ally, Townsfolk, Crowd or Martian's space if capable (if there is more than one Adjacent Hero, Ally, Townsfolk, Crowd or Martian, the Zombie player may choose).

Zombie Hunger:

Zombies may never move out of a Hero, Ally, Townsfolk, Crowd or Martian's space and must always move into a Hero, Ally, Townsfolk, Crowd or Martian's space if Adjacent

8.1.1.1 Zombies affected by **Zombie Hunger** must be moved before other Zombies.⁴⁰

8.1.1.2 Some Zombies may move more than one space and sometimes a card will allow a Zombie to move several spaces (such as the card *Shamble*). Zombies moving more than one space are still restricted by **Zombie Hunger** (if during their move they become Adjacent to a Hero, Ally, Townsfolk, Crowd or Martian, any additional movement must take them into

the space with that Hero, Ally, Townsfolk, Crowd or Martian).



8.1.2 EFFECTS OF BARRICADES

Any Zombie wanting to move through a Barricaded wall [see rule 8.6] directly or diagonally (for **Zombie Hunger** or normal movement) must first roll a D6. On the roll of 4+, the Zombie is able to break through the Barricade and move through the wall as normal. If the Zombie does NOT roll a 4+, they are stopped in their space before the Barricaded wall and the Zombie may not move any further. If a Barricade has any Reinforcement markers on it, instead of moving through on a 4+, the Zombie stays where it is and simply removes one of the Reinforcement markers.

Zombies must roll 4+ to break through a Barricade

8.1.2.1 If a Zombie is trying to move diagonally through a corner with a Barricade on both walls, they may only move through on a 4+ if there are no Reinforcement markers on either of the two Barricaded walls (otherwise just remove a Reinforcement marker from either wall on a 4+, Zombie's choice).

8.1.2.2 Zombies inside a Barricaded building must still roll to move through the wall to get back outside.

8.1.2.3 A Hero that moves a Zombie model (using the *Fire Extinguisher* for example) may ignore Barricades for this special "out of sequence" movement. A Zombie moving itself out of the normal turn sequence (such as with *Relentless Advance* or *The Smell of Brains*) may test against a Barricade at that time as well as during its normal move.

8.2 MARTIAN MOVEMENT

Generally you may move each of your Martians a number of spaces on the Board in any direction (forward, back, sideways, or diagonally). Martians may not move through Walls and cannot cross red space borders (like the *Cliff Wall* [see rule 3.3.10]).

Martian Soldiers move up to one space, Cloaked Martian Scouts, Leaders and the Zard Beast may move up to two spaces.

⁴⁰ This can affect the victory conditions in some scenarios (notably *Defend the Manor House*). It was officially clarified in <https://www.boardgamegeek.com/article/1944925>

8.2.1 MARTIAN PACKS

Martians like to move around the Board in packs as they get extra benefits from staying together.

Martian Packs:

There may never be more than 3 Martian Soldiers total in a space. All of the Martian Soldiers in a space are considered a single Martian Pack and if there are 3 Martian Soldiers in the space, it is called a Full Martian Pack

The Martian Leader MAY be in the same space as a Martian Pack. This means that with the Martian Leader, you can actually have up to 4 Martians in the space (a Full Pack of 3 and the Martian Leader himself). The Martian Leader may NOT be in the same space as the Zard Beast though.

8.2.2 THE ZARD BEAST

If it is on the Board the Zard Beast always moves first during the Move Martians Step due to its *Rage*. The Zard Beast must move into a Hero, Ally, Townsfolk, Crowd or Zombie's space if they are Adjacent to it (if more than one is Adjacent, it is the Martian player's choice) and if the Zard Beast is already in a space with a Hero, Ally, Townsfolk, Crowd or Zombie, it may not leave that space. Any Martians moved over are automatically crushed and returned to the Martian Pool (this even includes other Martian Champions, but Cloaked Martian Scouts are removed from the game).

8.2.3 MARTIAN MOVEMENT RESTRICTIONS

There are three things that prevent a Martian from moving into a space:

8.2.3.1 WALLS: Martians may not move through Walls, they must go around them. They can however move through a Wall using a Door (the openings cut into the Walls). Martians may NOT move diagonally through a Door, they must go straight through.

8.2.3.2 REINFORCED BARRICADES: A Martian (except the Zard Beast - see rule 8.2.4) that wants to move through a Door with a Reinforced Barricade [see rule 8.6.2] must first pay movement points on a one for one basis to remove any Reinforcement markers from that Barricade before moving through it.

8.2.3.3 FULL PACKS: A Martian may not enter a space if it already contains a full Martian Pack (3 Martians). This even includes if they are just passing through the space and not ending there. You can never have more than 3 Martian Soldiers in a space at any time. There are

some exceptions to this with Martian Champions [see rules 8.6 and 8.7].

8.2.3.4 LEAVING ENEMY SPACES: If a Martian is in a space with a Hero, the Martian may NOT move away from that space. They are locked in the space with the Hero. Martians may, however move away from a space with Zombies (a Martian in the same space as a Crawling Torso Zombie must however roll a 4 or higher on a D6 to be able to move away).



8.2.4 THE ZARD BEAST AND BARRICADES

If the Zard Beast wants to move through a Barricaded wall [see 8.6] directly or diagonally (for *Rage* or normal movement) it must first roll a D6. On the roll of 4+, the Zard Beast is able to break through the Barricade and move through the wall as normal. If the Zard Beast does NOT roll a 4+, it is stopped in its space before the Barricaded wall and the Zard Beast may not move any further. If a Barricade has any Reinforcement markers on it, instead of moving through on a 4+, the Zard Beast stays where it is and simply removes one of the Reinforcement markers.⁴¹

The Zard Beast must roll 4+ to break through a Barricade

8.2.4.1 If the Zard Beast is trying to move diagonally through a corner with a Barricade on both walls, it may only move through on a 4+ if there are no Reinforcement markers on either of the two Barricaded walls (otherwise just remove a Reinforcement marker from either wall on a 4+, Zard Beast's choice).

8.2.4.2 A Zard Beast inside a Barricaded building must still roll to move through the wall to get back outside.

8.2.4.3 A Hero that moves the Zard Beast model (using the *Fire Extinguisher* for example) may ignore Barricades for this special "out of sequence" movement.

8.3 HERO MOVE ACTION

Each Hero starts their Move Action by rolling a D6 to see how far they could move.⁴²

Carnival Heroes roll a separate green die at the same time as they roll their movement die to see if they gain a Power Token. If the Green die rolls a 5 or 6, the Carnival Hero gains one Power Token.

⁴¹ This rule was invented for the Complete Rulebook, but was based on how Barricades interact with Zombies.

⁴² In the original Last Night on Earth rules the movement roll was optional. The Complete Rulebook follows the rule set out in Timber Peak; making a movement roll is mandatory before selecting the Move Action.

After the roll the Hero player may choose to use the Move Action for ONE of the following:

- Movement
- If in building may Search (may only choose to draw from Survival decks if 5+ movement available)
- If touching wall and 4+ is available for movement may Build or Reinforce a Barricade

A Hero can use his Move Action to Move, Search OR Build/Reinforce a Barricade

8.3.1 EXERTING TO BUILD OR REINFORCE BARRICADES

At the end of a Hero's Move Step they may take a Wound on themselves to automatically Build or Reinforce a Barricade on a wall that they are touching [see rule 8.6.1].

8.3.2 BURNING GREEN OOZE

Any Hero with a Fire Item that ends their move in the same space as a Green Ooze may burn it to destroy it. A Hero may only burn one Green Ooze per Turn.



8.4 HERO MOVEMENT

The Hero player may Move the Hero a number of spaces up to the number rolled (you do not have to move the full amount).

Note that unlike in the Zombie Turn, each Hero ending in the space will have to fight all of the Zombies there (after all, the Hero chose not to move somewhere else).

8.4.1 FACING

Heroes have no facing and may move in any direction or combination of directions (forward, back, sideways, or diagonally). Only a few things stop a Hero's movement; Zombies [see rule 8.4.2], Martians [see rule 8.4.2], walls [see rule 8.4.3], Reinforced Barricades [see rule 8.4.4] and red space borders [see rule 8.4.5].

8.4.2 MOVING INTO A ZOMBIE OR MARTIAN SPACE

If a Hero enters a space with one or more Zombies or Martians in it, the Hero's move immediately ends. That Hero will most likely be fighting this Turn. A Hero who starts in a space with one or more Zombies or Martians may move away.

Entering a space with a Zombie or Martian ends the Hero's movement

8.4.2.1 CRAWLING TORSO: A Hero in the same space as a Crawling Torso Zombie must have rolled a 4 or higher for movement to be able to move away.

8.4.3 WALLS AND DOORS

Unlike Zombies, Heroes may not move through walls, they must go around them. Heroes can however move through a wall using a Door (the openings cut into the walls). Heroes may NOT move diagonally through a Door, they must go straight through.

8.4.4 BARRICADES

Barricades have no effect on Hero movement (unless Reinforced [see rule 8.6.2]), even if there is a Door in the wall that has been Barricaded over.

8.4.4.1 REINFORCED BARRICADES: A Hero or Martian that wants to move through a Door with a Reinforced Barricade must first pay movement points on a one for one basis to remove any Reinforcement markers from that Barricade before moving through it.

8.4.5 IMPASSABLE SPACES

Some spaces have red borders (the Antenna and the Cliff Wall for example) that cannot be crossed by any model.

8.4.6 FREE SEARCH, EXPLORATION AND SALVAGE

If the Hero's movement ends in a building with a Free Search Marker [see rule 16.3.9], Exploration Marker [see rule 16.6.10] or Salvage Token [see rule 16.6.11] the Hero may use that marker, provided the Hero's Move Action was used for movement.



8.5 SEARCH

Instead of moving, a Hero that is already in a Building Space may use their Move Action to Search. Searching allows the Hero to draw a Hero Card from the top of the deck, use a Pick Up: (which often means taking a card from the Hero deck discard pile) or take a special Survival deck card (if the Hero has a 5 or higher for Movement).

8.5.1 EVENT CARDS

If the card drawn is an Event, the player keeps it secret and may play it whenever it is appropriate. Note that Events are not associated with any one Hero, but instead are held by the player to be used whenever is appropriate. Some cards are listed as Play Immediately - these cards often have an effect that is used for the currently activated Hero.

Event Cards are taken into the player's hand, unless marked Play Immediately

8.5.2 ITEM CARDS

If the card drawn is an Item, it is placed on the table face up next to the Character Sheet of the Hero who found it.

Item Cards are immediately played next to the Hero who finds them

8.5.2.1 The number of Item cards that a Hero can have is limited by the Carrying Limit [see rule 9.1].

8.5.3 PICK UP:

Although Heroes can Search in any building (except the Manor House [see rule 3.2.2] or if in the same space with a Generator [see rule 16.6.9]) to draw a Hero Card, some buildings have the additional ability to instead pull a specific card out of the Hero discard pile. These buildings are noted as having a Pick Up:

For example, the Police Station building says "Pick Up: Pump Shotgun". This means that a Hero Searching in the building may either draw a card off of the top of the Hero deck as normal, or they may search the Hero discard pile and just take a Pump Shotgun card (if there is one).

The most important note about the Pick Up: ability is that to be able to use it, the listed card must already be in the Hero discard pile (you do NOT get to pull it out of the deck).

8.5.3.1 STOCKPILE: Some Hero cards add a Stockpile to a Random Building on the Board. These are additional Pick Ups that can be used by a Hero in that building as a Search (like any other Pick Up: on the Board). There is a chance after each use that the Stockpile will be exhausted and get discarded. If this is the case, it is listed on the card.

8.5.3.2 ANTIQUE SHOP PICK UP: The Pick Up: in the Antique Shop allows a Hero to Shuffle up to 2 cards from the discard pile back into the Hero deck. This can be any 2 cards from the Hero discard pile.

8.5.3.3 LIBRARY PICK UP: The Pick Up: in the Library allows a Hero to reveal cards from the top of the Hero deck until you find an Event card (this includes Townsfolk Events); the Hero player then takes that Event card into hand and shuffles the other cards revealed back into the Hero deck. Abilities such as Jake Cartwright's Resourceful ability or the Flashlight may NOT be used with the Library's Pick Up: as the cards are being revealed, not drawn.

8.5.3.4 SUPERMARKET PICK UP: The Pick Up: in the Supermarket allows a Hero to discard the top 3 Hero Cards and then draw 2 Hero Cards to keep. This is a great way for a Hero to stock up quickly, at the cost of ransacking the Hero deck a bit. The 2 Hero Cards you keep are drawn from the Hero deck so Jake Cartwright

MAY use his Resourceful ability. As a Pick Up:, it is also considered Searching, so Items like Flashlight MAY be used to discard and re-draw.



8.5.4 SURVIVAL DECK CARDS

Any time a Hero has a 5 or higher for movement, they may take a special Survival deck card when Searching in a building instead of the normal Hero deck card.⁴³

Heroes may take a Survival deck card when searching if they have 5 or higher for movement

The Survival deck that the Hero can draw from (Unique Items or Survival Tactics) is based on the Random Number Set of the building they are currently in (located in the corner of the building) as follows:

- (1, 2, 3) or (1, 2) the Hero may take a Unique Item
- (4, 5, 6) or (5, 6) the Hero may take a Survival Tactic
- (3, 4) the Hero may take either a Unique Item or Survival Tactic

This Random Number Set is listed on the back of each of the Survival decks for ease of reference during the game.

8.5.4.1 A Hero may always Search normally and take a regular Hero deck card, regardless of what their Movement roll is. Also note that the Hero needs to have a 5 or higher for movement, not necessarily to have actually rolled a 5 or 6 on the die.

For example, Billy can add +1 to his movement each Turn. This also gives him +1 to his chance of being able to draw a Survival deck card. Conversely, if a Hero had -1 to their Movement, they would be -1 to their chances of being able to draw a Survival deck card as well.

8.5.4.2 Unique Items are Items and immediately played on the Hero who found them. Survival Tactics are taken into the player's hand and can be played like Events.

⁴³ Originally a Special Rule, the Survival decks are considered to be in effect for all scenarios played using the Complete Rulebook.

8.5.4.3 When Searching in the Radio Station, a Hero may NOT draw a Survival deck card (Survival Tactics or Unique Items) as there are no Random Number Sets for the Radio Station buildings.

8.5.5 GENERATORS

A Hero in a space with a *Generator* may NOT Search.

8.6 BARRICADES

The Heroes may Build and Reinforce Barricades along building walls to try and keep Zombies (and to some degree Martians⁴⁴) out of that building.⁴⁵



8.6.1 BUILDING BARRICADES

Anytime a Hero has a 4 or higher for Movement, they may take a special Move Action to Build or Reinforce a Barricade. To Build a Barricade, choose any wall that the Hero is touching and place a Barricade marker along the entire length of that wall (on the inside of the building).

8.6.1.1 CORNER WALLS: Corner Walls [see rule 3.3.2] in the *Manor House* and *Radio Station* cannot have a Barricade specifically placed on them. Interior walls (such as those around the *Freezer* or *Morgue*) may have Barricades built on them on either side of the wall (it acts the same regardless of the side of the wall that the Barricade is built on).

8.6.1.2 PERMANENT BARRICADES: Once a Barricade is built on a wall, it remains in place for the rest of the game and may not be removed.

8.6.2 REINFORCING A BARRICADE

If a Barricade is already on a wall that a Hero is touching, the Hero may instead use their special Move Action (with Movement of 4 or higher) to Reinforce the Barricade by placing a Reinforcement marker on it. A Barricade may have up to 3 Reinforcement markers on it at a time.



8.6.3 EXERTING TO BUILD OR REINFORCE BARRICADES

At the end of a Hero's Move Action Step they may take a Wound on themselves to automatically Build or Reinforce a Barricade on a wall that they are touching. This may be done multiple times by the same Hero and they may even take their last Wound in this way (finishing the Barricade with their last breath). In this way a Hero or group of Heroes can rapidly Build or Reinforce Barricades at the cost

of their own health. This tactic works especially well for Students that can heal themselves with their Youth ability.

8.6.3.1 Heroes who take their last Wound exerting do count for Zombie or Martian victory, but they are never turned into Zombie Heroes and they give no experience to the Zombies or Martians.

8.6.4 BARRICADES AND MOVEMENT

Barricades affect Zombie and Zard Beast movement [see rules 8.1.2 and 8.2.4], but not Hero or Martian movement unless Reinforced [see rules 8.4.4 and 8.2.3].



8.6.5 FULLY BARRICADED BUILDING

A building is considered to be Fully Barricaded if every wall of that building that is not on a Board edge has a Barricade on it (not including interior walls that are fully inside the building - like the *Morgue* inside the *Hospital*). A Fully Barricaded building may NOT be Taken Over and may NOT have a new Spawning Pit placed in it (re-roll if selected randomly).

8.6.6 FULLY REINFORCED BUILDING

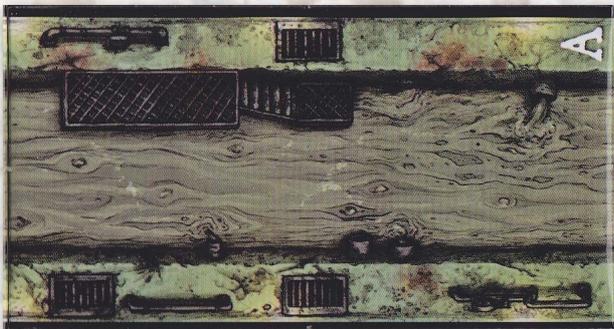
A Fully Reinforced building is a Fully Barricaded building [see rule 8.6.5] with 3 Reinforcement markers [see rule 8.6.2] on every Barricaded wall.

⁴⁴ The rules for how Barricades interact with Martians were invented for the Complete Rulebook.

⁴⁵ Originally a Scenario Special Rule from *Survival of the Fittest*, Barricades are in effect for all scenarios played using the Complete Rulebook.

8.7 SEWERS

Some cards will allow the Heroes to open the sewers for movement. A sewer has two markers on the Board to represent its two entrances as well as a small board that is off Board to represent the interior of the sewer itself.⁴⁶



8.7.1 HERO AND ZOMBIE USE

Once the sewer is placed on the Board, both Heroes, Zombies and Martians (but not the Zard Beast) may use it for movement.

8.7.2 SEWER INTERIOR

The interior sewer space is considered to be a single space that is Adjacent to both of the sewer entrance spaces. Any model (except the Zard Beast) that moves onto one of the sewer entrances may move to the interior sewer space and from there can continue moving back out of either entrance. A model MAY end its move inside the sewer interior. The interior sewer space is NOT a building (you may not Search nor build Barricades there) and can only draw Line of Sight to the two entrance spaces.

8.7.3 MULTIPLE SEWERS

If there is more than one sewer in play, they are considered to be independent of one another unless specifically stated by the scenario. Both the sewer entrance markers as well as the sewer interior space are labeled with an A or B to form two separate sets of markers.



⁴⁶ The rules for how Sewers interact with Martians were invented for the Complete Rulebook.

9. ITEMS

Items are found in the Hero Card deck and in the Unique Items deck and represent different weapons and gear that a Hero can use to fight Zombies and Martians.

When a Hero finds an Item (usually through Searching), it is immediately placed on the table face-up next to the Hero's Character Sheet. Any player may examine any Item on the table at any time (they are fully public).

A Hero may use an Item that they got this Turn, either through Searching or an exchange, though no Item may be used by more than one Hero in the same Turn, even if discarded and subsequently Picked Up.

A Hero may NOT discard Items (or Events) unless they have to (or it is part of using the card's text).⁴⁷

9.1 CARRYING LIMIT

A Hero may only carry up to 4 Items at a time
Only 2 of these Items may be Weapons

Both Hand Weapons and Ranged Weapons are both Items and Weapons.

9.1.1 DOUBLE-HANDED ITEMS

Some Items are marked as Double-Handed. These Items count as 2 Items toward a Hero's carrying limit (or 2 Weapons if the Double-Handed Item is a Weapon).

9.1.2 OVER LIMIT DISCARD

If a Hero ever has more Items than they can carry (or more than two Weapons), they must immediately discard Items down to their limit. If there is more than one Hero in the same space, they may exchange Items (out of the normal turn sequence) before discarding.

Example: If you have four Items including Old Betsy, and you gain a fifth item, you can immediately use Old Betsy to avoid having to discard an Item or you could immediately hand off an item to any other Hero in your space.

9.2 BREAK TESTS

Some Items require the Hero to make a Break Test after each use. This means the Hero will need to roll a separate D6 and if the numbers listed on the card are rolled, the Item breaks, meaning that it must be discarded. It is important to note that whether or not the weapon Breaks, the Combat Bonus still takes effect.⁴⁸



9.3 COMBINING ITEMS

Some cards such as the Survival Tactic *Duct Tape* allow a Hero to Combine any 2 Items. When this happens, choose any 2 Items the Hero has and stack them on top of each other to show that they have been Combined. These 2 Items now count as a single Item for the Carrying Limit (if either Item is a Weapon, they now count as a single Weapon Item for the Carrying Limit). From now on, if either Item would be discarded, both must be discarded. However, anytime one of the cards would have to be discarded for any reason (broken, out of ammo, etc) roll a D6. On the roll of 4+ it does not have to be discarded.

⁴⁷ Not only would this abuse the mechanics (with Pick Ups and the like) but it also goes against the theme.

⁴⁸ This was officially clarified on FlyingFrogWiki (http://flyingfrogwiki.com/ffpwiki/index.php?title=LNOE_FAQ_%26_Errata).

Combined Items:

Counts as one Item for the Carrying Limit
Does not have to be discarded on the roll of 4+

For example, if a Hero used Duct Tape to Combine a Chainsaw and a Pump Shotgun, then anytime the Shotgun would run out of ammo or the Chainsaw would be lost in a Fight against a Zombie, the Hero would get to roll a D6 and prevent the discard on a roll of 4+. They would also only take up a single Weapon Item slot for the Hero's Carrying Limit.

A Combined Item may be Combined again if the Hero gets another card that would let them Combine Items.

9.3.1 GUNS

If any 2 Gun Items are Combined, then they may both be fired as a single Ranged Attack during the Hero's Ranged Attack Step, at the same or different targets.

9.3.2 OLD BETSY

If the card *Old Betsy* is Combined with another Item, the Hero may deliver that other Item to any Hero in the space that *Old Betsy* is deployed to using her card's game text.



Alternatively, if *Gasoline* is Combined with *Old Betsy*, you may place a Gas marker in the space that *Old Betsy* is deployed to; or if a Hero Combines *Dynamite* with *Old Betsy* and that Hero has a Fire Item, then Betsy may deliver the lit *Dynamite* to the space in which she is deployed to try and blow up the Zombies or Martians there (as always, *Betsy* is unaffected by *Dynamite* or Gas Marker explosions). The *Old Betsy* card is always discarded when used for her card effect (no roll to prevent discarding may be used).

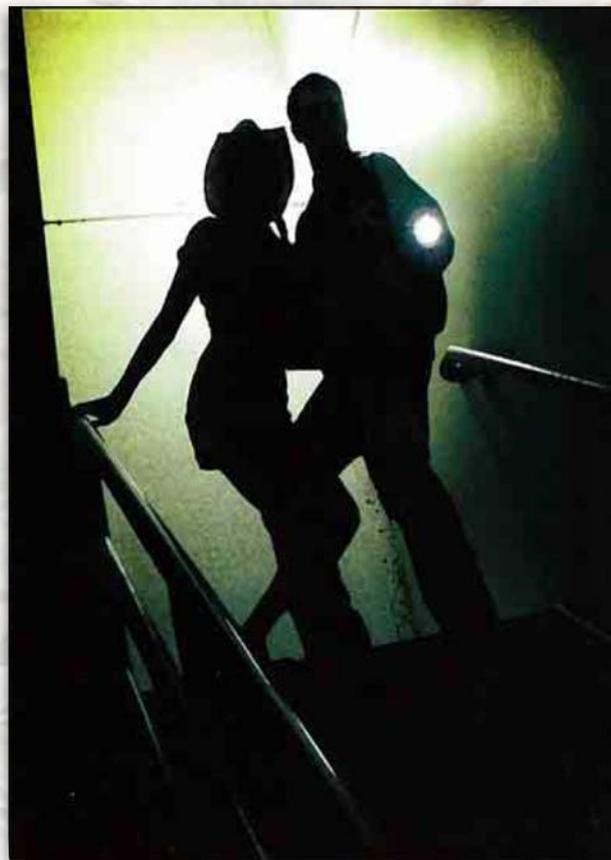
9.3.3 DOUBLE HANDED ITEMS

A Double-Handed Item may be Combined with another Item before having to discard based on the Carrying Limit. Together these Items are still considered Double-Handed. This may even be used to Combine 2 Double-Handed Items (*Fence Post/Garden Sheers* anyone?). This still only counts as a single Double-Handed Item card.

9.3.4 DYNAMITE WITH DYNAMITE

If 2 *Dynamite* cards are Combined together, they become very unstable. This is good and bad. A Hero may now discard the *Dynamites* to use them as a single Ranged Attack (no roll to prevent discarding may be used). The Hero does NOT need a Fire Item as they will explode on impact. Also, it will create a much larger explosion. Anything in the target space is automatically Killed, and you must roll a D6 for every model Adjacent to the target space. On the roll of 2+, the model takes a Wound. Also, once Combined, anytime the Hero loses a Fight or tries to

throw the *Dynamite* as a Ranged Attack, roll a D6. On the roll of 1, the *Dynamite* immediately explodes as though the Hero's space was the target of the Ranged Attack.



9.4 ITEMS WITH MARKERS

Some Hero Items have markers placed on them when they come into play. These markers act as extra uses for that Item as described on the card.

9.4.1 ACCOMPLISHING OBJECTIVES

When playing a scenario that requires a Hero to discard an Explosive to accomplish an objective (such as *Burn 'em Out*), a Hero may discard a single marker from an Explosive card such as *Crate of Dynamite*.

9.4.2 COMBINED ITEMS WITH MARKERS

If an Item with markers is Combined (using *Duct Tape* for example), you only get to roll to see if the discarding of the card is prevented when the card itself would be discarded, not the individual tokens.⁴⁹

⁴⁹ This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/11321686#11321686>).



9.5 EXPLOSIVES

Dynamite, *Bombs*, *Gasoline* and *Kerosene* are Items called Explosives. These can be very powerful, but usually require other cards to make them work (often a Fire card like *Matches*, *Lighter* or *Torch*). Some Scenarios also utilize these Explosives.

9.5.1 DYNAMITE

Dynamite is a very effective item with a Ranged Attack that can blow up whole hordes of *Zombies* or *Martians* at a time. The only downside is that you must have something to light it with.



9.5.2 BOMB

A *Bomb* is a very effective Item with a Ranged Attack that can blow up whole Packs of *Martians* or *Zombies* at a time. The only downside is that you must have something to light it with.

9.5.3 GASOLINE

Gasoline is used for a variety of things from refueling a *Chainsaw* to gassing up an old truck. *Gasoline* also allows the player to place a Gas Marker on the Board which can be used



to cause a big explosion. Gas Markers use the following rules:

9.5.3.1 GAS MARKER: A Gas Marker may be ignited as a Ranged Attack using a Ranged Weapon (roll to Hit as though it were a *Zombie* or *Martian*) or by throwing (discarding) any Item with Keyword Fire at it using - Range: 2 Spaces, Hits on 3+.

9.5.3.2 GAS AND FIRE: A Gas Marker that is in an Adjacent space to a Fire will also be immediately set off, automatically. This is very dangerous when placing a Gas Marker into a space with a Fire marker or even Adjacent to a Fire marker, as it will immediately explode, likely catching the Hero in the blast (the dangers of pouring gas on a fire).

9.5.3.3 EFFECT: Any *Zombies*, *Martians*, *Crowds* or *Heroes* in the space are immediately Killed; any in Adjacent spaces are Killed on the roll of 3+. If there are 2 Gas Markers in the same space, and they explode, all those affected have to roll twice to check if they are Killed. Remove the Gas Marker from the Board and place a New Fire Marker in its place (note that this may cause several Adjacent Gas Markers to all explode in a massive chain reaction). Walls do NOT block explosions.⁵⁰

Gas Explosion:

A Gas explosion Kills any *Zombies*, *Martians*, *Crowds* or *Heroes* in the space and any in Adjacent spaces are Killed on the roll of 3+

9.5.4 KEROSENE

Kerosene allows the Hero to place *Kerosene Markers* on the Board which can be lit on Fire. There is a limit of one *Kerosene Marker* per space. *Kerosene Markers* use the following Rules:



9.5.4.1 KEROSENE MARKER: A *Kerosene Marker* may be ignited as a Ranged Attack using a Gun (roll to Hit as though it were a *Martian* or *Zombie*), or by using a Fire Item to light it from an Adjacent space (the Fire Item does not need to be discarded, but this counts as a Ranged Attack). As with *Gasoline* it can also be lit by throwing (discarding) any Item with Keyword Fire at it using - Range: 2 Spaces, Hits on 3+.

9.5.4.2 KEROSENE AND FIRE: A *Kerosene Marker* will also automatically be lit by any Fire marker in the same or Adjacent space.

9.5.4.3 EFFECT: When a *Kerosene Marker* is lit, it is immediately replaced with a Fire marker. In this way, you can create a chain reaction by placing several *Kerosene Markers* in Adjacent spaces so that once one of

⁵⁰ This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/1702049#1702049>).

them is lit, it will immediately light all of them in sequence down the row.

9.5.5 EXPLOSIVES AND FIRES

If a Hero has an Explosive Item with a Ranged Attack that requires a Fire Item to use (such as *Dynamite* or a *Bomb*), but they do not have a Fire Item, they may attempt to light the Explosive by throwing it into or through a space with a Fire marker! If thrown into a Fire marker's space, the Explosive will automatically be set off immediately in that space.

If the Hero is feeling more risky, they may instead throw the Explosive through the space with the Fire marker in the hopes that it might be lit along the way. If a Ranged Attack Explosive travels through a space with a Fire marker on its way to the target space, the Explosive will be lit on the D6

roll of 4, 5, or 6, exploding when it reaches the target space. If not lit, the Explosive does not go off and is simply discarded.

9.5.6 NOT MUCH LEFT

Any Hero or Martian killed by an Explosive will never turn into a Zombie - there is simply not enough of them left in one piece.

9.6 OTHER ITEM RULES

9.6.1 FIRE EXTINGUISHERS

All *Fire Extinguisher* Hero Items should have the additional ability "Discard to remove any number of Fires from the same and/or Adjacent spaces to the Hero".⁵¹



⁵¹ This text is absent from the original Fire Extinguishers, but noted on those from Timber Peak and the 10 Year Anniversary Edition.

10. RANGED ATTACKS

Generally a Hero may make one (and only one, regardless of the number of Items with Range: that they possess) Ranged Attack per Hero Turn during the Ranged Attack Step if they have a suitable Item. If any 2 Gun Items are Combined [see 8.4], then they may however both be fired as a single Ranged Attack during the Hero's Ranged Attack Step, at the same or different targets.

A Hero may make a Ranged Attack with an Item that they got this Turn, either through Searching or an exchange, though no Item may be used by more than one Hero in the same Turn.

A Ranged Attack does not count as Fight in any way.



10.1 MAKING A RANGED ATTACK

Choose a target within Line of Sight [see rule 10.3] and a number of spaces equal to or less than the Range: of the Item being used and follow the instructions on the Item card to see if the attack is successful. Range may always be counted using the shortest possible number of spaces.

Range, die roll required to hit and other effects of the attack are noted on the Item card being used for the attack

10.2 RAY GUN ATTACKS

A Ray Gun Attack may target the Martian Pack's own space, or it may target an Adjacent space (including diagonally). If a Martian Pack is in the same space as a Hero or Zombie, they may only fire their Ray Guns into their own space (not an Adjacent one). The Martians must have Line of Sight [see rule 10.3] to the chosen space. Martians will nearly always have Line of Sight to an Adjacent space. They can even shoot through building Walls that they are

touching as it is assumed that there are windows and holes that can be seen through.

10.2.1 MAKING THE RAY GUN ATTACK

All of the Martians in a Pack must fire their Ray Guns at the same space; they may not split up their Ray Gun Attack. A Ray Gun Attack like this is called a Blast.

To make a Ray Gun Attack, roll one die for each Martian in the Pack firing. Martian Ray Guns Hit on the roll of 5 or 6 each, or on the roll of 4, 5, or 6 each if it is a full Martian Pack of 3 Martians that is firing (due to their use of pack tactics)

Once you have determined how many Ray Guns have Hit in the target space, any Heroes or Zombies there must divide up those Hits between them as they see fit (this allows Heroes in the same space to help protect each other). Ray Gun Hits do not automatically cause a Wound, the Hero or Zombie still has a chance to Dodge and get out of the way (avoiding the Hit by ducking behind cover or dodging the shot altogether).

10.2.1.1 FIRING AT ZOMBIES: When firing at Zombies, the Martian player chooses individual models to take each Ray Gun Hit before the Zombies roll their Agility Tests.⁵²

10.2.1.2 BOTH HEROES AND ZOMBIES IN SAME SPACE: If there are both Heroes and Zombies in the same space when it is Blasted, the Martian player chooses if Heroes or Zombies are targeted before rolling to hit.⁵³

10.2.2 DODGING RAY GUN ATTACKS

To Dodge each Ray Gun Hit, the Hero must pass an Agility Test. Each Carnival Hero has an Agility listed on their Hero Character Sheet (see rule 13.2 for the Agility of Small Town Heroes). To make an Agility Test, roll a die. If the roll is equal to or higher than the Hero's Agility value, they have passed the test and avoided that Ray Gun Hit. Any Agility Test that is failed means that the Ray Gun Hit has struck home and the Hero takes one Wound. Place a Wound marker in one of the Hero's Health Boxes to show this.

Zombies 'Dodge' Ray Gun Hits on 5+ on a D6 (counts as an Agility Test, though really the Zombie is absorbing the damage).

⁵² This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/5761431#5761431>).

⁵³ This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/5757773#5757773>). While it may not be thematically perfect, it avoids the hassle of randomly distributing hits. Players so inclined may house rule that each hit is randomly assigned to a target.



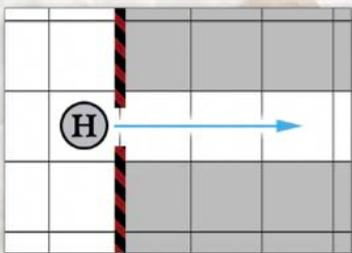
10.3 LINE OF SIGHT FOR RANGED ATTACKS

A model must be able to see the enemy or space that they are going to target with their attack; this applies to both Hero Ranged Attacks as well as Martian Ray Gun Blasts. Other models do not block sight, but walls do, even if there is a Door (as shown in the diagram on the next page). A model may however see through any Wall (except a Hard Wall [see rule 10.3.1]) that they are touching (it is assumed that there are windows or such that the model can attack through if close enough to the wall).⁵⁴

A model may always make a Ranged Attack at a target in the same space.

10.3.1 HARD WALLS

Models cannot see through Hard Walls, even if they are Adjacent to the Hard Wall. The only exception to this is that a model may draw a Line of Sight straight through a Door that they are Adjacent to in a Hard Wall (see diagram).



A Hero cannot see through a Hard Wall, but may draw Line of Sight straight through an Adjacent Door.

Note that neither Heroes nor Martians are allowed to see through Hard Walls, so Martians may NOT fire their Ray Guns at an Adjacent Hero that is on the other side of a Hard Wall (unless firing straight through a Door in that Hard Wall as noted).

10.3.2 FOREST SPACES

Forest Spaces block Line of Sight for Ranged Attacks. Models may see into and out of a Forest Space, but they may not count Line of Sight through a Forest Space.

10.3.3 BARRICADES

Barricades do NOT prevent the model from seeing through the wall for Ranged Attacks if they are touching it as normal.

10.3.4 TERRAIN FEATURE MARKERS

Terrain Feature Markers [see rule 3.12.4] do NOT affect Line of Sight.

10.3.5 SEWER

Models in the Sewer interior [see rule 8.7.2] can only see models in the same space and in the two entrance spaces. Models in the Sewer entrance spaces can see models in the Sewer interior in addition to any other Line of Sight they have.

10.3.6 ANTENNA

The Antenna space [see rule 3.3.10] blocks Line of Sight that crosses the red space borders.

10.3.7 CLIFF WALL

The Cliff Wall does not block Line of Sight like a normal wall would; models may see across it for Ranged Attacks.

10.4 SUCCESSFUL RANGED ATTACKS

When a Ranged Attack is successful, the Item will say whether the target is Hit or Killed. These are defined as follows:

10.4.1 HIT

The Target Takes one Wound (enough to remove a standard Zombie or Martian Soldier from the Board).

10.4.2 KILLED

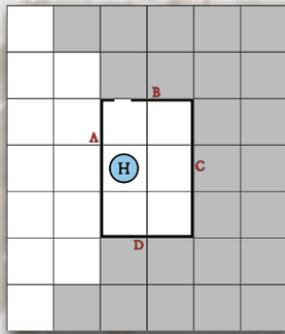
Fills up all remaining Health boxes of the Target with Wound markers (this only matters if the Target has more than one Health box, but is especially effective against Zombie and Martian Champions that usually have more than one Health Box).



⁵⁴ Some players feel that a more detailed definition of Line of Sight is needed. For their benefit the following is suggested: "Line of Sight is drawn from the center of the originating space the model is in to the center of the target space. Line of Sight will pass through any wall the model is orthogonally adjacent to (even if Line of Sight passes through the wall in another space than that of the model), but will be stopped by any portion of any other wall. Line of Sight will also be stopped by any portion of a Forest space (or the Antenna space), unless that Forest space is the target space or the model's own space."

Line of Sight Examples:

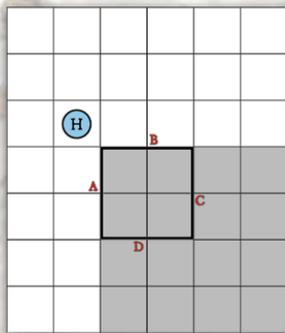
A Hero may see out of any wall they are touching. Only walls not touched block line of sight. Note that doors block line of sight just like any other wall.



Agent Carter can see OUT of the Forest space he is in.



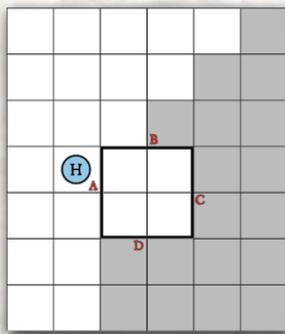
A Hero at the exterior corner of a building is not touching either wall, so may not see through either.



Agent Carter can see INTO the Forest space the Zombie is in.



This Hero touching wall A, can see into the building as well as off to either side.



Agent Carter cannot see THROUGH a Forest space to a Zombie on the other side.



The Hero in this building can see Zombie 1 through wall A, Zombie 3 through wall B, and Zombie 2 through either wall A or B. The Hero cannot see Zombie 4 as he is not touching wall C (even though there is a door).



10.5 STARTING FIRES

Any Hero Item with the Keyword Fire may be discarded by a Hero in their Ranged Attack Step to automatically start a Fire in an Adjacent space (except in spaces where Fires are not allowed [see rule 12.2.1]). Place a New Fire marker in the space. This counts as the one Ranged Attack allowed.⁵⁵

This is a good way to attack a group of Zombies or Martians at once or block off an area, but is a little dangerous as Fires can easily spread out of control over time.

Heroes that have an ability that lets them always count as having a Fire Item (such as *Mr Goddard* or *Hannah, the Firebreather*) may NOT "discard" their ability in this way.⁵⁶

10.6 CANNONS AND THE HUMAN CANNONBALL

Each L-shaped Outer Carnival board section has a Carnival Cannon on it.

These Cannons may be used for certain card effects or Hero abilities. One such card is called "*Fire the Cannon!*". This allows a Hero that is in a space with a Cannon to fire that Cannon as a Ranged Attack. It also requires that the Hero pay 1 Power Token to use. All of the details for firing Cannons in this way are listed on the card itself.

The facing of a Carnival Cannon doesn't matter - the Cannons are assumed to rotate.

A Cannon may not be used in any way while there are one or more Martians in its space

10.6.1 ARCHIBALD'S FIRE ME!

Archibald, The Human Cannonball also has a Talent called *Fire Me!* that allows him to fire himself out of a Cannon, moving across the Board to crash down in a space some distance away. This ability uses the Cannon Template to determine the distance traveled by *Archibald*. The Cannon Template is described in detail in rule 10.6.2.



When *Archibald* rolls for distance using the Cannon Template, he may be positioned in any space touched by a section of the template, up to the distance rolled. If a 6 is

rolled, he may be placed in any space on the Board. He must always move at least one space though. As noted below, the Cannon Template ignores all Walls, Fires, and other models. It does NOT require Line of Sight like a normal Ranged Attack.

So for example, if *Archibald* fired himself out of a Cannon and rolled a 4 for distance, he could land in any space touched by the Cannon Template sections marked 1+, 2+, 3+, or 4+.

10.6.2 THE DEATH RAY/CANNON TEMPLATE

Some cards and abilities call for the Death Ray Template or Cannon Template to be used. This is the long, double-sided Template that has a small hole in one end. Use the side with the flying cannonball on it when a card or ability requires the Cannon Template and the side with the green energy blast on it when a card calls for the Death Ray Template.



10.6.2.1 USING THE TEMPLATE:

To use the Cannon/Death Ray Template, position it over the Board so that one corner of the firer's space (usually either a Flying Saucer or Carnival Cannon) can be seen through the small hole in the template. This should always be one of the leading-edge corners of the space (so that the template is not crossing its own space). The Template may be swivelled around and positioned at any angle desired by the firing player. Once they have it positioned exactly as they want, any space touched by the Template may be affected by it (depending on the card or ability being used). The only exception is that the space that the Template is being fired from is never considered to be touched by the Template.

The Cannon/Death Ray Template ignores all Walls and Fires, but may NOT be positioned so that it touches the grayed-out corner Blockers of the Big Top Tent (as nothing can cross these Blockers).



⁵⁵ Not completely clear in the original rules, the Invasion from Outer Space rulebook notes this on page 25.

⁵⁶ This seems like a strange ruling, but it is taken verbatim from Timber Peak (where the Fire rules were introduced).

11. FIGHTS

The term "Fight" is only used to refer to hand-to-hand combat with an enemy (not Ranged Attacks).

Every Fight is a one-on-one between a Hero, a Zombie and/or a Martian Pack (all the Martians in the space). During the Zombie Turn multiple Fights are assigned before fighting starts [see rule [II.1.1](#)].

Fight Sequence:

- 1) Roll Fight Dice [II.2](#)
- 2) All sides play cards and abilities [II.3](#)
- 3) The Fight is resolved and any Wounds taken [II.4](#)
- 4) Experience is awarded [II.5](#)



11.1 WHO HAS TO FIGHT?

When a Hero, Zombie or Martian end in the same space, they will need to Fight. This happens both in the Zombie

Turn, the Martian Turn and the Hero Turn (so it is possible that a model will have to Fight twice or more before they get to move again).

II.1.1 FIGHTS DURING ZOMBIE TURN

There are three possible cases during the Zombie Turn; there may be fights between Zombies and Heroes, Zombies and Martians or between all three factions [see rule [II.1.4](#)].

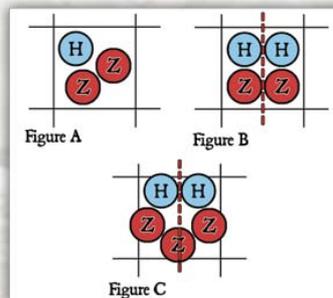
II.1.1.1 ZOMBIES VS HEROES: During the Zombie Turn, Heroes and Zombies in a single space are paired off as evenly as possible. If there is an uneven amount (or Zombies of different types⁵⁷), the Hero players choose which Heroes in the space will have to Fight the extra Zombie(s).

If there are more than one Hero in the same space with a single Zombie, the Heroes may choose which one of them has to Fight.

In the case that there are more than one Hero and more than one Zombie in the same space, they are paired off as evenly as possible. If uneven, it is the Hero's choice as to who has to fight more Zombies.

The Hero player(s) may always choose in what order fights take place.

In Figure A, the Hero has 2 Zombies in his space and so must fight each of them. In Figure B, there are 2 Zombies and 2 Heroes in the same space. Each Hero must fight one Zombie. In Figure C, there are 3 Zombies and 2 Heroes. Each Hero must fight one Zombie, and one of the Heroes must fight a second Zombie (the Heroes may choose who has to fight the second Zombie).



II.1.1.1 ZOMBIES VS MARTIANS: During the Zombie Turn, each Zombie will Fight a Martian Pack in its space individually. These models are NOT paired off in any way, but rather the entire Martian Pack always Fights as a single unit (part of their Pack Tactics). If there are more than one Zombie in the space, the Zombie player may choose in which order they Fight.⁵⁸

⁵⁷ It was not specified in the original rules who decided which Hero Fights which Zombie when multiple types are involved.

⁵⁸ This is not actually spelled out in the IFOS rules, but seems to be the intention based on the rules for a three faction fight.

II.1.2 FIGHTS DURING MARTIAN TURN

There are three possible cases during the Martian Turn; there may be fights between Martians and Heroes, Martians and Zombies or between all three factions [see rule II.1.4].

II.1.2.1 MARTIANS VS HEROES: In the Martian Turn, a Martian Pack will Fight EVERY Hero in its space individually. These models are NOT paired off in any way, but rather the entire Martian Pack always Fights as a single unit (part of their Pack Tactics). The larger the Martian Pack, the more dangerous it is to Fight. If there are more than one Hero in the space during the Martian's Fight Heroes Step, the Hero players may choose in which order they Fight.

II.1.2.2 MARTIANS VS ZOMBIES: During the Martian Turn, a Martian Pack will Fight EVERY Zombie in its space individually. These models are NOT paired off in any way, but rather the entire Martian Pack always Fights as a single unit (part of their Pack Tactics). If there are more than one Zombie in the space, the Martian player may choose in which order they Fight.⁹⁹



II.1.3 FIGHTS DURING HERO TURN

There are three possible cases during the Hero Turn; there may be fights between Heroes and Zombies, Heroes and Martians or between all three factions [see rule II.1.4].

II.1.3.1 HEROES VS ZOMBIES: During the Hero Turn, a Hero that ends in a space with one or more Zombies has to Fight EVERY Zombie in their space. This can be very dangerous, so Heroes may want to try and avoid moving into a space with more than one Zombie.

II.1.3.2 HEROES VS MARTIANS: During a Hero's Activation, that Hero must Fight the entire Martian Pack that is in his space during the Fight Martians Step.

II.1.4 FIGHTS BETWEEN THREE FACTIONS

If there is a Martian, Zombie and Hero in the same space during a Fight Step, the models whose turn it is will have to Fight each opponent sequentially. The player whose turn it

is may choose the order to resolve the Fights within a given space.

For example, say there is a space with 3 Zombies, a Full Martian Pack, and 2 Heroes. The Zombies would be paired off with the Heroes as normal for the Fights, but each Zombie would still need to Fight the Full Martian Pack.

11.2 ROLL FIGHT DICE

To Fight, both players roll a number of dice for their model involved as listed below. These are called Fight Dice. When rolling Fight Dice the players use their highest die roll to determine who wins. Zombies win on a tie.

- Heroes roll 2 Fight Dice
- A Hero or Martian in a space with one or more Radioactive Grave Dead (or Green Ooze remains) rolls one less Fight Die
- A Hero or Martian Fighting an Old Pitchfork Grave Weapon Zombie rolls one less Fight Die
- Every Hero or Martian within 2 spaces of a Stench of Death Grave Weapon Zombie rolls one less Fight Die
- Most Zombies roll 1 Fight Die
- Ravenous Grave Dead roll an extra Fight Die
- Machete, Rusty Axe and Sickle Grave Weapon Zombies roll an extra Fight Die
- Martians roll 1 Fight Die for each Martian Soldier currently in the Pack
- Martian Leaders roll 2 Fight Dice
- The Zard Beast rolls 3 Fight Dice
- Every model in a Forest Space rolls an extra Fight Die

The highest single die wins a Fight

A Hero rolls two Fight Dice

A Zombie rolls one Fight Die - they win on a tie
Martians roll 1 Fight Die for each Martian Soldier currently in the Pack

The number of Fight Dice a model rolls can never be reduced to less than one.

11.3 PLAY CARDS AND ABILITIES

Many cards and character abilities can be used during a Fight to add more Fight Dice, re-roll, etc.

Unless stated otherwise, cards and abilities may always be used after the Fight Dice have been rolled to change the outcome. This is especially useful for some Weapons that may be exhausted when used.

II.3.1 ZOMBIE FIGHT: CARDS

Some Zombie Cards are listed as Fight: in their game text. These cards are used by a Zombie during a fight to give them some sort of bonus. Zombies are however a fairly

⁹⁹ This is not actually spelled out in the IFOS rules, but seems to be the intention based on the rules for a three faction fight.

mindless bunch and have trouble holding more than one thought in their head at a time. Because of this:

Maximum ONE Zombie Fight: card per fight

II.3.2 MARTIAN FIGHT: CARDS

Some Martian Event cards are listed as Fight: in their game text. These cards may be used by a Martian Pack or Martian Champion during a Fight to gain a bonus. There is no limit to the number of these cards that may be played per Fight.

II.3.3 HERO COMBAT BONUS: CARDS

Many Hero Cards (usually weapons) have a Combat Bonus: as part of their game text. These cards may be used by the Hero during a Fight for the listed Combat Bonus: effect. A card's Combat Bonus: may only be used by the character that has the Item for a Fight that they are involved in.⁶⁰ Unless stated otherwise, a Combat Bonus: may only be used once per fight (you may however use more than one Combat Bonus:).

11.4 RESOLVING THE FIGHT

A Fight is only resolved after all players have decided not to use any more cards or abilities.

Once both players have chosen their highest Fight Die roll and are done using cards and abilities, the fight is resolved as follows.

When the Fight has been resolved, that particular Fight is over unless some card or ability forces the Fight to continue (like the *Machete Grave Weapon* or the *Relentless Feral Dead* may do).

II.4.1 RESOLVING HERO VS ZOMBIE

- If the **Zombie** wins (has a higher roll or is tied for highest), the Hero takes one **Wound** [see rule [II.6.1](#)]
- If the Hero has a higher roll, the **Zombie** is *Fended Off* and both the Hero and **Zombie** remain in the space, unaffected
- If the Hero has a higher roll and has rolled doubles on ANY of their Fight Dice (two 5's for instance), the **Zombie** takes one **Wound** (normally removing it from the Board) [see rule [II.6.5](#)]



Zombies are not hard to *Fend Off* as the Heroes usually get more dice, giving them a better chance to roll higher. But, it can be a challenge to kill a **Zombie** without the use of a weapon or ability.

*Example Fight - Billy is fighting a single **Zombie** and rolls a 3 and a 5 on his two Fight Dice. The **Zombie** rolls a 4 on its single Fight Die. Billy chooses the higher roll of 5 against the **Zombie's** roll of 4. Unless any other cards or abilities are used, the **Zombie** will be *Fended Off* and both models will remain in the space, unharmed.*



*Say in the Example above, Billy had a *Baseball Bat* allowing him to roll an extra Fight Die using its *Combat Bonus*. Seeing that he is already winning, Billy decides he wants to go for the kill. Rolling the extra Fight Die he rolls another 3. Success! The **Zombie** will now take a **Wound** and be removed as Billy has won the Fight using his roll of 5 and also having rolled the double 3's.*



II.4.2 RESOLVING HERO VS MARTIANS

- If the **Martian Pack** wins (has a higher roll), the Hero takes one **Wound** [see rule [II.6.1](#)]
- If the Hero wins (has a higher roll), one **Martian** in the space is **Wounded** (Hero's choice) [see rule [II.6.7](#)] and the Fight ends. A **Wound** is usually enough to remove a normal **Martian Soldier** from the Board
- If the Hero and the **Martians** Fight Dice rolls are tied, the Fight is a draw and neither side wins or loses. Note that the **Zard Beast** **Martian Champion** actually wins on a Tie.



If both sides have something that would let them win on a Tie, then it is returned to just being a Tie result.

II.4.3 RESOLVING ZOMBIES VS MARTIANS

- If the **Zombie** wins (has a higher roll or is tied for highest - unless their opponent would win on a Tie), one **Martian** in the space is **Wounded** [see rule [II.6.7](#)]
- If the **Martians** have a higher roll, the **Zombie** is *Fended Off* and both the **Martians** and **Zombie** remain in the space, unaffected



⁶⁰ This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/1739489#1739489>).

• If the Martians have a higher roll and has rolled doubles on ANY of their Fight Dice (two 5's for instance), the Zombie takes one Wound (normally removing it from the Board) [see rule 11.6.5]. Note that this means that a single Martian Soldier will not be able to Wound a Zombie.

11.5 EXPERIENCE

Generally Heroes, Zombies and Martians gain one Experience Token for each Wound they cause [see rules 13.4, 14.9 and 15.8].⁶¹



Heroes, Martians and Zombies gain one Experience Token for each Wound caused

No one gains Experience Tokens for indirect Wounds (Zombies moving into Fire markers for example) or self-inflicted Wounds (*Exertion* for example).

Zombies DO gain Experience Tokens for doing Wounds to a *Generator*, just as if it was a Hero.

11.6 WOUNDING AND HEALING

When models are Wounded they generally get a Wound Marker. For many Zombies, one Wound is enough to kill them.



11.6.1 WOUNDING HEROES

Anytime a Hero takes a Wound, place one Wound Marker on one of their empty Health boxes.

11.6.1.1 WOUNDS FROM CARRIER GRAVE DEAD:

Whenever a Carrier Grave Dead Wounds a Hero or Martian, roll a D6. On the roll of 5 or 6, the Hero or Martian is immediately turned into a Zombie/Zombie Hero [see rule 14.7]. This effect may be canceled as though it were a Zombie Card, even after the roll has been made.

11.6.2 INFECTED

Sometimes a card will call for an Infected marker to be placed on a Hero or Martian. This is not good for the Hero or Martian. It basically means that they have been infected by the Zombie plague. Place an Infected marker on that Hero or Martian. From now on, anytime the Hero or Martian takes a Wound, roll a D6. On the roll of 1 or 2, they take an additional Wound for being Infected. This is only triggered once per source of damage. Also, a Wound caused by the Infected marker DOES NOT trigger an additional roll.



So, for instance, if a Zombie were to play the *Vicious Attack* card during a Fight, doing 2 Wounds to a Hero that has an Infected marker on them, the Hero would only roll once to see if they take an additional Wound for the Infected marker.

Infected Heroes and Martians take additional Wound on a roll of 1 or 2

If Infected a second time Hero or Martian becomes a Zombie/Zombie Hero

11.6.2.1 DOUBLE INFECTION: If a Hero or Martian ever has 2 Infected markers at the same time, they immediately become a Zombie/Zombie Hero [see rule 14.7]. There are not many ways to remove an Infected marker, so once a Hero or Martian has one, their days are likely numbered!

11.6.2.2 GENERATORS AND INFECTED: A *Generator* [see rule 16.6.9] cannot be Infected.

11.6.3 KILLED HEROES

When their last Health box is filled, a Hero is killed.

Heroes killed by Zombies are turned into Zombie Heroes [see rules 13.10 and 14.7]

Heroes killed by Martians, *Exertion* [see rule 8.6.3] or an *Explosive* (in which case there is not enough left of them to become a Zombie Hero [see rule 9.5.6]) are NOT turned into Zombie Heroes.



If Martians kill a Hero, the Martian player gains an extra 2 Command Points in their following Command Step as a bonus for defeating a Hero character

11.6.3.1 DRAW NEW HERO: A Hero player whose character is killed (for any reason) gets to draw a new random Hero to control from the remaining unused Hero Character Sheets. Immediately place the model for the new Hero on the Board (as detailed in the Section - Placing New Heroes During the Game [see rule 13.11]).



11.6.4 HEALING

Sometimes a Hero or Martian Champion will be able to Heal a Wound. When this happens, just remove a Wound Marker from the Hero Character Sheet or Martian Champion Token. If the Hero or Martian Champion is allowed to Fully Heal, remove ALL Wound Markers from the Hero Character Sheet or Martian Champion Token.

⁶¹ There were no rules for giving Experience Tokens to Martians in the original IFOS rulebook. These rules were invented for the Complete Rulebook, but follow the general principles of gaining Experience in LNOE.

It is important to note that a model may not Heal during a Fight or Blast (such as a Ray Gun Attack). They may however Heal before or after a Fight or Blast attack. This can be important as a Hero does have the opportunity to use a card or ability to Heal after one Ray Gun Attack finishes, but before the next one is rolled.

II.6.5 WOUNDING ZOMBIES

When a Zombie takes a Wound, it is generally removed from the Board. If the Zombie can take several Wounds (like *Brainthirsty Grave Dead*, *Zombie Heroes* or *Champions*), place Wound Markers under the model (or on the Hero sheet in case of a *Zombie Hero*) until it is killed.

II.6.6 KILLED ZOMBIES

Killed standard Zombies are returned to the *Zombie Pool*, most other *Zombie* types (like *Grave Dead*, *Champions* and *Zombie Heroes*) are removed from the game when killed.

II.6.6.1 KILLED EXPLOSIVE GRAVE

WEAPONS: When an *Explosive Grave Weapon* is killed, it explodes. Any other *Zombies* in its space are Killed on the roll of 2+, any *Hero* or *Martian* there is Killed on the roll of 5+. Any model in an *Adjacent* space takes a *Wound* on the D6 roll of 5 or 6.



II.6.6.2 KILLED BLOOD SPRAY GRAVE

WEAPONS: If a *Blood Spray Grave Weapon* *Zombie* is killed while in the same space as a *Hero* or *Martian*, transfer the *Grave Weapon* card to that *Hero* or *Martian* (if more than one, *Zombie's* choice). Once transferred, the card counts as a *Remains in Play* *Zombie* Card. Next time that *Hero* or *Martian* takes a *Wound*, they are instead turned into a *Zombie/Zombie Hero/Zombie Martian* *Champion* [see rule 14.7].



II.6.6.3 KILLED RADIOACTIVE GRAVE

DEAD: When killed, instead of removing the *Radioactive Grave Dead* from the game, replace it with a *Green Ooze* marker to show that it has liquified.



II.6.7 WOUNDING MARTIANS

Martian Soldiers only have a single *Health Box* so anytime they take a *Wound*; they are simply removed from the *Board*

and returned to the *Martian Pool*. *Martian Champions* on the other hand have multiple *Health Boxes*.

II.6.8 KILLED MARTIANS

Martian Soldiers are simply removed from the *Board* and returned to the *Martian Pool* when killed. *Cloaked Martian Scouts* are single use and therefore removed from the game if killed. Anytime a *Martian Champion* takes a *Wound*, place a *Wound* marker in one of their *Health Boxes*. When the last *Health Box* is filled, the *Champion* is killed and removed from the *Board*. A killed *Martian Champion* MAY be *Called* again by the *Martian* player by simply using *Command Points* to pay for its cost again in future turns.

II.6.7.1 MARTIAN SOLDIERS KILLED BY ZOMBIES:

Martian Soldiers killed by a *Zombie* in a *Fight* are replaced with a *Zombie* from the *Pool* or from anywhere else on the *Board* (becoming a *Zombie Martian*).⁶² These new *Zombies* do NOT *Fight* in the same *Step* they entered play.

II.6.7.2 MARTIAN CHAMPIONS

KILLED BY ZOMBIES: *Martian Champions* killed by *Zombies* automatically become *Zombie Martian Champions* [see rule 14.7]. Use any spare model with a *Zombie Hero* Marker to represent the *Zombie Martian Champion* so that the original model can be *Called* again.⁶³



⁶² If you have the *Zombie Martian* models they can be used for this. Note that the *Pool* of *Standard Zombies* shouldn't be increased while turning *Martians* into *Zombies*.

⁶³ This rule was invented for the *Complete Rulebook*.

12. FIRE

Fires can be started throughout the game. Fires will damage both Heroes, Zombies and Martians and may spread to other locations. Fires may also ignite Gasoline Markers.

12.1 FIRE MARKERS

Fire markers have two sides, a New Fire side which is plain with the word Fire printed on it, and an existing Fire side that has a set of directional arrows (these arrows are used when the Fire Spreads as detailed below). It is generally best to rotate the Fire markers so that the "Fire" text on the marker lines up in the same orientation as the text on the Center board.⁶⁴ This helps to avoid confusion later when the Fires start to spread out in random directions.



12.1.1 FIRE MARKERS AND LINE OF SIGHT

Fire markers do NOT block Line of Sight and have no effect on Searching or Fighting in their space (though the models will still have to roll to take damage as noted below).

12.1.2 ONE FIRE MARKER PER SPACE

There may never be more than one Fire marker in a single space.

12.1.3 MAXIMUM NUMBER OF FIRES

There may never be more Fires on the Board at any time than there are Fire markers.⁶⁵ If all Fire markers are already on the Board and a New Fire needs to be placed, the player who started the New Fire may choose any existing Fire marker on the Board that has its directional arrows side up (not a New Fire) to remove. This marker is then used for the New Fire that needs to be placed. The Zombie or Martian player always chooses which Fire marker is removed if this occurs during the Fire Phase.

12.2 STARTING FIRES

When a Fire starts in a space, place a New Fire marker in that space (the side of the marker that does NOT have the directional arrows should be face-up to show that it is a New Fire). New Fires usually start during either the Hero,

Zombie or Martian Turns, or if existing Fires spread during the Fire Phase itself.

12.2.1 NO FIRE SPACES

Fires may not start or spread into a space with a Destroyed Building [see rule 12.4], the Antenna or the Old Truck. If a Gas Marker explodes in the space with the Old Truck, Fires will still spread out from that space.



12.3 DAMAGE FROM FIRES

Anytime a Fire starts in a model's or Crowd's space, or when a model or Crowd enters a space with a Fire, or ends their move in a space with a Fire, they must roll a D6. If it is a Hero, Crowd or a Martian, on the roll of 4, 5, or 6, they immediately take 1 Wound from that Fire. If it is a Zombie, they only take a Wound on the roll of 5 or 6 (on a

⁶⁴ This rule was changed since Fires can never spread diagonally when spreading randomly. The original text was "It is generally best to rotate these Fire markers so that the arrows on the marker line up to the same orientation as the Random Board Number Arrows on the Center Board", which would have meant that they always spread diagonally.

⁶⁵ The original rule limited this to eight Fires, but why not use all that are in the complete game?

4, part of them simply catches fire or burns off. They don't really notice).

A Fire Wounds a Hero, Crowd or Martian on 4+, a Zombie on 5+ and a Generator on 5+

After rolling to see if a Crowd is Wounded, the Crowd will automatically move one space in a Random direction.

So for example, if a Zombie or Martian Pack moved into a space with a Fire marker, it (or each Martian in the Pack) would have to roll to see if it is Wounded for moving into the Fire space, but also, if it survives, it would have to roll a second time for ending its move in the Fire space.

12.3.1 BURNING DOWN BUILDINGS

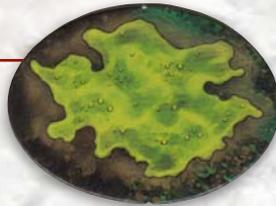
If there is ever a Fire marker in every space of a building, that building is immediately Destroyed in a fiery blaze and all of those Fires are removed from the Board. See the section on Destroyed Buildings below for details.

12.3.2 SINGLE-SPACE BUILDINGS

Unlike normal buildings, single-space buildings are NOT automatically destroyed if there is a Fire marker in every space (since there is only one space). Instead, during the Fire Phase, if a Fire in the single-space building ever rolls a 6 to Spread, the building is simply destroyed instead of the Fire spreading.

12.3.3 GREEN OOZE

If a fire starts in, or spreads to, the same space as a Green Ooze marker, remove the Green Ooze.



12.4 DESTROYED BUILDINGS

Sometimes an entire building will be Destroyed. When this happens, place one of the large circular counter (Lights Out / Taken Over / Cone of Light / Crowd) face down in the building to show that it is Destroyed. No models or Crowds may enter a Destroyed building.

12.4.1 EFFECT ON HEROES

Any Heroes already there are immediately pushed to an Adjacent space of their choice that is not inside a Destroyed building (if there are none, the Hero is pushed two spaces to get out).

12.4.2 EFFECT ON CROWDS

Any Crowds already there are immediately pushed to an Adjacent space of their choice that is not inside a Destroyed building (if there are none, the Crowd is pushed two spaces to get out).

12.4.3 EFFECT ON ZOMBIES

Any Zombie in a building when it is Destroyed is automatically crushed (Killed). Surviving Zombies are moved by their controller to an Adjacent space that is not in the building (or two spaces if needed).⁶⁶

12.4.4 EFFECT ON MARTIANS

Any Martians already there are immediately pushed to an Adjacent space of their choice that is not inside a Destroyed building (if there are none, the Martian is pushed two spaces to get out).

12.4.5 OTHER EFFECTS

If the building Destroyed had any cards or Fires played on it, they are discarded. If the building was part of an objective or has a Number Counter [see rule 16.6.8] on it, roll a new Random Building for that objective or Number Counter. Fires may not start or spread into a Destroyed building.



⁶⁶ Moving surviving Zombies is a rule added in the Complete Rulebook to cover cases where Zombies can cancel Wounds.

13. HEROES

There are two groups of Heroes; the Small Town Heroes and the Carnival Heroes. Generally the two groups follow the same rules and are collectively referred to as "Heroes". In a few cases they have slightly different abilities as described below.

13.1 HERO SPECIAL RULES

All Heroes have Special Rules and Talents listed on their Character Sheets. These Special Rules and Talents can only be used involving the character themselves unless specifically stated in the Special Rule or Talent description.⁶⁷

13.1.1 SMALL TOWN HEROES VS. MARTIANS

Any Small Town Hero Special Rules using the word "Zombie" works the same against Martian opponents.⁶⁸

Regardless of the board set/Hero deck being used, anytime the LNOE Small Town Heroes are in the same game as Martians, they automatically get the *Hero Starting Cards* (1) [see rule 16.3.3] Special Rule in addition to any other rules they would use based on the Scenario being played. If the Scenario already uses Hero Starting Cards, this is in addition.

13.1.2 CARNIVAL HEROES VS. ZOMBIES

Any Carnival Hero Special Rules using the word "Martian" works the same against Zombie opponents.⁶⁹

13.2 AGILITY

Each Carnival Hero has an Agility listed on their Character Sheet.

The Agility value of Small Town Heroes is based on the starting number of Health Boxes (+) that a Hero Character has.

For example, Johnny the High School Quarterback has 2 Health Boxes so his Agility value is 2+ whereas Sam the Diner Cook has 4 Health Boxes so his Agility value is 4+.

Agility is used by Heroes mainly to Dodge Ray Gun Blasts [see rule 10.2.2] and move through Pinch Points [see rule 3.3.II].

⁶⁷ This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/5638359#5638359>).

⁶⁸ This rule was invented for the Complete Rulebook.

⁶⁹ This rule was invented for the Complete Rulebook.

⁷⁰ This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/5638357#5638357>).

13.3 POWER TOKENS AND TALENTS

Power Tokens are a resource that the Carnival Heroes have and must spend to use their most powerful abilities. Each Carnival Hero has one ability listed on their Character Sheet that requires spending a Power Token to use. These character abilities are called Talents.



When a Hero spends a Power Token to use a card or ability, simply remove that token from their Character Sheet and return it to the counter pool.

Heroes CAN spend multiple Power Tokens in the same turn. For example, Jojo can pump up one of his Fight Dice with multiple Power Tokens (+1, +2, etc) as long as he has the Tokens to spend.⁷⁰

13.3.1 GAINING POWER TOKENS

Each Carnival Hero starts the game with 1 Power Token. Each Carnival Hero also gets to roll a Green die at the start of each of their Move Actions to see if they gain an additional Power Token this turn (on the roll of 5 or 6).

A Hero may never have more than 3 Power Tokens at one time



13.3.2 SMALL TOWN HEROES AND POWER TOKENS

When using LNOE Small Town Heroes on the Carnival boards, occasionally they will get Power Tokens (through card effects or game board Pick Ups etc). Normally only the IFOS Carnival Heroes can get and use Power Tokens, but if a Small Town Hero finds themselves with one or more Power Tokens, they may be used for any card or Board abilities as normal (such as drawing cards in the Big Top Tent). Alternatively, the Small Town Hero may use a Power Token to Re-roll any Move roll, To Hit roll with a Ranged

Attack, or a single Fight Die the Hero just rolled in a Fight. Note that the Small Town Heroes do NOT start with a Power Token and are still limited to no more than 3 Power Tokens on a Hero at one time.



13.4 HERO EXPERIENCE

The Experience system allows the Heroes to gain experience during a game (marked by Experience Tokens) and get Upgrades along the way.



13.4.1 GAINING EXPERIENCE

A Hero gains 1 Experience Token any time they do a Wound to a Zombie or a Martian. Place an Experience Token on that Hero's Character Sheet.

There is no limit to the number of Experience Tokens a Hero may gain during a Turn, and no limit on how many they can have at a time.

A Hero gains 1 Experience Token any time they do a Wound to a Zombie or a Martian

13.4.2 PREVENTED WOUNDS

Wounds that are prevented, in any way, cancel any Experience Token that the Hero would have gained.

13.4.3 INDIRECT WOUNDS

Note that no Experience Tokens are gained by an individual Hero for Wounds done indirectly to Zombies or Martians (using cards such as *Miles, the Blast Miner* or if a Zombie moves itself into a Fire marker).

⁷¹ These are the official rules that replace the previous method for getting Experience on the original version of the Advanced Abilities Rule sheet (it was originally that Heroes could only collect up to 1 Experience Token per Turn - this was to slow down the system a bit when there were fewer Upgrades to be had, and when there weren't other normal Hero cards to support the system). The Heroes in *Timber Peak* and *Blood in the Forest* do not have Advanced Abilities yet.

13.5 HERO UPGRADES

A Hero may spend their Experience Tokens at any time to gain a Hero Upgrade. Hero Upgrades cost 3 Experience Tokens plus an extra 1 Experience Token for each Upgrade (and Advanced Ability) the Hero already currently has.

So if Alice already has 2 Hero Upgrades, her third Hero Upgrade would cost her a total of 5 Experience Tokens (3 + 1 + 1).

13.5.1 CHOOSING UPGRADES

The Hero removes the spent Experience from their Character Sheet and chooses which Hero Upgrade deck they want to draw from - Melee, Ranged, or Special (or the Advanced Ability). Draw the top card from the selected deck and place it face up on the table next to the Hero's Character Sheet. The Hero now has the ability listed on that Upgrade card in addition to the abilities they already have.

13.5.2 UPGRADES ARE NOT HERO CARDS

Hero Upgrades (and Advanced Abilities) are NOT considered Hero Cards and may not be affected or canceled as such.

13.6 HERO UPGRADE BOOSTS

Every Hero Upgrade card has a Boost effect listed at the bottom with an Experience Token cost. The Hero may pay the listed Experience Token cost at any time to instantly activate the Boost effect for that Upgrade. Place a Boost marker (the back side of the Experience Token) over the cost to show that it has been permanently activated.



13.6.1 DOUBLE UPGRADES

In addition, if a Hero ever has two of the exact same Hero Upgrade card, it automatically counts as though the Boost effect has been activated. This also occurs if a Hero gets a Hero Upgrade that has the exact same name of a character ability that they already have.

For instance, if *Jake Cartwright* gets the *Resourceful Hero Upgrade* card, he already has the ability called *Resourceful*, so the Upgrade's Boost effect is automatically activated.

13.7 ADVANCED ABILITIES

The Advanced Abilities are a special type of upgrade that can be purchased with Experience Tokens.⁷¹

13.7.I HERO ADVANCED ABILITIES

A Hero's Advanced Ability works just like a normal Hero Upgrade - get enough Experience Tokens to get an Upgrade and you can choose to take a Random card from the top of an Upgrade deck (Melee, Ranged, or Special), or you can take the Hero's unique Advanced Ability that is only available to them. Hero Advanced Ability cards count exactly like Hero Upgrades in every way (other than that they are unique to a specific Hero).

Hero Upgrades and Advanced Abilities cost 3 Experience plus an extra 1 for each Upgrade already purchased

13.8 EXPERIENCE TOKENS AND OTHER ABILITIES

Some abilities or cards require the Hero to spend Experience Tokens to use. How many Experience Tokens they cost and when they can be used will be noted on the individual card or ability.

13.9 DEATH OF A HERO

When a Hero is killed, they are either removed from the Board and will take no further part in the game or turned into a Zombie Hero. The Hero player that controlled the killed character may immediately draw a new random Hero from the unused Hero Character Sheets to enter play [see rule 13.II].

Any Items a killed Hero had are immediately discarded. Any Event cards the player has in hand are unaffected.

13.10 ZOMBIE HEROES

When a player's Hero character is killed by Zombies, the Zombie player takes control of that Hero's Character Sheet and the character is turned into a Zombie Hero [see rule 14.7]. Do the following:

- Discard any Items the Hero had (in some special cases a marker is placed to indicate a dropped Item, usually by scenario rules such as in the *All Hallows Eve*, *All Hallows Eve II: The Ritual*, *"We've Got to Go Back!"* and *Radio for Help* scenarios)
- Discard any other cards that Remain in Play on the Hero (any Event cards the player has in hand are unaffected)
- Remove any previous Wound markers from the Character Sheet
- Place a Zombie Hero Marker under the playing piece to remind everyone that the model is now a filthy Zombie



- Hand the Character Sheet to the Zombie player
- The player gets to draw a new Hero [see rule 13.II]

13.11 PLACING NEW HEROES DURING THE GAME

Occasionally a Hero player will get to draw a new random Hero Character to enter play during the game in progress. A new Hero comes into play with anything they would normally start the game with (based on abilities or Scenario Special Rules). New Carnival Heroes enter play with 1 Power Token as normal.

13.II.1 NEW HERO START LOCATION

When a new Hero enters play mid-game (or when the Hero's Start: Location is not on the Board at game start [see rule 5.6.6]), they do NOT use the new Hero's Start: Location, but rather have the choice to either enter play in the center space of the Center of Town board (or Forest Center) with a free bonus Hero Card, or in any space of a Random Building (without a bonus Hero Card).

If the Manor House is being used the new Hero may start anywhere in the Manor House with a free bonus Hero Card.

If the Radio Station Center board is in play, they may instead start in any space of the Radio Station buildings, but do not get a bonus free Hero Card.

New Heroes start in the center space or in a Random Building

13.II.2 SCENARIO SEARCH CARDS

If a Hero gets a Scenario Search Card or any card that lets them take a Scenario Search Card from the deck (such as *Just What I Needed*) for their bonus free Hero Card, they must re-draw and return that card to the deck and re-shuffle.

13.II.3 NO STEP PARTICIPATION

A Hero entering play mid-game like this does not participate in the current Step of the Turn. Once the current Step is over though, the new Hero fully participates in every way from that point forward. They may even be activated this Turn if it is currently the Hero Turn.

For example, if a Hero is killed during the Zombie's Fight Heroes Step, the new Hero that enters play does not need to Fight any Zombies during the current Zombie Turn.

As another example, if a Hero is killed during the Martian Ray Gun Attack Step, the new Hero that enters play may not be the hit by any Ray Gun Blasts this turn. They would however, need to Fight any Martians in their space during the Martian Fight Step that comes next.

14. ZOMBIES

The following rules describe the abilities of the different Zombie types and how they are brought into play.

14.1 ZOMBIES IN ALTERNATE SETTINGS

14.1.1 ZOMBIES VS. CARNIVAL HEROES OR MARTIANS

Regardless of the board set/Hero deck being used, anytime that Zombies are in the same game as Carnival Heroes or Martians, they automatically get the *Zombies Auto Spawn* Special Rule [see rule 16.4.10].

Also note that Zombies may move through Walls as normal (including Hard Walls), but may not move directly through the Big Top Tent corner Blockers.

14.2 SPAWNING ZOMBIES

To Spawn Zombies the Zombie player rolls a D6 and collects that many Spawn Points. The Spawn Points may then be used toward the following:

- Spawning standard Zombies
- Spawning Grave Dead
- Spawning Zombie Champions
- Assigning Grave Weapons to Zombies

If there aren't any more Zombies available in the Zombie Pools, no more Zombies can be Spawned.⁷²

Spawn Points have to be used when gained, they cannot be accumulated from Round to Round (except for those on the Zombie Champion Reference Cards [see rule 14.5.1]).

As they are Spawned, new Zombies are placed on the Spawning Pits [see rule 14.8].

14.2.1 ZOMBIES AT THE CARNIVAL

If the Carnival board set is in use with Zombies, place a Spawning Pit marker on each Landing Site Start Spot.⁷³

14.3 STANDARD ZOMBIES

Standard Zombies come from the Zombie Pool (normally consisting of 14 models).

14.3.1 STANDARD ZOMBIE SPAWN COST

Each standard Zombie costs one Spawn Point.

Each standard Zombie costs one Spawn Point

14.3.2 RETURN TO ZOMBIE POOL

Standard Zombies are returned to the Zombie Pool when killed.

14.3.3 STANDARD ZOMBIE ABILITIES

Standard Zombies can move one space and take one Wound.

14.4 ZOMBIE GRAVE DEAD

The Grave Dead Zombies are a limited supply (7 models) of specialty Zombies. Grave Dead may only be brought into play when Spawning New Zombies or when placing your starting Zombies at the beginning of the game. Grave Dead may NOT be placed with cards that do not actually "Spawn" (such as "My God, They've Taken the..." or *Surprise Attack*). Grave Dead do count toward the number of Zombies you have on the Board when rolling to Spawn.



14.4.1 GRAVE DEAD SPAWN COST

The Grave Dead Zombies cost two Spawn Points each.

Each Grave Dead Zombie costs two Spawn Points

14.4.2 GRAVE DEAD ONE USE

When Grave Dead are killed, they are removed from the game. They are NOT returned to the Grave Dead Pool. Each Grave Dead model is ONE USE ONLY.

14.4.3 GRAVE DEAD ABILITIES

Grave Dead have a dangerous ability rolled for at the start of the game [see rule 5.7.2].

Grave Dead Abilities	
D36	Ability
11-15	Very Rotten
16-24	Braintirsty
25-33	Freshly Dead
34-42	Ravenous
43-51	Pack Mentality
52-56	Carrier
61-65	Radioactive
66	Re-roll

14.4.3.1 VERY ROTTEN: Very Rotten Grave Dead may ignore any Wound on the roll of 4+ (except from an Explosive)

⁷² This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/1705732#1705732>).

⁷³ This rule is actually not in the official rules, but seems necessary.

14.4.3.2 BRAINTHIRSTY: Brainthirsty Grave Dead have 2 Health Boxes. When a Grave Dead takes a Wound, place a Wound Marker under their base to show that they have taken damage

14.4.3.3 FRESHLY DEAD: Freshly Dead Grave Dead move D3 spaces instead of just 1

14.4.3.4 RAVENOUS: Ravenous Grave Dead roll an extra Fight Die

14.4.3.5 PACK MENTALITY: Pack Mentality Grave Dead may be spawned into any space that already has at least one Zombie

14.4.3.6 CARRIER: Whenever a Carrier Grave Dead Wounds a Hero or Martian, roll a D6. On the roll of 5 or 6, the Hero or Martian is immediately turned into a Zombie/Zombie Hero [see rule 14.7] (the Hero player may draw a new Hero). This effect may be canceled as though it were a Zombie Card, even after the roll has been made

14.4.3.7 RADIOACTIVE: Any Hero or Martian in a space with one or more Radioactive Grave Dead (or their Green Ooze remains) rolls one less Fight Dice than normal (minimum of one).

When killed, instead of removing the Radioactive Grave Dead from the game, replace it with a Green Ooze marker to show that it has liquified. Any Hero with a Fire Item that ends their move in the same space as a Green Ooze may burn it to destroy it. A Hero may only burn one Green Ooze per Turn. If a fire starts in, or spreads to, the same space as a Green Ooze marker, remove the Green Ooze.



14.5 ZOMBIE CHAMPIONS

Zombie Champions are specialized Zombies that are more powerful than your average brain-thirsty Zombie and are Spawned onto the Board using Experience Tokens. There are two types of Zombie Champion - the savage Feral Dead and the Massive Zombie Behemoth. Each of these types of Champion has a reference card that notes their Spawn Cost, move, Fight Dice, Health Boxes and abilities.

14.5.1 ZOMBIE CHAMPION SPAWN COST

Each Zombie Champion has Spawn Cost that requires not only Spawn Points, but also Experience Tokens.

Spawning Zombie Champions costs both Spawn Points and Experience Tokens

14.5.1.1 USING SPAWN TOKENS: Anytime you are Spawning Zombies you have the additional option to place Spawn Point Tokens onto one or more of your Zombie Champion reference cards. These Spawn Tokens

stay on the Zombie Champion Reference Card until that Zombie Champion enters play. You may never have more Spawn Tokens on a Zombie Champion reference Card than the Spawn Cost of that Champion (in other words, you may not pre-build multiples of the same Zombie Champion type).

14.5.1.2 SPAWNING CHAMPIONS: Anytime you are Spawning Zombies, you may also choose any Zombie Champions that have Spawn Tokens on them equal to their cost and pay the listed amount of Experience Tokens to place them on a Zombie Spawning Pit. This must follow the normal rules and restrictions for Spawned Zombie placement [see rule 14.8]. When a Zombie Champion is Spawned, remove any Spawn Tokens that were on its Reference Card. Zombie Champions may have Spawn Tokens assigned to them and be brought into play on the same Turn (assuming the full cost has been paid).

14.5.1.3 NUMBER OF CHAMPIONS IN PLAY: Note that you may have any number of Zombie Champions in play at once (limited by the number available in the Zombie Champion Pool of course), in addition to your standard Zombies, Zombie Heroes etc, even multiple copies of the same type of Zombie Champion.

14.5.2 ZOMBIE CHAMPION ONE USE

When a Zombie Champion is killed and removed from the Board, it is also removed from the game. Each Zombie Champion is ONE USE per game.

14.5.3 ZOMBIE CHAMPION ABILITIES

Zombie Champions have the following abilities:

14.5.3.1 ZOMBIE BEHEMOTHS: Zombie Behemoths are perhaps the most brutal Zombies around, monstrously tall Lumber Jacks that drag their still-running chainsaw along behind them, swinging them wildly as they smash all that stand in their way. Behemoths move D3 spaces and roll two Fight Dice. The *Chainsaw* ability can rip Heroes or Martians apart as the Behemoth does one extra Wound for each natural 6 they roll on their Fight Dice (assuming the Behemoth wins the Fight). Behemoths have 3 Health Boxes and are *Tough* (ignore any Wound on a roll of 4+).

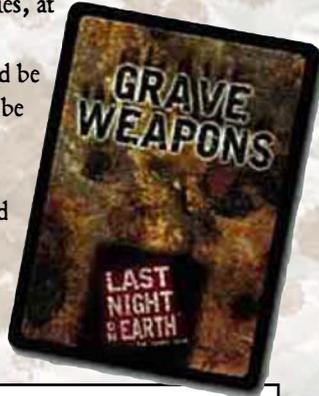


14.5.3.2 FERAL DEAD: Feral Dead are Zombies that have been out in the woods for days, starving for the flesh of the living. This has made them particularly vicious. Feral Dead move 2 spaces. They have the *Relentless* ability, forcing any Hero or Martian they beat in a Fight to immediately Fight them again. This continues until the Feral Dead loses a Fight or until the Hero or Martian is killed.



14.6 GRAVE WEAPONS

Whenever Spawning new Zombies, at a cost of 2 Spawn Points each, a Zombie on the Board may instead be given a Grave Weapon. This can be done multiple times if you have enough Spawn Points. Note that this does NOT count when a card tells you to "place" Zombies on the Board, only when actually Spawning new Zombies.



Assigning a Grave Weapon costs two Spawn Points

14.6.1 ELIGIBLE ZOMBIES

Any standard Zombie, Grave Dead, Zombie Hero or Zombie Martian Champion may be given a Grave Weapon, but Zombie Champions may not.⁷⁴ No Zombie may have more than one Grave Weapon assigned to them.

14.6.2 ASSIGNING A GRAVE WEAPON

To give a Zombie a Grave Weapon, draw a card from the Grave Weapons deck and then choose any Zombie on the Board that is on a Spawning Pit or that is NOT in the same or Adjacent space as a Hero or Martian and replace the model with the corresponding Grave Weapon model (or add a Grave Weapon marker).⁷⁵ Place the Grave Weapon card face up on the table to show that it is active and for reference and place the removed Zombie model (if any) on that card (this ensures that the Zombie Pool is not enlarged by adding Grave Weapon models). When the Grave Weapon Zombie is killed and removed from the Board, return the Zombie model from the card to its Pool.

A Grave Weapon can be assigned to a Zombie on a Spawning Pit or one that is NOT in the same or Adjacent space to a Hero or Martian

14.6.2.1 You may assign a Grave Weapon to a Zombie that has just been Spawning in the same Step.

14.6.2.2 If a Zombie already has a Grave Weapon, you may not assign another to them.

14.6.2.3 There may not be more than 8 Grave Weapons total on the Board at a time.

14.6.2.4 Generators [see rule 16.6.9] do NOT prevent a Zombie from having a Grave Weapon Spawning onto them (like nearby Heroes or Martians do).

14.6.3 EFFECTS OF GRAVE WEAPONS

The various Grave Weapon effects are summarized below:

14.6.3.1 BARBED WIRE: The Zombie is tangled in barbed wire. If a Hero or Martian rolls a 1 on any of their Fight Dice while in a Fight with the Zombie, that Hero or Martian instantly loses the Fight.



14.6.3.2 BLOATED BODY: Any time the Zombie would take a Wound, roll a D6. On the roll of 3+, prevent that Wound. This cannot prevent Wounds done by an Explosive.



14.6.3.3 BLOOD SPRAY: If this Zombie is killed while in the same space as a Hero or Martian, transfer the Grave Weapon card to that Hero or Martian (if more than one, Zombie's choice). Once transferred, the card counts as a Remains in Play Zombie Card. Next time that Hero or Martian takes a Wound, they are instead turned into a Zombie/Zombie Hero/Zombie Martian Champion.



14.6.3.4 CRAWLING TORSO: The Zombie may now move 2 spaces instead of its normal move. Also, Heroes or Martians in the same space as the Zombie must roll a 4 or higher for movement to be able to move away.



14.6.3.5 EXPLOSIVE: At the end of each Zombie Turn (except the Turn when the Explosive Zombie is assigned), roll a D6. On the roll of 6, the Zombie explodes. If the Zombie is killed it also explodes. Any other Zombies in its space when it explodes are Killed on the roll of 2+, any Hero or Martian there is Killed on



⁷⁴ Although not specifically mentioned in the original rules, it seems prudent not to allow Grave Weapons on Zombie Champions.

⁷⁵ For some Grave Weapons (Blood Spray, Explosive, Recently Dead and Stench of Death) there are no models.

the roll of 5+. Any model in an Adjacent space takes a Wound on the D6 roll of 5 or 6.

14.6.3.6 MACHETE: The Zombie rolls an extra Fight Die. In addition, if the Zombie has doubles on any of its Fight Dice, the Hero or Martian must Fight this Zombie again after the current Fight is Resolved (unless the Zombie is killed).



14.6.3.7 OLD PITCHFORK: Any Hero or Martian Fighting the Zombie rolls one less Fight Die than normal.



14.6.3.8 RECENTLY DEAD: The Zombie may move D3+1 spaces instead of their normal move.



14.6.3.9 RUSTY AX: The Zombie rolls an extra Fight Die. In addition, before Fight Dice are rolled, the Zombie player may choose one of a Hero's Hand Weapons that they may not use during this Fight.



14.6.3.10 SICKLE: The Zombie rolls an extra Fight Die. In addition, once per Fight, the Zombie may force the Hero or Martian to re-roll one of their Fight Dice.



14.6.3.11 STENCH OF DEATH: Every Hero or Martian within 2 spaces of the Zombie rolls one less Fight Die than normal (minimum of 1).



14.7 ZOMBIE HEROES/MARTIANS

When Heroes or Martian Champions are killed by Zombies they become Zombie Heroes or Zombie Martian Champions.

14.7.1 ZOMBIE HEROES

Zombie Heroes work just like normal Zombies with the following exceptions:

- Zombie Heroes move D3 spaces instead of just one
- Zombie Heroes have multiple Health boxes (equal to what the Hero had when they were alive). Anytime a Zombie Hero takes a Hit, they place one Wound marker in one of their empty Health boxes. Just like a living Hero, when



the last Health box is filled, the Zombie Hero is killed and removed from the game (Zombie Heroes are never placed in the Zombie Pool)

- Note that Zombie Heroes do NOT retain any of the Hero's special abilities and are never considered to be a Hero in any way

14.7.2 ZOMBIE MARTIAN CHAMPIONS

Zombie Martian Champions lose all Special Rules, but have the same number of Health Boxes and move D3 spaces – just like Zombie Heroes – they do retain their original number of Fight Dice though.

14.7.3 KILLED ZOMBIE HERO/MARTIAN CHAMPION

If a card used on a Zombie Hero/Martian Champion says that the Zombie is Killed, automatically fill all of their remaining Health boxes with Wound markers.

14.7.4 COUNTING ZOMBIE HEROES/MARTIAN CHAMPIONS

Zombie Heroes/Martian Champions DO count when determining how many Zombies there are on the Board.

14.8 PLACING ZOMBIES ON SPAWN PITS

Newly Spawned Zombies are taken from the Zombie Pool(s) and placed onto the Board at the Zombie Spawning Pits.



14.8.1 PLACEMENT LIMITATIONS

When placing new Zombies, they must be divided as evenly as possible amongst all of the red Zombie Spawning Pits on the Board.

14.8.1.1 DIFFERENT SPAWNING ACTIONS: Zombies only have to be evenly distributed within each action of placing new Zombies. Spawning new Zombies at the end of the Turn is one action, and placing new Zombies with a card is another action, so they may double up before necessarily putting a Zombie on each pit.

14.8.1.2 OPTIONAL SPAWNING PITS: Zombies may be doubled up on red Spawning Pits before Spawning on the Optional yellow Spawn Pits. Note that you may NOT double up Zombies on a yellow Spawn Pit until every other Spawning Pit (red and yellow) has at least one Zombie on it.

14.8.2 PLACING PACK MENTALITY GRAVE DEAD

Newly Spawned Pack Mentality Grave Dead may be placed into any space that already has at least one Zombie in addition to placing them in the ordinary Spawning Pits.

14.9 ZOMBIE EXPERIENCE

The Experience system allows the Zombies to gain experience during a game (marked by Experience Tokens) and get Upgrades along the way.



14.9.1 GAINING EXPERIENCE

The Zombies gain 1 Experience Token any time they do a Wound to a Hero, Generator, Ally, Townsfolk, Crowd or Martian. Zombies do not gain Experience individually like Heroes, but rather have a collective total for the entire Zombie horde. Place Experience Tokens that the Zombies collect in a pile near the Zombie player.

There is no limit to the number of Experience Tokens the Zombies may gain during a Turn, and no limit on how many they can have at a time.

The Zombies gain 1 Experience Token any time they do a Wound to an opponent

14.9.2 PREVENTED WOUNDS

Wounds that are prevented, in any way, cancel any Experience Token that the Zombies would have gained.

14.9.3 INDIRECT WOUNDS

Note that no Experience Tokens are gained by the Zombies for Heroes or Martians doing Wounds to themselves (such as blowing themselves up with an Explosive, Exerting to build a Barricade or using an ability that requires taking a Wound).



14.10 ZOMBIE UPGRADES

The Zombies may spend their Experience Tokens at any time to gain a Zombie Upgrade. This doesn't represent the Zombies "learning" so much as it is them getting more aggressive as they smell fresh blood (this is why most of the Zombie Upgrades are marked as One Use Only). These Zombie Upgrades are shared by the entire Zombie team (not just for one Zombie or one Zombie player).

Zombie Upgrades cost 3 Experience Tokens each.

Note that there is no additional cost for existing Upgrades that the Zombies already have in play like there is with Hero Upgrades.

14.10.1 ONE USE ONLY

Most Zombie Upgrades are marked at the bottom as One Use Only. The Zombie player(s) may use the effect of these Upgrades at any time (unless specified otherwise on the card), and then that One Use Only Upgrade is discarded.

14.10.2 UPGRADES ARE NOT ZOMBIE CARDS

Just like Hero Upgrades, Zombie Upgrades are NOT considered Zombie cards and may not be affected or canceled as such.

14.11 ADVANCED ABILITIES

The Advanced Abilities are a special type of upgrade that can be purchased with Experience Tokens.⁷⁶

14.11.1 ZOMBIE ADVANCED ABILITIES

Zombie Advanced Abilities are slightly different than normal Zombie Upgrades in that they are stronger, permanent bonuses and so cost 5 Experience Tokens each (instead of the normal 3). Draw randomly from the Zombie Advanced Abilities cards.

Zombie Upgrades cost 3 Experience and Advanced Abilities cost 5 Experience

14.12 EXPERIENCE TOKENS AND OTHER ABILITIES

Some abilities or cards require the Zombies to spend Experience Tokens to use. How many Experience Tokens they cost and when they can be used will be noted on the individual card or ability.

⁷⁶ These are the official rules that replace the previous method for getting Experience on the original version of the Advanced Abilities Rule sheet (it was originally that Zombies only got an Advanced Ability by killing a Hero - this was to slow down the system a bit when there were fewer Upgrades to be had, and when there weren't other normal Zombie cards to support the system).

15. MARTIANS

The following rules describe the unique Martian Command Console as well as the abilities of the different Martian types and how they are brought into play.

15.1 MARTIAN COMMAND CONSOLE

During the Command Step, the Martian player uses the Command Console to manage the invasion. The Console has several buttons on it that control various aspects of the Martian attack force. Each of these buttons has a Command Point cost listed in a green circle.



At the start of each Command Step, the Martian player gets 2 Command Points to spend for the turn

The Martian may also have 2 or more extra Command Points for killed Heroes [see rule 11.6.3] and may buy additional Command Points for 3 Experience Tokens each [see rule 15.9].

These Command Points are placed on the buttons of the Console to show what the player is utilizing this turn. Command Points may be spent one at a time (resolving each before spending the next), and may be used for the same button more than once. Any Command Points that are not spent are lost at the end of the Command Step. Note that any Command Points spent on Build Martian Tech or Call Martian Champion flow through to be placed directly on the individual Tech card or Champion Token.



The buttons on the Martian Command Console have the following effects:

15.1.1 DRAW 1 MARTIAN CARD

The player draws 1 new Martian Card from the top of the Martian deck. Note that this button may not be used if the player already has a full hand of cards.

15.1.2 MOVE A SAUCER UP TO 2 SPACES

As noted earlier, the Martian Landing Sites actually represent Flying Saucers hovering over the battlefield. Command Points may be spent to move these Landing Sites around the Board. This has no effect on models that are in the Landing Site space. Landing Sites generally ignore all models, walls, Fires, etc while moving and can move up to 2 spaces for each Command Point spent. The only things that a Landing Site may not cross during this move are the grayed out corner Blockers of the Big Top Tent [see rule 3.2.5].

It is important to note that you may never have more than one Landing Site (Flying Saucer) in the same space at a time. They may move through a space with one another, but they may not end their move in the same space.

Note that the terms Flying Saucer and Landing Site are interchangeable as they represent the same thing



15.1.3 IMMEDIATE REINFORCEMENT - 3 MARTIANS

The player immediately places up to 3 Martians from their Martian Pool at any one Landing Site on the Board. These Martians may move and fight normally this turn. Note that this is the only button on the Console that costs 2 Command Points to use.



15.1.4 BUILD MARTIAN TECH

Some Martian Cards are listed as keyword Tech and have a Command Point cost right on the card (in the same green circle as those on the Console). Unlike Martian Events, these Martian Tech cards require Command Points to build and use and so may only be played during the Command Step.

15.1.4.1 PLAYING MARTIAN TECH CARDS: To play a Martian Tech card, put it face down on the table next to the Console and place at least one Command Point on it (using the Build Martian Tech button). Once there are Command Points on the Tech equal to or higher than the cost printed on the card, it may be revealed by the Martian player during the Command Step to bring it fully into play (face up on the table next to the Console. All Command Points used to build it are then returned to the counter pool). The Martian player may look at these face-down Tech cards at any time, but these cards have no game affect until they are completely built.

Martian Tech cards that are on the table like this do NOT count as being part of the player's hand of cards, regardless of whether they are face-up or face-down.

Note that many of the Martian Tech cards have a Command Point cost higher than 2 and so will likely take multiple turns to build. Any Command Points on a face down Tech card remain from turn to turn, and can be added to over time. There is no limit to the number of face down Tech cards the Martian player has, or to the number of Command Points placed on those cards to build them. When revealed to be complete during a Command Step, all Command Points on the card are removed.

15.1.4.2 USING MARTIAN TECH CARDS: For Martian Tech that requires Command Points to use, you are allowed to stack them on the card just as though you were building it. In this way, the ability of cards like the *Qua'to Duplicator* can be paid for over multiple turns.⁷⁷

Martian Tech cards that must be discarded to use such as Death Ray, may only be discarded in this way during a Command Step

15.1.5 CALL MARTIAN CHAMPION

Calling a Martian Champion works just like Building Martian Tech, except that the Champions are always available to Call (you do not need to wait to draw a specific card). Martian Champions have their Command Point cost printed on their Martian Champion Token (in the same green circle). When Command Points are spent to Call a Champion, they are placed on that Champion's Token. While a Champion is in play, no Command Points may be spent to Call it (it may not be pre-built again just in case it is killed).

When a Martian Champion is Called (their Command Point Cost has been fully paid) they are immediately placed on the Board at a Landing Site (during the Command Step) and may move and attack normally this turn

15.1.6 DEPLOY CLOAKED MARTIAN SCOUT

There is an additional cloaked Button on the Martian Command Console. When deployed using this Console button, a Cloaked Martian Scout may be placed in any space on the Board that is not in the same or Adjacent space to a Hero, Zombie, Crowd, Townsfolk or Carnival Ally marker. They do not need to be placed at a Landing Site.



⁷⁷ This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/5684257#5684257>).

15.2 DEATH RAYS

One powerful Martian Tech card is the *Death Ray* that can be fired from a Flying Saucer. Like several of the Martian Tech cards, the *Death Ray* must be discarded to use. In this way, it is a one use only piece of Tech and may only be fired during the Command Step of the Martian Turn. This attack uses the Death Ray Template [see rule 10.6.2] and can hit multiple targets with its one large Blast attack.



15.2.1 DEATH RAY ATTACK

Once the template is placed over the Board, roll a D6 to Hit each Hero, Zombie and Crowd in a space touched by the template. To Hit a Hero or Zombie, you must roll equal to or higher than the number printed on the section of the Death Ray Template that touches the space the Hero or Zombie is in (if more than one section touches the space, the Martian player may choose which section of the template to use). So for example, if there is a Hero in a space touched by the 3+ section of the Template, you will need to roll a 3, 4, 5, or 6 on the die to Hit that Hero.

15.2.1.1 EFFECT ON HEROES: Any Hero Hit by the *Death Ray* takes one Wound. Unlike Ray Gun Attacks, a Hero may NOT Dodge the *Death Ray*.

15.2.1.2 EFFECT ON ZOMBIES: Strangely enough any Zombie Hit by the *Death Ray* takes one Wound. Unlike Ray Gun Attacks, a Zombie may NOT Dodge the *Death Ray*.

15.2.1.3 EFFECT ON MARTIANS: Martians crossed by the *Death Ray* are unaffected by it.

15.3 LANDING NEW MARTIANS

During the Land New Martians Step of the Martian player's turn New Martians are Landed by rolling a D6 and placing that many Martians from the Martian Soldier Pool onto the Board at any Landing Sites chosen.

If there aren't any more Martians available in the Martian Pool, no more Martians can be Landed.

Cloaked Martian Scouts and Martian Champions are NOT Landed during the Land New Martians Step, but have to be generated with Command Points during the Martian Command Step.



15.3.1 MARTIANS IN THE SMALL TOWN

If the Small Town board set is in use with Martians, place a Landing Site marker on each red Spawning Pit.⁷⁸



15.4 STANDARD MARTIAN SOLDIERS

Standard Martian Soldiers come from the Martian Pool (consisting of 18 models).

15.4.1 LANDING NEW STANDARD MARTIANS

New Standard Martians are landed in Step 8 of the Martian Turn. Provided you rolled high enough during the Roll For Reinforcements Step, you roll a D6 and place that many Martians from your Martian Pool onto the Board at any Landing Sites you choose.

Remember that you may not have more than 3 Martians in a single space.



15.4.2 RETURN TO MARTIAN POOL

Standard Martian Soldiers are returned to the Martian Pool when killed.

15.4.3 STANDARD MARTIAN SOLDIER ABILITIES

Standard Martian Soldiers can move one space and take one Wound.

There may never be more than 3 Martian Soldiers total in a space. All of the Martian Soldiers in a space are considered a single Martian Pack and if there are 3 Martian Soldiers in the space, it is called a full Martian Pack.

15.5 CLOAKED MARTIAN SCOUTS

Cloaked Martian Scouts are a separate type of Martian in Crystal Light Blue that the Martian player can access during the game.

15.5.1 LANDING CLOAKED MARTIAN SCOUTS

New Cloaked Martian Scouts are landed using Command Points during the Command Step [see rule 15.1.6].

15.5.2 ONE USE ONLY

Unlike normal Martians, the Scout figures are each one use only per game (when a Martian Scout is killed, it is removed from the game, NOT placed back into the Pool).

15.5.3 CLOAKED MARTIAN SCOUT ABILITIES

Cloaked Martian Scouts act like normal Martians in every way with a few exceptions:

- Scouts may move up to 2 spaces each turn
- A Scout's Ray Gun always Hits on the roll of 3+



⁷⁸ This rule is actually not in the official rules, but seems necessary.

- Scouts are cloaked and so ignore any Wound they take on the D6 roll of 4+ (except Wounds from Fire, including Hannah's *Fireball* ability, or *Explosives*)
- Scouts do NOT count toward the number of Packs on the Board when rolling for reinforcements

15.6 MARTIAN LEADER

The Martians have access to a powerful Martian Champion, the Martian Leader. Unlike the massive Zard Beast, the Martian Leader uses cunning and tactical maneuvering to his advantage rather than brute strength.



15.6.1 CALLING A MARTIAN LEADER

A new Martian Leader is Called with Command Points during the Command Step [see rule 15.1.5]. He is placed at a Landing Site when Called.

15.6.2 RETURN TO MARTIAN CHAMPIONS POOL

A Martian Leader is returned to the Martian Champions Pool when killed.

15.6.3 MARTIAN LEADER ABILITIES

The Martian Leader MAY be in the same space as a Martian Pack. This means that with the Martian Leader, you can actually have up to 4 Martians in the space (a Full Pack of 3 and the Martian Leader himself). The Martian Leader may NOT be in the same space as the Zard Beast though. The Martian Leader has the following stats and abilities:

- Moves 2 spaces
- Rolls 2 Fight Dice. This is added to the Fight Dice of any Martian Pack he is with.
- 2 Health Boxes

15.6.3.1 LASER PISTOL: The Leader has a Ray Gun the same as any normal Martian Soldier, but he and any other Martians in his space always Hit with their Ray Guns on the roll of 3+ each (regardless of if it is a Full Pack or not).

15.6.3.2 LEADERSHIP: The Martian Leader moves up to 2 spaces each turn, and any Martian Pack in his space may move along with him instead of their normal movement. This allows him to lead a Pack around the Board much faster than they normally could move on their own.

15.7 ZARD BEAST

The Martians have access to the dreaded Zard Beast Martian Champion. The Zard Beast is a giant creature that is deadly in combat and can charge across the Board with terrifying speed. It may move 2 spaces each turn and rolls 3



Fight Dice in a Fight. It also has 3 Health Boxes meaning that it must be Wounded several times to actually kill it. Unlike normal Martian Soldiers though, the Zard Beast does NOT have a Ray Gun.



15.7.1 CALLING A ZARD BEAST

The Zard Beast may be Called into play during the Command Step of the Martian Turn [see rule 15.1.5]. It is placed at a Landing Site when Called.

15.7.2 RETURN TO MARTIAN CHAMPIONS POOL

A Zard Beast is returned to the Martian Champions Pool when killed.

15.7.3 ZARD BEAST ABILITIES

The Zard Beast has several Special Abilities:

- Moves 2 spaces
- Rolls 3 Fight Dice
- 3 Health Boxes

15.7.3.1 RAGE: The Zard Beast always moves first during the Move Martians Step and any Martians moved over are automatically crushed and returned to the Martian Pool (this even includes other Martian Champions, but Cloaked Martian Scouts are removed from the game). Rage also means that the Zard Beast must move into a Hero, Ally, Townsfolk, Crowd or Zombie's space if they are Adjacent to it (if more than one Adjacent, it is the Martian player's choice) and if the Zard Beast is already in a space with a Hero, Ally, Townsfolk, Crowd or Zombie, it may not leave that space.

15.7.3.2 GIANT: The Zard Beast is considered a Full Martian Pack (no other Martians may be in the same space – as they clearly would be crushed or eaten). It can also move through Walls and Hard Walls (it may not move through the Big Top Tent's corner Blockers however and it may be stopped by Barricades [see rule 8.2.4]) and Wins Fights on a Tie result. The Zard Beast may not move into Sewers [see rule 8.7].

15.7.3.3 TOUGHNESS: Anytime the Zard Beast would take a Wound, the Martian player rolls a D6. On the roll of 4, 5, or 6, that Wound is simply ignored. This may even be used if the Zard Beast takes multiple Wounds at the same time, just roll for each Wound that the Zard Beast would have taken.

15.7.3.4 ROAR: At the start of any Fight with the Zard Beast, the Hero it is Fighting must immediately lose 1 Power Token. If they don't have any Power Tokens, then they lose nothing. This just represents the fearsome terror the Zard Beast instills in those that come face to face with it, making it difficult to act heroically.

15.8 MARTIAN EXPERIENCE

The Experience system allows the Martians to gain experience during a game (marked by Experience Tokens) and get Advanced Abilities along the way.⁷⁹



15.8.1 GAINING EXPERIENCE

The Martians gain 1 Experience Token any time they do a Wound to a Hero, Generator, Ally, Townsfolk, Crowd or Zombie. Martians do not gain Experience individually like Heroes, but rather have a collective total for the entire Martian force. Place Experience Tokens that the Martians collect in a pile near the Martian player.

There is no limit to the number of Experience Tokens the Martians may gain during a Turn, and no limit on how many they can have at a time.

The Martians gain 1 Experience Token any time they do a Wound to an opponent

15.8.2 PREVENTED WOUNDS

Wounds that are prevented, in any way, cancel any Experience Token that the Martians would have gained.

15.8.3 INDIRECT WOUNDS

Note that no Experience Tokens are gained by the Martians for Heroes or Zombies doing Wounds to themselves (such as blowing themselves up with an Explosive, exerting to build a Barricade or using an ability that requires taking a Wound).

15.9 BUYING COMMAND POINTS

During their Command Step, Martians may buy any number of extra Command Points for 3 Experience Tokens each.⁸⁰

15.10 ADVANCED ABILITIES

The Advanced Abilities are a special type of upgrade that can be purchased with Experience Tokens.⁸¹

Martian Advanced Abilities are NOT considered Martian cards and may not be affected or canceled as such.

15.10.1 MARTIAN ADVANCED ABILITIES

Martian Advanced Abilities cost 5 Experience Tokens each. Draw randomly from the Martian Advanced Abilities cards.

Martian Advanced Abilities cost 5 Experience each

15.11 MARTIAN ZOMBIES

Like Heroes, Martians may become Zombies when killed.

15.11.1 MARTIAN SOLDIERS KILLED BY ZOMBIES

Martian Soldiers killed by a Zombie in a Fight are replaced with a Zombie from the Pool or from anywhere else on the Board (becoming a Zombie Martian).⁸² These new Zombies do NOT Fight in the same Step they entered play.

15.11.2 MARTIAN CHAMPIONS KILLED BY ZOMBIES

Martian Champions killed by Zombies automatically become Zombie Martian Champions. Use any spare model with a Zombie Hero Marker to represent the Zombie Martian Champion so that the original model can be Called again.⁸³



⁷⁹ There were no rules for giving Experience Tokens to Martians in the original IFOS rulebook. These rules were invented for the Complete Rulebook, but follow the general principles of gaining Experience in LNOE.

⁸⁰ This rule was invented for the Complete Rulebook to give the Martians some use for their Experience.

⁸¹ These rules are based on the official rules that replace the previous Zombie method for getting Experience on the original version of the Advanced Abilities Rule sheet.

⁸² If you have the Zombie Martian models they can be used for this. Note that the Pool of Standard Zombies shouldn't be increased while turning Martians into Zombies.

⁸³ This rule was invented for the Complete Rulebook.

16. SPECIAL RULES

Special Rules generally override other rules when there is a conflict.

The following Special Rules are in effect if specified by the scenario card. They can also be added by the players using the "Dot method" [see rule 16.2].

16.1 SPECIAL RULES ALWAYS IN EFFECT

For the Complete Rulebook some Special Rules are always considered to be in effect. These rules have been worked into the relevant sections of the rules and do not appear below.

The Special Rules always in effect are:

- Heroes Replenish (originally ●●)
- Survival decks (originally ●●●)
- Barricades (originally ●●)
- Always Zombie Heroes (originally ●●)
- Grave Dead (originally ●●●)
- Zombie Champions (originally ● to ●●●●)
- Grave Weapons (originally ●●●)
- Cloaked Martian Scouts (originally ●●)

As noted in rule 1.3.2, having these rules always in effect means that some scenarios need to be balanced by allowing the players to add Special Rules.

16.2 ADDING SPECIAL RULES TO EXISTING SCENARIOS

Occasionally you may want to spice up some of the existing scenarios just to make things a little more interesting. A good way to do this is by adding in one or more of the Scenario Special Rules. It is important to keep things balanced however, and to that end, the Scenario Special Rules have each been given a value marked as Dots in the Special Rule's title. One ● (Dot) is the lowest value given as it brings the smallest change to the game, more Dots bring more powerful changes.

As long as the Special Rules being included add up to the same total value of Dots for the Heroes as for the Zombies or Martians, it should remain fairly balanced. This is not an exact science and so should only be used if all players agree.

16.3 HERO SPECIAL RULES

The Hero Special Rules generally benefit the Heroes. They are listed below in Dot cost order.

16.3.1 HERO CARD POOL (x) x/2 TIMES ●

At the start of the game, the Heroes take a number of Hero Cards off the top of the Hero deck equal to "x" and look at

them. These cards may be divided between the Heroes as they see fit; they do not need to be evenly distributed. If any Scenario Search Card or any card that lets them take a Scenario Search Card from the deck (such as *Just What I Needed*) is drawn as part of the *Hero Card Pool*, shuffle it back into the deck and draw again.

16.3.1.1 DOT COST: When this rule is chosen using the Dots system, "x" must be an even number (2, 4, 6 etc). The Dots cost is half of whatever "x" is.



16.3.2 EXTRA DOORS (x) x TIMES ●

The Heroes may place "x" Door Markers on "x" Walls during setup (this includes on a shared Wall between two Adjacent buildings).

16.3.2.1 DOT COST: This rule may be used multiple times where the "x" above is the number of times used. When this rule is chosen using the Dots system, the Dots cost is the same as "x".⁸⁴

16.3.3 HERO STARTING CARDS (1) ●●

All of the Heroes start the game with an extra free Hero Card in addition to any Hero Cards they would normally start with (such as if their Start: Location is not on the Board). This also applies to Heroes that enter play mid game.

Hero Starting Cards are drawn from the top of the Hero deck so abilities like *Resourceful* or *Crafty* may be used. They are not, however, considered a Search, so Items like *Flashlight* may NOT be used to re-draw and you may not use a building's Pick Up: ability or try to get a Survival deck card.

⁸⁴ This rule does not have a Dot cost in the original rules. Paying one Dot per extra door seems reasonable.

If any Scenario Search Card or any card that lets them take a Scenario Search Card from the deck (such as *Just What I Needed*) is drawn as a Hero Starting Card, shuffle it back into the deck and draw again.⁸⁵

16.3.4 MANOR DECK ●●

This may only be added to scenarios that use the Manor House board. At the start of the game, take the top 10 Hero Cards without looking to form a stack near the Manor House. This is the Manor Deck. Heroes inside the Manor House may Search there as long as there are still cards in the Manor Deck. When Searching in the Manor House, cards are taken from the Manor Deck rather than from the normal Hero deck.

The Manor Deck rule can also be used on the Carnival board set, where it works exactly the same, only it is considered a Big Top Deck.

16.3.4.1 DISCARDS: The Manor Deck does not have its own discard pile, but rather all discards are still placed in the normal Hero deck discard pile.

16.3.4.2 JUST WHAT I NEEDED: Cards that let the players look through the Hero deck (such as *Just What I Needed*) or shuffle cards back into the Hero deck may NOT be used on the Manor Deck.

16.3.4.3 SURVIVAL CARDS: Heroes MAY take a Survival deck card as normal with a movement of 5+ when Searching in the Manor House (as long as there is at least one card left in the Manor Deck so that they can still Search there at all). Because there is no Random Number Set for the Manor House, the Hero may take either a Unique Item or Survival Tactic.

16.3.5 WELL STOCKED BUILDINGS ●●

When using a building's Pick Up: ability, the Hero may take the named card from the discard pile as normal, or they may search the Hero deck for the named card and take it. If taking the card directly from the Hero deck, shuffle the Hero deck afterward.⁸⁶

16.3.6 CONSTRUCTING THE HERO TEAM ●●

Hero players may choose their Hero Characters to fit their play style or tactics (instead of selecting them randomly).⁸⁷

16.3.7 TOWNSFOLK ALLIES (X) X TIMES ●●

Some scenarios allow the Heroes to use Townsfolk as Allies. In these scenarios, use the Townsfolk markers (if playing on the Small Town board set) or the Allies markers (if playing on the Carnival board set) to represent any



Townsfolk Allies being used (they are NOT different based on which Townsfolk is represented, so you may use any of the counters for these, but remove *Deputy Taylor*, *Mr. Hyde*, *Jeb* and *Doc Brody* for thematic purposes). Townsfolk Event cards have no bearing on Townsfolk Allies in any way. Townsfolk Allies each start in a Random Building (re-roll if the building has a Spawning Pit inside it) unless specifically noted otherwise in the scenario.

16.3.7.1 TOWNSFOLK ALLY ATTACKS: Any time during the Hero Turn (except during a Fight), each Townsfolk Ally may either attack a Zombie or Martian in the same or Adjacent space to them, or try to Build/Reinforce a Barricade on a wall they are touching. Roll a D6. On the roll of 5 or 6, Wound the targeted Zombie or Martian or add the Barricade/Reinforcement marker to the chosen wall.

16.3.7.2 TOWNSFOLK ALLY RESTRICTIONS: A Townsfolk Ally may NOT move on their own, may NOT Search and may NOT use Items or Weapons.

16.3.7.3 ZOMBIE ATTACKS ON TOWNSFOLK ALLIES: Any Zombie or Martian Pack in the same space as a Townsfolk Ally during the Zombie's Fight Step (with no Hero in the space) may attack him. Roll a D6; on the roll of 5 or 6, the Townsfolk Ally is Killed (removed from the Board - this may be prevented by cards that prevent Wounds, though it is NOT considered a Fight).

16.3.7.4 HEROES MOVING TOWNSFOLK ALLIES: Any Hero that moves into a space with a Townsfolk Ally may pick him up (a Hero may NOT carry more than one Townsfolk Ally at a time). While a Hero has a Townsfolk Ally with him, that Townsfolk Ally may still attempt to Wound a Zombie or Martian or Build/Reinforce Barricades at any time, once during the Hero Turn (even to try and Wound a Zombie or Martian during the Hero's movement). A Townsfolk Ally may be picked up or dropped off by the Hero in any space during their move. If a Hero with a Townsfolk Ally is killed, the Townsfolk Ally is left in the space and any other Hero moving through this space may pick him up for free. Carrying a Townsfolk Ally does not count against the Hero's Item Carrying Limit.

16.3.7.5 DOT COST: This rule may be used multiple times where the "x" above is the number of times used. When this rule is chosen using the Dots system, the Dots cost is twice that of "x".

⁸⁵ This is the replacement rule as outlined in Survival of the Fittest.

⁸⁶ The official Dot cost of "1" for this rule seems a bit low and is therefore raised to two Dots in the Complete Rulebook.

⁸⁷ This rule does not have a Dot cost in the original rules.

16.3.8 TOWNSFOLK HEROES (x) x TIMES ●●

Townfolk Heroes are extra playable (albeit weak) Hero Characters. They are represented by their *Townfolk* Event card (use *Townfolk* Events if playing on the Small Town board set and *Allies* Events if playing on the Carnival board set) placed face up on the table. Before the game begins, remove all of the *Townfolk* Event cards (except *Deputy Taylor*, *Mr. Hyde*, *Jeb* and *Doc Brody* for thematic purposes) 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).



16.3.8.1 Townfolk Heroes may NOT be canceled or re-shuffled into the Hero deck in any way. They are NOT considered Hero Cards, but rather Hero Characters.

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

- They never count toward the number of Heroes killed for *Zombie* or *Martian* victory conditions
- If killed by *Zombies*, 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 that *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 (this is only really used in scenarios with alternate board arrangements, see rule 3.3.II)
- They DO benefit from bonuses like *Hero Starting Cards*, but are never replaced when killed
- They have special movement rules

16.3.8.3 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).

Townfolk Hero Movement Table	
# of Townfolk Heroes	Dice Rolled
1-3	1D6 Movement Points
4-6	2D6 Movement Points
7+	3D6 Movement Points

16.3.8.4 TOWNSFOLK HERO MOVEMENT: All *Townfolk* Heroes being used take their activation 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 activation 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!*. Because all of the *Townfolk* Heroes take their activation at the same time, all *Townfolk* Heroes must complete their activation before moving on to the next normal Hero. *Townfolk* Heroes go through all of the normal Hero activation Steps; they just all have to finish one Step before moving to the next.

16.3.8.5 TOWNSFOLK HERO SEARCH: 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*).

16.3.8.6 TOWNSFOLK HERO BUILD:⁸⁸ Any *Townfolk* Hero that starts next to a wall may use two movement points to *Build* or *Reinforce* a *Barricade* instead of moving (if a *Townfolk* Hero Builds, they may not have any other movement points used on them this Turn).



16.3.8.7 TOWNSFOLK HERO ABILITIES: Once per Turn (Hero, *Zombie* or *Martian*), each *Townfolk* Hero may use one of the special abilities on their card. This is very

⁸⁸ This rule was invented for the Complete Rulebook to align with the *Barricade* rules.

dangerous though. Each time a Townsfolk Hero uses their ability, roll a D6. On the roll of 1 or 2, after the ability takes effect, the Townsfolk Hero is Killed. Townsfolk cards that normally would Remain in Play (such as *Lizzy, the Shopkeeper*), are always in effect (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 Townsfolk Hero is currently in. Townsfolk abilities that are not Remain in Play may be used anywhere on the Board, regardless of the Townsfolk Hero'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.

16.3.8.8 DOT COST: This rule may be used multiple times where the "x" above is the number of times used. When this rule is chosen using the Dots system, the Dots cost is twice that of "x".

16.3.9 FREE SEARCH MARKERS ●●●

Free Search Markers can not be added to any scenario that already uses the Exploration Markers [rule 16.6.10] or the Salvage Tokens [rule 16.6.11]. At the start of the game, after Heroes are placed, put a Free Search marker face up in every building of the Board that does NOT have a Hero in it. These markers are placed on the building as a whole, not in any individual space.



16.3.9.1 If a Hero ends their movement in any space of a building with a Free Search marker, they may discard that marker to immediately Search there for free (draw a Hero Card or use the building's Pick Up: ability, etc). A Free Search Marker may only be used if the Hero actually moves for their Move Action (not if they Search or use some other Move Action).

16.3.9.2 If the Manor House is being used, instead of placing one Free Search marker on it, place a Free Search marker in each of the 4 two-square outer rooms of the Manor House. Any Hero ending their movement in one of these two-square rooms may discard that room's Free Search marker to use it. These markers are always placed, even if one or more Heroes start the game in the Manor House.

16.3.9.3 In a similar way, when using the Radio Station board, one marker should be placed in each of the rooms of the Radio Station buildings.

16.3.10 HERO STARTING CARDS (2) ●●●●

This rule works the same as *Hero Starting Cards (1)* above, but Heroes instead start the game with 2 free Hero Cards each.

16.3.11 HERO UNIQUE ADVANCED ABILITIES ●●●●

All Heroes start the game or come into play with their unique Advanced Ability already active. Note that some Heroes don't have an Advanced Ability though.

16.3.12 EXTRA HEROES (x) x TIMES ●●●●●

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 Special Rule is also used for games with more than five players. For every extra Hero player beyond four, the Zombie or Martian player gets five Dots to spend on Special Rules.

16.3.12.1 DOT COST: The Dots cost for Extra Heroes is 5 Dots per Extra Hero used. This Special Rule may not be appropriate for all scenarios, so use your best judgement when adding it to existing scenarios.



16.4 ZOMBIE SPECIAL RULES

The Zombie Special Rules generally benefit the Zombies. They are listed below in Dot cost order.

16.4.1 ZOMBIE PILLAGE ●

During the Zombie Turn, at the start of the Fight Step, any Zombie in a building space (with no Hero in the space) may Pillage. Roll a D6. On the roll of 4+, discard the top Hero Card. If this discards the last Hero Card, the Heroes automatically lose. Only one Zombie per space may try to Pillage. If there is more than one Zombie in the same space, do not roll; the single Pillage is automatically successful (any Zombie Hero also always succeeds at Pillage rolls). Zombies may NOT Pillage in a building that is *Taken Over* or in a space with a Spawning Pit. Whenever a building is *Taken Over*, the Zombie player automatically gets a free Pillage roll (discard on 4+) for every space of that building (even Spawning Pits). If the Scenario uses a Town Deck, cards may ONLY be Pillaged from the Town Deck (NOT the normal Hero deck).

16.4.2 LIGHTS OUT (x) x TIMES ●

At the start of the game, before Hero placement, roll a Random Building to have *Lights Out*. Place a *Lights Out* marker on the building to show that any Hero moving into a space of this building must end their move. This *Lights Out* marker may be canceled as though it were a *Zombie* card that Remains in Play. Otherwise the marker lasts until canceled.



16.4.2.1 DOT COST: This rule may be used multiple times where the "x" is the number of times used. When this rule is chosen using the Dots system, the Dots cost is the same as "x".

16.4.3 LIGHTS OUT - CHOICE (x) x TIMES ●●

This is the same as the *Lights Out* Special Rule above except that the *Zombie* player may choose which building to be *Lights Out* instead of rolling randomly. Note that this must still be a valid choice, the same as if you had rolled "Zombie's Choice" for the Random Building roll.

16.4.3.1 DOT COST: This rule may be used multiple times where the "x" is the number of times used. When this rule is chosen using the Dots system, the Dots cost is twice that of "x".

16.4.4 TAKEN OVER (x) x TIMES ●●●

At the start of the game, before Hero placement, roll a Random Building to be *Taken Over* by the *Zombies*. Place a *Taken Over* marker on the building to show that no Heroes may enter that building (note that unlike the "My God They've Taken the..." card, no *Zombies* are placed with this marker). This *Taken Over* marker may be canceled as though it were a *Zombie* card that Remains in Play. Otherwise the marker lasts until canceled. Any Hero that would start in a *Taken Over* building counts as though their Start: Location is not on the Board.



16.4.4.1 DOT COST: This rule may be used multiple times where the "x" is the number of times used. When this rule is chosen using the Dots system, the Dots cost is twice that of "x".

16.4.5 ZOMBIE ADVANCED ABILITIES - RANDOM (x) x TIMES ●●

The *Zombies* start with "x" Advanced Abilities drawn at random. If combined with Chosen Advanced Abilities the chosen ones are taken before the random draw.

16.4.5.1 DOT COST: When this rule is chosen using the Dots system, the Dots cost is twice that of "x".

16.4.6 AIRSTRIKE (x) x TIMES ●●●●

When an *Airstrike* attacks the town, roll a Random Building that is hit. If Hero's Choice or *Zombie's* Choice is rolled, this instead means that the Center board has been hit and every model on it takes a *Wound* on a D6 roll of 3+. Any Heroes or *Zombies* in a building hit immediately take a *Wound* and are moved by their controller to an Adjacent space that is not in the building (or two spaces if needed). Any model in a space Adjacent to a building when it is hit, takes a *Wound* on a D6 roll of 3+. None of these *Wounds* generate experience for either side.

The building hit is then *Destroyed* [see rule 12.4] (place a *Lights Out/Taken Over* marker on that building face down to show it has been *Destroyed*).⁸⁹

16.4.6.1 AIRSTRIKE TIMING: *Airstrikes* always hit the town at the start of a *Zombie* Turn.⁹⁰

16.4.6.2 AIRSTRIKE DOT COST: When adding the *Airstrike* Special Rule to another existing scenario using the Dots system, *Airstrikes* cost 3 Dots each and the *Zombie* player may have up to one *Airstrike* hit per *Zombie* Turn.

16.4.7 TAKEN OVER - CHOICE (x) x TIMES ●●●●

This is the same as the *Taken Over* Special Rule above except that the *Zombie* player may choose which building to be *Taken Over* instead of rolling randomly. Note that this must still be a valid choice, the same as if you had rolled "Zombie's Choice" for the Random Building roll.

16.4.7.1 DOT COST: This rule may be used multiple times where the "x" is the number of times used. When this rule is chosen using the Dots system, the Dots cost is thrice that of "x".

16.4.8 ZOMBIE ADVANCED ABILITIES - CHOSEN (x) x TIMES ●●●●

The *Zombies* start with "x" Advanced Abilities specifically chosen. If combined with Random Advanced Abilities the chosen ones are taken before the random draw.

16.4.8.1 DOT COST: This rule may be used multiple times where the "x" is the number of times used. When

⁸⁹ The wording of this rule has been slightly changed to work better with the rules for *Destroyed Buildings*.

⁹⁰ The official rules make no mention of on which Game Round a Dots purchased *Airstrike* will occur. It is suggested that a D6 is rolled at the start of each *Zombie* Turn until it results in a "6". Starting with that Turn all purchased *Airstrikes* will then occur, once every *Zombie* Turn until they are exhausted.

this rule is chosen using the Dots system, the Dots cost is thrice that of "x".

16.4.9 EXTRA ZOMBIE MOVE (+1) ●●●●

All Zombies get to move one extra space each Zombie Turn, in addition to their normal move. This means that most Zombies will now move up to 2 spaces each Turn, instead of only 1 space. A Zombie that moves faster than normal still gets the bonus +1 move, for instance a Zombie Hero would get to move D_3+1 spaces or a Zombie using *Blinding Rage* or *Shamble* would get to move D_6+1 spaces. Note that Zombie Hunger still applies during this extra space of movement (unless noted otherwise on a card ability, such as with *Blinding Rage*).⁹¹

16.4.10 ZOMBIES AUTO SPAWN ●●●●

The Zombie player may ALWAYS Spawn new Zombies at the end of the Zombie Turn (during Step 6 - Place Newly Spawned Zombies). Because of this, you may skip Step 3 - Roll to Spawn New Zombies as there is no need to roll.

16.4.11 ZOMBIE HAND (6) ●●●●

The Zombie player has a hand of 6 cards instead of the normal 4 cards. Note that a card like *Terror at Timber Peak* will allow the Zombies to draw extra cards, but will not further increase their actual hand size, as it is already increased.⁹²

16.4.12 ZOMBIE HORDE (21) ●●●●

Scenarios that use *Zombie Horde (21)* have 21 Zombies in the Zombie Pool; use any combination of Brown and Green Zombies. This means that you can have one overwhelming horde of 21 Zombies on the Board at a time (plus any Zombie Heroes, Champions and Grave Dead).⁹³

16.4.12.1 The extra Zombies used with *Zombie Horde (21)* are standard Zombies in every way.

16.4.12.2 Most scenarios that use *Zombie Horde (21)* also use *Zombies Auto Spawn*. When this is not the case, roll 3D6 and add them together when rolling to Spawn New Zombies. If the total rolled is more than the number of Zombies you have on the Board, you may Spawn new Zombies at the end of the Turn.

⁹¹ No official Dot cost was given for this Special Rule. Since it completely changes the feel of the slowly advancing Zombie horde and the strategies surrounding the *Zombie Hunger* it should probably be used very sparingly.

⁹² No official Dot cost was given for this Special Rule. Since a larger *Zombie Hand* is a pretty substantial advantage these rules suggest a high Dot cost.

⁹³ Contrary to the original rules *Zombie Horde (21)* may now be used in combination with both *Grave Dead*, *Plague Carriers* and any other rules that would have used the red Zombies.

⁹⁴ This rule was invented for the Complete Rulebook to give the Martians another choice for spending "Dots" on.

⁹⁵ This rule is an extension of the corresponding *Zombie* rule invented for the Complete Rulebook.

⁹⁶ This rule is an extension of the corresponding *Zombie* rule invented for the Complete Rulebook.

16.5 MARTIAN SPECIAL RULES

16.5.1 LIGHTS OUT (x) x TIMES ●

This is the same as rule 16.4.2, but for Martian use.

16.5.2 LIGHTS OUT - CHOICE (x) x TIMES ●●

This is the same as rule 16.4.3, but for Martian use.



16.5.3 EXTRA COMMAND POINTS (x) x TIMES ●●

The Martians automatically get "x" extra Command Points to spend in each Command Step.⁹⁴

16.5.3.1 DOT COST: This rule may be used multiple times where the "x" is the number of times used. When this rule is chosen using the Dots system, the Dots cost is twice that of "x".

16.5.4 MARTIAN ADVANCED ABILITIES - RANDOM (x) x TIMES ●●

The Martians start with "x" Advanced Abilities drawn at random. If combined with Chosen Advanced Abilities the chosen ones are taken before the random draw.⁹⁵

16.5.4.1 DOT COST: When this rule is chosen using the Dots system, the Dots cost is twice that of "x".

16.5.5 MARTIAN ADVANCED ABILITIES - CHOSEN (x) x TIMES ●●●

The Martians start with "x" Advanced Abilities specifically chosen. If combined with Random Advanced Abilities the chosen ones are taken before the random draw.⁹⁶

16.5.5.1 DOT COST: This rule may be used multiple times where the "x" is the number of times used. When this rule is chosen using the Dots system, the Dots cost is thrice that of "x".

16.6 OTHER SPECIAL RULES

The following Special Rules do not benefit either side in the game and therefore are not assigned Dot costs.

16.6.1 MANOR HOUSE

When this Special Rule is in effect use the Manor House board instead of the normal Town Center board.

If you play a scenario using this rule on the Carnival board set, use the Big Top center board instead.

16.6.2 RADIO STATION

This rule can only apply to scenarios set on the Small Town board set.

When this Special Rule is in effect use the Radio Station board instead of the normal Town Center board.

16.6.3 AIRFIELD

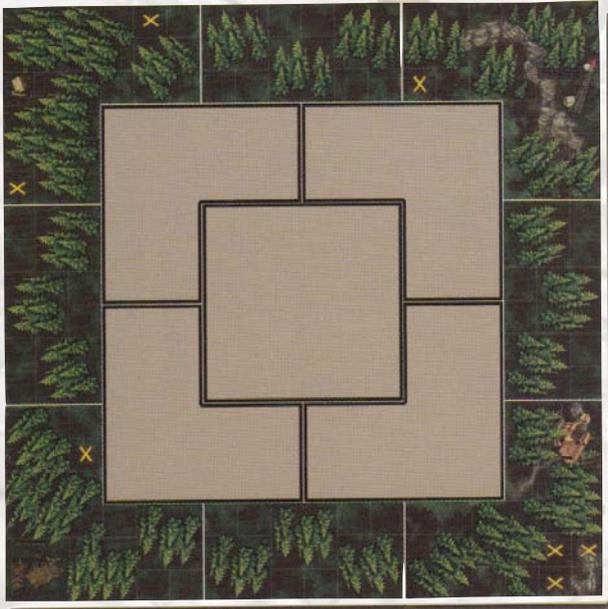
This rule can only apply to scenarios set on the Small Town board set.

When this Special Rule is in effect use the Airfield board instead of the normal Town Center board.

16.6.4 FAIR GROUNDS BOARD

This rule can only apply to scenarios set on the Carnival board set.

Scenarios with this Special Rule simply use the Fair Grounds side of the Center board instead of the Big Top Tent side.



16.6.5 FOREST RING

The Forest Ring setup creates a much larger Board and gives the Zombies more places to Spawn from as well as giving the Heroes the option of running into the forests around the town or carnival to take a shortcut (because nothing ever goes wrong when you take a shortcut through the woods).

16.6.5.1 To create the Forest Ring, randomly set up the Board as normal using the Center board and four of the L-shaped Town boards. Then randomly place the four L-shaped Forest boards as outer corners and the four Straight boards to fill the gaps (with the Forest side up - these boards should be placed so that the trees are all pointing away from the Center board). The diagram below shows the full Forest Ring board setup.

This method can be used for any scenario that does not have a pre-set map or specifically calls for the use of Forest boards as part of the Scenario Special Rules.

16.6.5.2 Any Hero Searching in the Forest Ring draws from the Small Town Hero deck.

16.6.6 TOWN RING

Like the Forest Ring, the Town Ring setup creates a much larger Board and gives the Zombies more places to Spawn from as well as giving the Heroes more room for manoeuvre and possibly more lucrative buildings to Search.⁹⁷

16.6.6.1 To create the Town Ring, randomly set up the Board as normal using the Center board and four of the L-shaped Town boards. Then randomly place an additional four L-shaped Town boards as outer corners and the four Straight boards to fill the gaps (with the grass side up).

This method can be used for any scenario that does not have a pre-set map. It can even be used for scenarios set on the Carnival board set.

16.6.6.2 Any Hero Searching in the Town Ring draws from the Small Town Hero deck.



16.6.7 FOREST ONLY BOARD

The Forest Only setup creates a very different type of Board and is only used in scenarios that specifically call for it.

To create the Forest Only Board, place the Forest Center board with the four Straight boards on each of its edges (Forest side up with the trees pointing away from the Center board). Then Randomly place the four L-shaped boards on the four corners to create the complete rectangular shaped Board. The diagram shows the Forest Only Board setup.

⁹⁷ The Town Ring rule was invented for the Complete Rulebook. In the original rules the grass sides of the Straight boards are never used.

It is important to note that this board arrangement has very few buildings making it a bit more difficult for the Heroes to Search. Often times this setup is accompanied by an additional way for Heroes to Search and/or allowing the Heroes to start with some Hero Cards.

16.6.8 NUMBER COUNTERS (1-6/1-8)

When a scenario uses the *Number Counters* Special Rule, take the number counters indicated and shuffle them up, placing them face down in Random Buildings without looking at them (limit 1 per building).

These counters are on the entire building, not just a single space. Note that some scenarios place these counters on specific board sections rather than randomly.



16.6.8.1 REVEALING NUMBER COUNTERS: A Hero may give up their Search to reveal a Number Counter on the building they are in (note that Forest Spaces may normally not be Searched, but that revealing Number Counters is an exception). The effects of a Number Counter when revealed are described in the individual scenario they appear in.

16.6.8.2 NUMBER COUNTERS, TAKEN OVER AND DESTROYED BUILDINGS: A building with a Number Counter on it may not be *Taken Over* (re-roll). If a building with a Number Counter is Destroyed [see rule 12.4], the Number Counter is moved to a new Random Building.

16.6.8.3 SPECIAL CASE: Note that in the *Radio for Help* scenario, the Number Counters are specifically placed 2 on each of the Outer boards (a total of 8), rather than purely random across the entire Board.

16.6.9 GENERATORS (x)

Some Scenarios use electric power *Generators* as objective points that the Heroes must protect, and that the Zombies or Martians want to destroy. For some reason Zombies and Martians hate *Generators* - it could be the loud noise, or the vibration, or perhaps on a primal level, they know that if the *Generators* go down, their food will be more vulnerable. We'll never know for sure. You could try and ask them.



16.6.9.1 PLACEMENT: The number "x" listed after the word *Generators* is the number of *Generators* used in the scenario. *Generators* are placed on the Board by the Heroes (usually in buildings) as described on the scenario card. There is generally a limit of 1 *Generator* per building.

16.6.9.2 ZOMBIE HUNGER, MOVEMENT, LoS AND GENERATORS: *Generators* do NOT block movement or

Line of Sight for Ranged Attacks and do NOT trigger *Zombie Hunger* for nearby *Zombies* (this is very important as it means that Heroes can lure *Zombies* away from a *Generator* by moving close and using *Zombie Hunger* to draw them away).

16.6.9.3 NO SEARCH: A Hero in a space with a *Generator* may NOT Search.

16.6.9.4 ATTACKING GENERATORS: A *Zombie* or *Martian* in a space with a *Generator*, and no Heroes there, may attack that *Generator* during their Fight Step. The *Zombie* or *Martian* rolls its Fight Dice and may play up to one Fight: card (as normal for a Fight) as well as anything else that could be used when Fighting a Hero (such as cards like *Unrelenting Attack*). If the *Zombie* or *Martian* gets at least one 5 or 6 on its Fight Dice, the *Generator* takes 1 Wound. If no 5 or higher was rolled, the *Generator* is unharmed.

16.6.9.5 Generators do NOT get to roll any Fight Dice and can never hurt the *Zombie* or *Martian* that is attacking it.

16.6.9.6 Note that if there are any Heroes in the space with the *Generator*, *Zombies* or *Martians* there must Fight the Hero, not the *Generator*. Also note that the *Zombies* or *Martians* only Fight *Generators* in the *Zombie's* or *Martian's* Fight Step, NOT during the Hero Turn.

16.6.9.7 *Zombies* and *Martians* DO gain Experience Tokens for doing Wounds to a *Generator*, just as if it was a Hero.

16.6.9.8 FIRE AND GENERATORS: When a Fire starts or spreads into a *Generator's* space, this is very bad for the Heroes. *Generators* are damaged by Fire on the D6 roll of 5 or 6 (they are a bit tougher when it comes to Fire, like a *Zombie*). You must roll for damage once when the Fire starts/spreads into the *Generator's* space, and again at the start of each Fire Phase.

16.6.9.9 If a building itself is Destroyed [see rule 12.4], any *Generator* in that building is also destroyed.

16.6.9.10 GENERATOR HEALTH: *Generators* have 2 Health Boxes. When a *Generator* has taken 2 Wounds, it is destroyed and removed from the Board.

16.6.9.11 *Generators* may NOT be Healed like Heroes can (no amount of *Bandages* are going to repair a *Generator*), so Wounds on them are fairly serious.

16.6.9.12 IGNORING LIGHTS OUT AND TAKEN OVER: As long as a *Generator* is in a building, that building (and any Heroes there) may ignore *Lights Out* and *Taken Over* markers. If the *Generator* is destroyed, any *Lights Out* or *Taken Over* markers on that building immediately take effect.

16.6.9.13 No Infection: The Zombies cannot play *Infected* [see rule [11.6.2](#)] on a *Generator*. That would be silly.

16.6.10 EXPLORATION MARKERS

Exploration Markers can be added to any scenario that does not already use the *Free Search Markers* [rule [16.3.9](#)] or the *Salvage Tokens* [rule [16.6.11](#)].

Exploration Markers usually benefit the Heroes, but add an element of danger as well as greater potential reward.



16.6.10.1 The Exploration markers are shuffled up randomly and placed face down without looking into all unoccupied buildings at the start of the game. These markers are not in a single space, but rather on the entire building.

16.6.10.2 Anytime a Hero ends their move in a building with an Exploration marker, they may flip over that marker for free with the result listed below for the type of marker revealed. Once revealed, remove the marker from the Board. An Exploration marker may only be used if the Hero actually moves for their Move Action (not if they Search or use some other Move Action).

Exploration Markers

Free Search - The Hero may immediately draw a Hero Card or use an ability that requires a Search Action to perform (such as a *Pick Up*: or character ability).

Surprise Attack - Place the number of *Zombies* or *Martians* listed (1 or 2) from the *Zombie* or *Martian* Pool into the Hero's space. The Hero has unwittingly stumbled into the clutches of the undead or the invaders.

New Hero Found - You have stumbled across another survivor and they eagerly join you. Immediately draw a new Hero from the unused Hero Character Sheets to take control of and place their model in the same space as the Hero that revealed the Marker. This new Hero DOES come into play with a bonus Free Hero Card. As an additional character, this new Hero is NEVER replaced if killed. Also, unlike normal, this new Hero may NOT do anything on the Turn they enter play as they are focused on making contact with the group of Hero survivors (they do not need to Fight *Zombies* or *Martians* in their space this Turn).

16.6.11 SALVAGE TOKENS

The *Salvage Mission* scenario uses *Salvage Tokens* for its Scenario objectives. *Salvage Tokens* can never be combined with *Free Search Markers* [rule [16.3.9](#)] or *Exploration Markers* [rule [16.6.10](#)].



16.6.11.1 The Salvage tokens are shuffled up randomly and placed face down without

looking into Random Buildings/Forest Spaces around the Board (as noted on the scenario card) before the game starts. These tokens are not in a single space, but rather on the entire building (or Forest Space).

16.6.11.2 Anytime a Hero ends their move in a building or Forest Space with a Salvage token, they may flip over that token for free with the result listed below for the type of token revealed. Once revealed, remove the Salvage token from the Board. A Salvage token may only be used if the Hero actually moves for their Move Action (not if they Search or use some other Move Action).

Salvage Tokens

Nothing - The Hero finds nothing and there is no effect.

Supplies - The Hero finds valuable Supplies and automatically gains 1 Experience token for their efforts. If the Salvage Mission requires Supplies to win, this marker stays on the Hero. If the Hero is killed, the marker is dropped in their space and any other Hero moving through that space may pick it up for free.

Free Search - The Hero may immediately draw a Hero Card or use an ability that requires a Search Action to perform (such as a *Pick Up*: or character ability).

Survivor - The Hero finds a surviving *Townfolk* hiding in the darkness. They may immediately take any *Townfolk* Event into hand from the Hero discard pile or directly from the Hero deck (reshuffle). If the *Salvage Mission* requires Survivors to win, this marker stays on the Hero. If the Hero is killed, the marker is dropped in their space and any other Hero moving through that space may pick it up for free. Using the *Townfolk* Event card has no effect on the marker itself (it's assumed that the *Townfolk* can use their ability to help you without sacrificing themselves).

Zombie/Martian Attack - The Hero is ambushed by a *Zombie* or *Martian* from the shadows! The *Zombie* or *Martian* player may immediately place a standard *Zombie* or *Martian* from the *Zombie* or *Martian* Pool into the Hero's space.

Zombie/Martian Champion - The Hero comes face to face with a towering *Zombie Behemoth* or *Zard Beast*! The *Zombie* or *Martian* player may place a *Behemoth* or *Zard Beast* into the Hero's space (this does not count against the number of models in the *Zombie Champion* Pool, if there is no Champion in the Pool, one may be repositioned on the Board). If the *Salvage Mission* requires the Heroes to find the *Zombie Champion* token to win, it instead counts as a *Super Behemoth* (a *Zombie Behemoth* with 5 Health Boxes) that must be defeated.

16.6.12 CROWDS (x)

If this rule is in effect the Scenario uses Crowd markers. The number in () indicates the number of Crowd markers placed at the start of the game.

Each Crowd marker is considered to have 4 Health Boxes

Crowds do NOT block Line of Sight.⁹⁸

16.6.12.1 MARTIANS ATTACKING CROWDS: Crowds may be attacked by Martians in the same way as a Hero would be. However, because a Crowd includes many individual people, the Martians need to vaporize several of them for it to actually count as a Wound. Therefore, Crowds are only Hit by a Martian Ray Gun on the roll of 6+, or in a Fight on each Fight Dice roll of 6+.



Crowds do NOT attack back in a Fight (they do not roll Fight Dice) and do not get to Dodge Ray Gun Hits. Every Hit done to a Crowd causes 1 Wound.

Any Automatic Ray Gun Hits a Crowd would take (such as taking 2 Automatic Ray Gun Hits for a Saucer Blast) will instead each Wound the Crowd on the D6 roll of 3+. Crowds do not Fight in the Hero Turn or Crowd Phase, they are only attacked in a Fight during the Martian or Zombie Turn.

So for example, if you had a full Martian Pack move into a Crowd's space, they could fire their Ray Guns at the Crowd (3 rolls, each needing a 6 to hit) and then in their Fight Step, the Martians would roll their 3 Fight Dice against the Crowd, each hitting again on the roll of 6.

16.6.12.2 VAAPORIZED CROWDS: Each time a Crowd is destroyed (takes 4 Wounds total), the Martians gain a bonus 2 Command Points in the following turn (or 1 Command Point each for two Martian players) similar to when a Hero is killed.

16.6.12.3 ZOMBIES ATTACKING CROWDS: Crowds may be attacked by Zombies in the same way as a Hero would be. However, because a Crowd includes many individual people, the Zombies need to chew on several of them for it to actually count as a Wound. Therefore, Crowds are only Hit in a Fight on each Fight Dice roll of 6+. Crowds do NOT attack back in a Fight (they do not roll Fight Dice). Every Hit done to a Crowd causes 1 Wound.

Crowds do not Fight in the Hero Turn or Crowd Phase, they are only attacked in a Fight during the Zombie or Martian Turn.

16.6.12.4 CROWDS WOUNDED BY ZOMBIES: For each Wound done to a Crowd by Zombies, place a Zombie from the Pool or from anywhere else on the Board in the Crowd's space.⁹⁹ These new Zombies do NOT Fight in the same Step they entered play.



16.6.12.5 PROTECTING AND HIDING IN A CROWD: A Hero in the same space as a Crowd may choose to either Protect the Crowd or Hide in the Crowd (choose before each attack occurs). While Protecting the Crowd, it may not be targeted by Martian Ray Guns and any Fight in the space will ignore the Crowd. While Hiding in the Crowd, the Hero may not be targeted by Martian Ray Guns and will not take part in any Fight in the space (leaving the Crowd vulnerable).

Each Hero in the space with a Crowd may make their own individual choice for a given attack. Anything that targets all Heroes and Crowds in a space (such as a Saucer Blast) may not benefit from Protecting or Hiding.

Example A) A Crowd with a Martian Pack in its space and no Heroes - The Crowd will NOT be attacked in the Hero Turn (Crowds do not initiate an attack). The Crowd WILL be attacked in the Martian Turn.

Example B) A Crowd with 2 Heroes and a Martian Pack in its space - During the Hero Turn, each Hero will have a Fight Step with the Martians during their Activation. During each of these, the Hero will need to choose to either Hide in the Crowd (the Crowd is attacked) or Protect (the Hero Fights). During the Martian Turn, again EACH Hero will have to individually choose to Hide (the Crowd is attacked) or to Protect (the Hero Fights).¹⁰⁰

⁹⁸ This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/5795647#5795647>).

⁹⁹ This rule was invented for the Complete Rulebook. There are currently no official scenarios where Crowds and Zombies appear at the same time, but the rule may be useful for unofficial scenarios.

¹⁰⁰ This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/5690790#5690790>).

17. OPTIONAL RULES

Optional rules can be used in any scenario by the agreement of the players.

17.1 OPTIONAL TWO ZOMBIE PLAYERS

The **Zombies** can be divided between two players if desired. They will win or lose the game as a team. The following rules modifications are used:¹⁰¹

17.1.1 ZOMBIE POOL

Each of the two **Zombie** players has a separate **Zombie Pool** of 7 **Zombies** each. One player takes 7 **Green Zombies**, the other, 7 **Brown Zombies**. Players may never use **Zombies** from the other player's **Pool** (only their own color of **Zombie**). The **Grave Dead** and **Zombie Champions** are in their own **Pools** that either player can pull from. The **Zombie** players start the game with 1D6 **Spawn Points** worth of **Zombies** each on the **Board**.

17.1.2 ZOMBIES HORDE (2I)

If the **Zombie Horde** Special Rule is in effect add 7 **Zombies** of an alternate color to a communal **Zombie Horde Pool** that both players may use.



17.1.3 HAND OF CARDS

Each **Zombie** player has a separate hand of two **Zombie** cards. They may both discard one card before filling their hands at the start of the **Zombie Turn**. They may show each other their cards and discuss strategy.

17.1.4 USING CARDS

Each **Zombie** player may only use **Zombie Cards** that say "your **Zombies**" on their own **Zombie** models. Other cards

that are not specific may be used on either **Zombie** player (or even possibly a mix if you are choosing individual **Zombie** models).

17.1.5 CONTROL OF EXTRA ZOMBIES

During the game, control of **Grave Dead**, **Zombie Heroes**, **Zombie Champions**, **Horde Zombies**, etc is split between the two **Zombie** players. The **Brown Zombie** player controls the extra **Zombies** (moves, rolls **Fight Dice**, counts them when rolling to **Spawn**, etc) during even numbered **Rounds** and the **Green Zombie** player controls the extra **Zombies** on odd numbered **Rounds**.

17.1.6 ROLLING TO SPAWN

When rolling to **Spawn New Zombies**, each **Zombie** player rolls 1D6, needing to roll over the number of **Zombies** that they personally control on the **Board**.

If the **Zombie Horde** Special Rule is in effect, whoever controls the extra **Zombies** this **Turn** should roll 2D6 and add them together when rolling to **Spawn New Zombies** (instead of the normal D6).

17.1.7 SPAWNING ZOMBIES

When **Spawning Zombies**, each **Zombie** player rolls a D3 (instead of a D6) and places the **Zombies Spawned** on the **Board** at the **Zombie Spawning Pits** as normal. The two **Zombie** players are only limited by their own color of **Zombie** (that is, the two players may double up **Zombies** on a **Spawning Pit** before each pit has a **Zombie** on it). Both **Zombie** players may add **Spawn Points** to a **Zombie Champion Reference Card**. There may not be more than 8 **Grave Weapons** total on the **Board** at a time (or up to 4 each for the two **Zombie** players).

17.1.8 EXPERIENCE

The two **Zombie** players share a single pile of **Experience**.

17.1.9 DOT COMPENSATION

Since it is harder to coordinate two **Zombie** players, they may also choose two **Dots** worth of **Special Rules**.

17.2 OPTIONAL TWO MARTIAN PLAYERS

The **Martians** can be divided between two players if desired. They will win or lose the game as a team. The following rules modifications are used:¹⁰²

¹⁰¹ In the original rules two **Zombie** players were used at specific player counts. Many players found that it was more interesting and challenging to always have one **Zombie** player. For the **Complete Rulebook** playing with two **Zombie** players is considered an optional rule.

¹⁰² In the original rules two **Martian** players were used at specific player counts. Many players found that it was more interesting and challenging to always have one **Martian** player. For the **Complete Rulebook** playing with two **Martian** players is considered an optional rule.

17.2.1 MARTIAN POOL

If there are two Martian players, each of them has a separate Martian Pool of 9 Martians each. One player takes all of the Blue Martians and the other takes all of the Purple Martians. Players may never use Martians from the other player's Pool (only their own color of Martian Soldiers). The Cloaked Martian Scouts and Martian Champions are in their own Pools that either player can pull from. The Martian players start the game with 1D6 Martians each on the Board.

17.2.2 MARTIAN COMMAND CONSOLE

If there are two Martian players, use the Two Martian Players side of the Console (with the Blue glowing lights).

During the Command Step the two Martian players get 1 Command Point each to spend.

On the Two Martian Player Command Console, the "Immediate Reinforcement - 3 Martians" button is slightly different in that it only costs a single Command Point to use, but only generates D3 new Martians (rather than a full 3).

With two Martian players, they may both build on the same Tech cards and both players gain the advantages of any Tech Cards that are in play.

Both Martian players may build on the same Martian Champions and both players will get to control them once they enter play.

17.2.3 HAND OF CARDS

Each Martian player has a separate hand of three Martian cards. They may both discard one card before drawing one new card each at the start of the Martian Turn. They may show each other their cards so that they can plan their fiendish strategy.

17.2.4 USING CARDS

Each Martian player may use Martian cards to affect the Martians of either player.

17.2.5 CONTROL OF EXTRA MARTIANS

During the game, control of Martian Champions, Cloaked Martian Scouts, etc is split between the two Martian players. The Blue Martian player controls the extra Martians (moves, rolls Fight Dice, counts them when rolling for Reinforcements, etc) during odd numbered Rounds and the Purple Martian player controls the extra Martians on even numbered Rounds.

17.2.6 ROLLING FOR REINFORCEMENTS

If there are two Martian players, then each of them should roll only 1D6 and are trying to roll higher than the number of Martian Packs on the Board that contain Martians that they control (Martians of their color and the Zard Beast if it is in play and they control him this turn).

17.2.7 KILLING HEROES

If Martians kill a Hero, the Martian players gain 1 extra Command Point each (instead of the 2 that a single Martian player would get) in their following Command Step as a bonus for defeating a Hero character.

17.2.8 LANDING NEW MARTIANS

When Landing New Martians, each Martian player rolls a D3 (instead of a D6) and places the New Martians on the Board at the Landing Sites as normal.

17.2.9 EXPERIENCE

The two Martian players share a single pile of Experience.

17.2.10 DOT COMPENSATION

Contrary to playing with two Zombie players. when playing with two Martian players they don't get any Dots for Special Rules.

17.3 OPTIONAL REDUCED HERO DECK GAMES - BETA

Some players feel that the 200+ Hero Card deck removes one interesting aspect of the game. The Reduced Hero Deck rules should be considered to be in a Beta stage.¹⁰³

To play with a 65 card Hero deck, create the deck by doing the following:

- Take 2 each of any Scenario Search cards noted for the scenario to be played
- Add 4 *Just what I needed* Event cards
- Add 16 random *Weapon* Item cards
- Finally, add a number of random cards selected from all remaining cards to take the Hero deck to 65 cards



17.4 OPTIONAL RANDOM SCENARIO CREATION

This rule will be added in a later version of these rules.

¹⁰³ The Reduced Hero Deck rules were invented for the Complete Rulebook.

17.5 OPTIONAL SOLO GAME - BETA

The solo rules are compatible with every expansion up to and including the 10 Year Anniversary Edition, but are only useable with *Zombies* (not *Martians*). The solo rules should be considered to be in a Beta stage.¹⁰⁴

17.5.1 INTRODUCTION

So, your friends couldn't make it to game night? Or did you just want to brave the zombie horde by yourself? Don't worry, LNOE can be a perfectly enjoyable experience to play solo. However, since this game was not designed with solo-play in mind, you are encouraged to use your best judgement in situations not covered by these rules.

17.5.2 GAME SETUP

The solo game is set up using the normal set up sequence [see rule 5.]. Refer to rule 17.5.5 for specific solo scenario notes. For increased challenge, feel free to add any Special Rules, selecting the same amount of "Dots" for both Heroes and Zombies. Also do the following:

- Take out all of the Fight cards from the *Zombie* deck and put them in a separate stack. This stack will be referred to as the "Zombie Fight Deck" during the solo game.
- Assign a number token to each of your Heroes. This number will be used when rolling a random Hero in any given situation. If you roll a number that is not available, just roll again.

17.5.3 ZOMBIE TURN

The *Zombie Turn* follows the standard sequence with one addition. For some of the Steps there are special considerations as described below:

17.5.3.1 STEP 1 - MOVE THE SUN TRACK: As in the standard game.

17.5.3.2 STEP 2A - DRAW NEW ZOMBIE CARDS: Draw 4 *Zombie Cards* and put them face up in front of you. Apply their effects whenever they are applicable throughout the Game Round. At the start of the next *Zombie Turn*, discard any *Zombie Cards* that were not used, and draw a new set of 4 cards. Refer to the Card List [see rule 17.5.4] for when and how to use them.

When applying the effects of *Zombie Cards* on *Zombies*, there might be cases where there are multiple *Zombies* in the same space. If there is just one type of *Zombie* in that space, it doesn't matter which *Zombie* gets the effect. If there are more than one type however, follow the *Zombie Priority List* for which *Zombie* type gets the effect first, with 1 being highest priority and 7 being the lowest. When a *Zombie Card* asks you to remove *Zombies*, the order is reversed.

Zombie Priority List	
Priority	Type
1	Zombie Behemoth
2	Feral Dead
3	Grave Dead with Grave Weapon
4	Standard Zombie with Grave Weapon
5	Grave Dead
6	Zombie Hero
7	Standard Zombie

17.5.3.3 STEP 2B - DRAW ZOMBIE UPGRADE: If the *Zombies* have the required XP, draw a *Zombie Upgrade*.

17.5.3.4 STEP 3 - ROLL TO SPAWN NEW ZOMBIES: Roll 2D6 as normal, unless Auto-Spawn is in effect.

17.5.3.5 STEP 4 - MOVE ZOMBIES: When moving *Zombies* will move towards a target according to the following priority list. This is usually the Hero closest to that particular *Zombie* model, unless the *Zombies* have a specific objective (as in the *Zombie Apocalypse* scenario) where that objective will take precedence.

Target Priority List	
Priority	Target
1	Zombie Hunger (use priority 4 if several <i>Zombie Hunger</i> targets are available)
2	Scenario Objective
3	Closest Space with Hero
4	Fewest Heroes
5	Fewest total Hero Wounds remaining
6	Random roll

If the *Zombie* can move to several different spaces and still move closer to its target it will move according to the following priority list:

Space Priority List	
Priority	Space
1	Adjacent to largest number of Heroes
2	Not in Line of Sight of Hero
3	Forest
4	Building
5	Random roll

17.5.3.6 STEP 5 - FIGHT: During Fights, each *Zombie Model* involved gets to draw one card from the *Zombie Fight Deck* and benefit from its effect during the Fight. Refer to the Card List further down for how to use them. Each *Zombie* gets a new Fight Card for each Fight (both during the *Zombie Turn* and during the Hero Turn).

17.5.3.7 STEP 6 - PLACE NEWLY SPAWNED ZOMBIES: When choosing where to spawn the new *Zombies*, start

¹⁰⁴ The solo rules were invented for the Complete Rulebook by Thomas Gustafsson.

with the Spawning Pit on the board Section highest on the following priority list and work clockwise from there.

Spawn Pit Priority List	
Priority	Board
1	Most Heroes
2	Fewest total Hero Wounds remaining
5	Random roll

To determine what type of **Zombie** is spawned, start by rolling a D6:

Spawn Roll Spawning	
D6	
1	1 Standard Zombie
2-3	1 Special Zombie , with the rest being regular Zombies . Refer to the Special Spawning Table for which special type to spawn.
4-5	2 Special Zombies . Roll once on the Special Spawning Table for which special type to spawn.
6	Zombie Behemoth . If you do not have the required XP, re-roll.

Special Spawning Table Spawning	
2D6	
2-4	Standard Zombies
5-8	Grave Dead
9-10	Assign Grave Weapons if eligible Zombies are on the Board, otherwise re-roll
11-12	Feral Dead. If you do not have the required XP, re-roll.

17.5.4 CARD LIST

Listed below are the **Zombie Cards**, **Zombie Fight Cards** and **Zombie Upgrade Cards** and their effects in the solo game.

Some of the cards don't need any additional clarifications, but are listed anyway for the sake of having a complete list.

17.5.4.1 ZOMBIE CARDS: Whenever a Card says "any Hero", without any more specific criteria, roll a d6 to see which Hero is targeted by the effect. Whenever a Card has two alternatives, roll a d6. On 1-3, use the topmost alternative, on 4-6, use the bottom alternative. Whenever a Card tells you to roll a Random Building, if the roll is **Zombie's Choice**, re-roll.

- All is Lost - N/A
- Angry Dead - Sacrifice, simply shuffle the cards in hand and draw 2 at random
- Anxious to Feed - N/A
- A Town Overrun - N/A
- Bickering - If there are more than one space with several Heroes, assign numbers to the spaces and roll a d6 to decide.
- Bitten - N/A

- Blinding Rage - Play on the **Zombie** that is farthest away from any Hero/Objective.
- If more than one **Zombie** in a space, refer to the Priority List. (Section 2)
- Blood in the Forest - N/A
- Building Overrun - If more than one building qualifies, assign numbers to them and roll a d6.
- Catfight - If there are more than one space with several female Heroes, assign numbers to the spaces and roll a d6 to decide.
- Closing In - Sacrifice, remove the three **Zombies** farthest away from Heroes/Objective. Choose the board section with the most **Zombies** on it afterwards.
- Cornered - N/A
- Dark Forest - Start spawning on section with most Heroes on it, continue clockwise from there.
- Dead End - N/A
- Deadly Instincts - N/A
- Deadly Surprise - If dice roll fails on bottom alternative, discard without effect.
- Despair - If Heroes use an Event Card during their Turn, roll the d6.
- Desperate for Flesh - **Zombies** get to draw 2 Fight Cards only for the first round of any Fight.
- Divide and Conquer - N/A
- Don't Go In the... - N/A
- Dragging Meat - Play on the **Zombies** that are farthest away from any Hero/Objective.
- Dying Slash - If more than one Hero in its space, roll random Hero.
- Exhaustion - N/A
- Falling Darkness - N/A
- Fight for Survival - Draw a card from the Hero discard pile at random. If you draw a Scenario Search Card, re-draw.
- Fire! - Place Fire next to **Zombie** closest to Heroes/Objective.
- Gaining Ground - Choose the board section with most Heroes on it.
- Growing Hunger - N/A
- Guilty Conscience - Play on Hero with most XP Tokens. If several Heroes have same amount, roll random Hero.
- Haunted By The Past - Roll random Hero for which Hero without keyword Student gets the effect. If only Student Heroes, discard without effect.
- Haunted Memories - N/A
- Heavy Rain - N/A
- Hopeless - Sacrifice, shuffle any RiP cards and choose at random.
- Hunger for the Living - N/A
- Hungry Dead - Sacrifice, remove the three **Zombies** farthest away from Heroes/Objective.
- Hysteria - N/A

- I Don't Trust 'em - If bottom alternative and no Heroes have keyword Strange, discard without effect.
- I Feel Kinda Strange - Play on first Hero that gets Wounded.
- I Have a Bad Feeling! - Play on Hero with least remaining HP. If several Heroes have same amount, roll random Hero.
- Infected - Play on first Hero that gets Wounded.
- It's Stuck! - N/A
- I've Got to Get to the... - N/A
- Knocked Away - Play on first Hero that gets Wounded. Discard Weapons first.
- Legions of the Dead - N/A
- Let's Split Up - N/A
- Lights Out - Roll Random Building. If Zombie's Choice, re-roll.
- Living Nightmare - N/A
- Lockdown - N/A
- Locked Door - Play on first Hero that moves through a door.
- Loner - N/A
- My God, He's A Zombie - If top alternative and no Townfolk Cards are in play, discard without effect. If bottom alternative, roll random Hero.
- My God, They've Taken the... - N/A
- New Spawning Pit - N/A
- Night That Never Ends - Draw a card from the Zombie discard pile at random.
- No... It can't be! - Sacrifice, remove the four Zombies farthest away from Heroes/Objective. Draw Hero at random.
- Nowhere To Hide - N/A
- Nowhere To Run - N/A
- Oh the Horror! - N/A
- Out of Control - Move afflicted Hero towards closest Zombie.
- Out of Luck - N/A
- Outsider - N/A
- Overconfidence - N/A
- Overtaken - N/A
- Overwhelmed - If more than one space qualify, assign numbers and roll d6.
- Relentless Advance - Choose Zombies farthest away from Heroes/Objective.
- Resilient - N/A
- Risen From The Grave - Sacrifice, remove the two Zombies farthest away from Heroes/Objective. Choose Cards at random.
- Rookie Mistake - Immediately used on first Hero that initiates a Fight.
- Rotten Bodies - Choose Zombies farthest away from Heroes/Objective.
- Shamble - Choose Zombie farthest away from Heroes/Objective.
- Smoldering Dead - N/A
- Spilled Gas - N/A
- Spreading Flames - If top alternative, choose Zombie closest to Heroes/Objective. If bottom alternative and roll fails, discard without effect.
- Strength of Death - Use on first Zombie that gets Wounded.
- Strength of Hate - Use on first Zombie that gets into a Fight.
- Surprise Attack - N/A
- Teen Angst - If more than one Hero with keyword Student, roll random Hero. If no Hero with keyword Student, discard without effect.
- Terror at Timber Peak - N/A
- That's Not Good - Use on first Zombie that gets Wounded.
- This Can't Be Happening! - N/A
- This Could Be Our Last Night On Earth - If more than one space qualifies, assign numbers and roll d6. Optionally, this can be used on a space with 2 Heroes of any gender.
- The Hungry One - Choose Zombie farthest away from Heroes/Objective.
- The Line is Dead! - Use on first Hero that is Searching.
- There's No Time, Leave It! - Choose Card at random.
- There's Too Many! - N/A
- They're Coming From the... - N/A
- They're Everywhere! - N/A
- Tide of the Dead - Sacrifice, shuffle Cards and choose two at random.
- Tools of the Grave - Choose board section with most Zombies on it.
- Town Secrets - If bottom alternative, roll random Hero.
- Trapped! - Use on Hero with least remaining HP. If more than one Hero have same amount, roll random Hero.
- Trip! - Use on first Hero to roll 3+ for Movement. If no Hero does, discard without effect.
- Twisted Ankle - Use on first Hero to roll a 1.
- Unnecessary Self Sacrifice - N/A
- Unrelenting Attack - Use on first Zombie involved in a Fight.
- Unstoppable - Use on first Zombie damaged by Guns or exploding gas markers.
- We're Too Late! - Choose Card at random.
- We've Got to Reach the... - Roll Random Building. If Zombie's Choice, re-roll.
- You've Gotta be Kidding! - N/A
- Zombie Surge - Sacrifice, roll random Hero.

17.5.4.2 ZOMBIE FIGHT CARDS:

- Braaaains! - N/A
- Caught Off-Guard - Choose weapons first, then any other.

- Chewing Through - Use on first **Zombie** involved in a Fight.
- Clawing Strike - N/A
- Endless Rage - Choose Card at random and shuffle it back in the **Zombie Hand Deck**.
- Feels No Pain - Roll a d6. On 1-3, take the top alternative, on 4-6, take the bottom alternative.
- Fighting Instincts - N/A
- Hungry for Brains - N/A
- Jagged Teeth - N/A
- Loss of Faith - If targeted Hero has a Faith Card on him/her, cancel it. If not, choose the other effect.
- Pulled Away - Weapons first, then heal items, then random.
- Savagery of the Dead - N/A
- Scratch and Claw - N/A
- The Smell of Brains - N/A
- Undead Hate The Living - Instantly used if **Zombie** was Fended Off or Killed.
- Uuuurrggghh! - N/A
- Vicious Attack - N/A

17.5.4.3 ZOMBIE UPGRADE CARDS:

- Beyond Reason - Instantly used if **Zombie** was Fended Off or Killed.
- Breakdown - Choose Hero with most Upgrades.
- Concussion - N/A
- End of the Line - N/A
- Every Man For Himself - Wound Hero with least remaining HP.
- Grave Danger - Use on first **Zombie** that gets Wounded.
- Instinct to Feed - N/A
- Limitless Dead - Use if there are less **Zombies** than double the amount of Heroes on the Board and there is enough XP.
- Mistrust - N/A
- Overcome By Fear - N/A
- Secretly Bitten - N/A
- Starving Dead - N/A
- Tainted - Choose Card at random.
- You'll Only Make Them Mad! - Choose the **Zombie** closest to the one who is Wounded.

17.5.5 SCENARIO NOTES

1. Die **Zombies**, Die! - N/A
2. Escape In the Truck - N/A
3. Save the Townsfolk - N/A
4. Burn 'Em Out! - N/A
5. Defend the Manor House - If there are no Heroes in the Manor House at any given time, the **Zombies** will move towards the house instead of towards the Heroes.
6. We've Got To Go Back! - Whenever a Hero is holding a Bio Canister, the **Zombies** will always target that Hero. If

two Heroes are holding Canisters, the **Zombie** targets the one closest to it.

7. Stock Up! - As soon as there is at least one item in the Stockpile Building, the **Zombies** will try to go there instead of chasing Heroes around the town.
8. All Hallows Eve - Whenever a Hero is holding The Book of the Dead, that Hero is automatically targeted by all **Zombies**.
9. **Zombie Apocalypse** - **Zombies** will always try to move into position to destroy buildings (starting with the smallest and working their way up) unless **Zombie Hunger** compels them to go after Heroes.
10. Plague Carriers - N/A
11. Burn It To the Ground! - N/A
12. Alone In the Dark - N/A
13. Revenge of the Dead - N/A
14. **Zombie Pillage** - N/A
15. Run For It! - Whenever available, the **Zombies** will target the Townsfolk Heroes instead of the regular Heroes.
16. It Fell From the Sky - N/A
17. Rescue Mission - Whenever available, the **Zombies** will attempt to target the Townsfolk Allies instead of the Heroes.
18. Hunker Down - N/A
19. Supply Run - Once there are 5 or more Supply markers in the Manor House, the **Zombies** will try to enter to overrun it.
20. Search For the Truth - N/A
21. Hunt For Survivors - N/A
22. All Hallows Eve II: The Ritual - The **Zombies** will always target Father Joseph, unless **Zombie Hunger** compels them to move away from him.
23. Darkest Night - As soon as both of the Generators run out of Gas, the **Zombies** will always target Samantha.
24. Learn To Survive - If the **Zombies** would have 3 XP at the Spawn **Zombies** Step, these are instead saved to guarantee an Upgrade during the next **Zombie Turn**.
25. Blow Up the Town! - N/A
26. Radio For Help - If a **Zombie** is ever closer to the Generator than a Hero, they will move toward it instead.
27. Mountain of the Dead - If a **Zombie** is ever closer to a Generator than a Hero, they will move toward it instead.
28. Lost In the Woods - N/A
29. Salvage Mission - N/A
30. Escape In the Plane - N/A
31. Hold the Line! - N/A
32. Airstrike - If a building is destroyed with **Zombies** in it that may survive, they are placed in a space Adjacent to any Heroes that are moved. If no Heroes were in the building, they are placed at random.
33. Broken Down - N/A
34. Left Behind - After the D6 roll at the start of the **Zombie Turn**, move the **Zombies** furthest away from the Heroes.

APPENDIX I, HERO PROFILES

SMALL TOWN HEROES

The Heroes of Woodinvale are a motley bunch with quite disparate backgrounds.

ALICE, DINER WAITRESS

Still in High School, Alice works nights at the Log Jam, the local diner in town. Though young, she knows everyone and every corner of Timber Peak like the back of her hand. When her father died years ago, Alice and her older brother Jon were, in a way, adopted by the logging crews from her father's sawmill.



ALWAYS ON THE GO: Anytime she rolls a 1 or 2 for Movement, she may take an extra Move Action (using the same Movement roll).

YOUTH: May give up a Move Action to Fully Heal.

AMANDA, THE PROM QUEEN

Five time winner of the Miss Young Woodinvale competition, Amanda has grown accustomed to getting what she wants. With a headstrong attitude and a pouty face, she is a master of manipulation. Daughter of one of the wealthiest families in town, Amanda has just recently been voted Prom Queen and is determined that nothing on earth is going to spoil her big night.



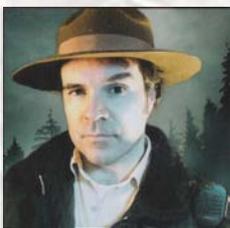
BEAUTIFUL: Any Male Hero in the same space may roll an extra Fight Die.

HIDE: May cancel any fight she is in on the roll of 4+ (before Fight Dice are rolled).

YOUTH: May give up a Move Action to Fully Heal.

SHERIFF ANDERSON, SMALL TOWN LAW MAN

In the sleepy town of Woodinvale, Sheriff Jack Anderson patrols the quiet streets, haunted by his memories of the past. Born and raised in the forested countryside, he is one of only a handful of people who knows the dark history of the area. Since his wife died eight years ago, he has raised his only son, Billy, alone. Now he silently waits for the inevitable, hoping and praying that he is ready for an event that never comes to pass... at least not again.



SHERIFF: Starts the game with a Revolver.

MAN OF ACTION: Instead of Searching, may take a Revolver from the discard pile.

WOODINVALLE SURVIVOR: Note that there are two versions of this Hero and that you may not have two Heroes in the game with the same exact name [see rule 5.6.1].

SHERIFF ANDERSON, WOODINVALLE SURVIVOR

With the loss of his son Billy and the town his family has called home for generations, Sheriff Jack Anderson has but one goal...survival. Not just for himself, but for as many others as he can find and rescue. He always feared these days would come, and now he must become the man he was meant to be. A man of action.



SURVIVOR: Starts the game with a Police Shotgun and the Zombie card *Haunted Memories*.

NATURAL LEADER: Instead of Searching, may spend 2 Experience Tokens to take any card from the Hero discard pile.

WOODINVALLE SURVIVOR: Note that there are two versions of this Hero and that you may not have two Heroes in the game with the same exact name [see rule 5.6.1].

ANGELA, THE CHEERLEADER

Growing up, Angela was always popular at school. Perky and upbeat, she found cheerleading to be a natural fit in high school, quickly becoming the head of the squad. Acrobatic and light on her feet, she revelled in the spotlight during the big games, leading the cheers for the home team, while cheering loudest for her secret crush... Johnny, the quarterback.



ACROBATICS: May move through spaces with Zombies without stopping.

TEAM SPIRIT: Once per turn, choose one other Hero in your space to gain an extra Fight Die until the end of the turn.

YOUTH: May give up a Move Action to Fully Heal.

BEAR, THE BIKER

Down on his luck, Bear spends most of his days drinking in the tavern, riding his bike along the winding mountain roads, or sitting in a booth at the Diner. Often ending up on the wrong side of the law, he generally keeps to himself, though he is well known from Woodinvale to Timber Peak for his hot temper and violent moods.



KNOCKBACK: When the Hero beats a Zombie in a Fight, they may move that Zombie up to 2 spaces in any direction.

BECKY, THE NURSE

A nurse at the new Widowcrest hospital facility, Rebecca King walks the quiet halls alone on the graveyard shift. In the dead of night she often hears the screams of the mad echoing down from the barred windows of the old Widowcrest Asylum on the hill. Having recently moved to Woodinvale to take a position at the hospital, Becky hardly knows anyone and often wonders if she will regret moving away from her family and friends to this small, secluded town.



FIRST AID: At the end of the Hero Turn, may Heal one Wound from another Hero in the same space.

BILLY, THE SHERIFF'S SON

An angst-ridden teen, Billy blames his father for just about everything that has gone wrong in his life – especially the fact that his mother is gone. He takes great pleasure at getting into trouble, using it as a tool to attack his father, the town Sheriff. A star on the high school track team, Billy is the fastest runner in his class; a sight which always gets a smile from his girlfriend in the bleachers, Sally.

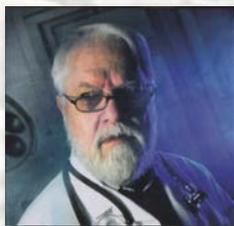


TRACK STAR: May add +1 to his Movement die roll.

YOUTH: May give up a Move Action to Fully Heal.

DOC BRODY, COUNTRY PHYSICIAN

Doc Brody has lived in Woodinvale for nearly 40 years. A quiet man, he attends to the town's needs with his medical bag, a wink and a smile. But there is a sadness to him. Though few of the townspeople know it, he was there... all those years ago when the last outbreak occurred. It started at the old Widowcrest Hospital. He saw the horror, fought to save the town, and has never been the same.



SURVIVOR: Starts the game with 2 Experience Tokens.

COUNTRY REMEDIES: Once per turn, you may spend 1 Experience to do one of the following:

- Heal 1 Wound from another Hero in the same or Adjacent space
- Cancel a Zombie Card on the D6 roll of 4+
- Roll an extra Fight Die

AGENT CARTER, FBI

Dispatched with his partner to Woodinvale and the nearby, small mountain town of Timber Peak, Agent David Carter is on a search for the truth. Ruthless in his hunt for information, he will stop at nothing to discover what the locals know about recent events as well as the shady history of the town and its surroundings. After a recent failure on a seemingly similar case, he's not about to let the same thing happen here. Not this time... Not again!



AGENT: Starts the game with a Pistol.

HUNT FOR INFORMATION: Instead of Searching, may discard the top 3 Hero Cards to draw 2 Hero Cards.

ED BAKER, LUMBERJACK

Ed is the youngest on his logging crew, only a few years out of High School and ready to take on the world. Spending most of his days in the forest, he has learned a thing or two about the hard knocks of life, having lost his best friend Jon in a recent accident. Of late, he spends much of his time at the diner in town visiting Alice, Jon's kid sister.



JACK OF ALL TRADES: Ed Baker starts with 1 Hero Upgrade. Additional Upgrades cost 3+1 Experience per each earlier Upgrade (including the starting one).

MR. GODDARD, CHEMISTRY TEACHER

Having lived in Woodinvale all of his life, Jerry Goddard now teaches at the High School that he once attended. With a passion for science and a gift for invention, he was often picked on as a youngster. This has caused him to take a special interest in helping students that are having difficulty fitting in. Always prepared, he prides himself on being ready for any situation.



FIRE: Always counts as having a Fire Item and may ignore Lights Out.

QUICK THINKING: May discard 2 Items at any time to immediately draw a Hero Card or to take any Event (except Play Immediately or Townsfolk) out of the Hero Cards discard pile.

BUILT IN FIRE ITEM: Mr. Goddard may throw his Fire just as though it were a normal Fire Item (like a Lighter for instance). He does NOT lose the ability when thrown. He may NOT, however, use the Fire Item to start a Fire in an Adjacent space [see rule 10.5]. The built in Fire Item also counts for scenarios where the Heroes need to find a Fire Item, but only as long as Mr. Goddard is still alive to use it.

MR. HYDE, THE SHOP TEACHER

Rough around the edges, Charlie Hyde has been a teacher at the High School for just over 3 years. Once a student there, he knows these halls backward and forward from years of getting into more trouble than he'd like to admit with his friends Jeb and Donny. As one of the younger faculty, Mr Hyde connects with the students, sympathizing with their need to buck authority.



PROTECTOR: May cancel any Wound a Student Hero in the same or an Adjacent space would take on the D6 roll of 5 or 6.

READY TO FIGHT: Rolls an extra Fight Die while there are 2 or more Zombies in his space.

JADE, HIGH SCHOOL OUTCAST

Moving from town to town as an army brat, Jade has always been an outsider. Having moved to Woodinvale within the last year, she has had a hard time adjusting to her new "small town" surroundings, preferring to rebel against the world. Jade would rather cut class and spend her time skateboarding than conform to this new life that will invariably change again all too soon.



REBELLIOUS: May not be Wounded in a Fight as long as she has doubles on any of her Fight Dice. Also, gains an extra Fight Die while in the same space as another Strange Hero. Jade gets an extra Fight Die if there is one or more other Strange Heroes in her space (NOT one die per Strange Hero).

YOUTH: May give up a Move Action to Fully Heal.

JAKE CARTWRIGHT, THE DRIFTER

Always in the wrong place at the wrong time, Jake Cartwright drifted into town this morning. A stranger to all, Jake lives on the road, traveling... always on the move. With a scruffy face and well-worn clothes, he has learned over the years to make-do with what is on hand. This is not the first time Jake Cartwright has passed through Woodinvale. He brings with him memories of the past and a dread omen for the future. He is a sight Sheriff Anderson remembers from his youth, and hoped never to see again.



RESOURCEFUL: When drawing a Hero card, may take two cards and choose which one to keep (discard the other).

WOODINVALE SURVIVOR: Note that there are two versions of this Hero and that you may not have two Heroes in the game with the same exact name [see rule 5.6.1].

JAKE CARTWRIGHT, WOODINVALE SURVIVOR

Always in the wrong place at the wrong time, Jake's road has brought him to Timber Peak once again. The last time he passed through, it was little more than a simple logging camp. Those had been dark days. But for Timber Peak, he feared, the darkest days were yet to come.



RESOURCEFUL: When drawing a Hero card, may take an extra card and choose which one to keep (discard the other).

LONG TERM SURVIVOR: Jake only needs to spend 2 Experience Tokens to get a Hero Upgrade. Starts the game with the Zombie Card Outsider. Jake has a base cost of 2 Experience for his Upgrades. Additional Upgrades cost 2+1 per each earlier Upgrade.

WOODINVALE SURVIVOR: Note that there are two versions of this Hero and that you may not have two Heroes in the game with the same exact name [see rule 5.6.1].

JEB, GREASE MONKEY

A simple man, Jeb works as a mechanic at the local garage. Sorting through the junkyard for odds and ends in his off time, Jeb has always been good with machines. People... not so much. But he can strip an engine blind folded and have it back up and purring like a cat faster than anyone around. Protective of his step-sister Sally, he casts a stern eye on anyone that tries to get too close.



ONE MAN'S GARBAGE...: Instead of Searching, may discard the top 2 cards from the Hero deck to take a random card from the Hero cards discard pile.

NO WAY!: The Zombie Card This Could Be Our Last Night on Earth may not target Heroes in Jeb's space. Also, Zombie Fight: cards may not be played on Zombies in Jeb's space.

JENNY, THE FARMER'S DAUGHTER

Born on the farm, Jenny Sty was raised to bail hay, feed the animals, and plow the fields. Though naive to the social circles of high school, she has been known to beat up guys with roaming hands or wise-cracking mouths. More at ease around animals than people, Jenny has never understood her father's gentle but sad demeanor and finds comfort in the simple truth of hard work on the farm.



HANDY: May add or subtract one to any roll when making a Break Test for a Hand Weapon. This ability allows you to add or subtract 1 to the die roll when rolling to see if a Hand

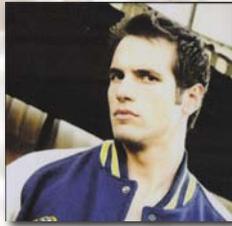
Weapon Breaks. This may not bring the roll below 1. So most **Hand Weapons** will still break if you roll a 1.¹⁰⁵

FARM GIRL: While in the **Cornfield** or **Barn**, may roll an extra **Fight Die**.

YOUTH: May give up a **Move Action** to **Fully Heal**.

JOHNNY, THE HIGH SCHOOL QUARTERBACK

With a flash of his smile, Johnny Miller can have nearly anyone eating out of his hand. The **Quarterback** of the high school football team, Johnny is one of the most popular kids in school. Though he was held back a year by **Principal Gomez** for failing nearly every class, he sees it as a golden opportunity to keep playing football in the hopes of getting a scholarship.



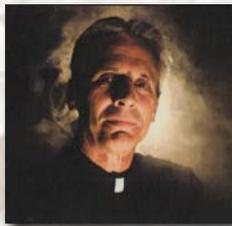
TOUGH: Wins **Fights** on a tie.

BLITZ!: When entering a space with a **Zombie**, may immediately **Fight** the **Zombie** and continue moving.

YOUTH: May give up a **Move Action** to **Fully Heal**.

FATHER JOSEPH, MAN OF THE CLOTH

A devout man of God, **Father Joseph McGuinness** relies on his faith to get him through the daily struggles of life. He has watched over the town for more than twenty-five years as a spiritual figurehead and deems it his personal mission to protect the people from the evils of the world. Though he is privy to many of the people's well kept secrets, he was never told of the town's past. It is a topic avoided by all who lived through it and left unknown to all of those who came after.



HOLY MAN: May not use **Guns** and may not be the target of **This Could be Our Last Night on Earth**. Although **Father Joseph** may not use **Guns** himself, he is more than happy to run around town with an armload of shotguns passing them out.¹⁰⁶

STRENGTH OF SPIRIT: May take a **Wound** to cancel any **Zombie Card** on the roll of 3+. When he uses this ability, **Father Joseph** takes a **Wound** and then rolls to see if the **Zombie Card** is canceled. He can use this ability multiple times in a row and even if taking the **Wound** will kill him. He can even use the ability if he is about to take a **Wound** in a **Fight**.¹⁰⁷

KENNY, SUPER MARKET BAG BOY

All of his life **Kenny** has been the odd man out. Picked on at school throughout his childhood, **Kenny** is a quiet young man with no real friends. Though a hard worker, he gets more flak than ever since getting an after-school job at the new "Fine Food Products" Super Market in town. Internalizing his anger, **Kenny** has lifetime of rage built up, just below the surface.



CLEAN UP ON AISLE 7: May take a **Wound** or discard an **Item** to **Kill** any **Zombie** beaten in a **Fight**, even if no doubles were rolled.

YOUTH: May give up a **Move Action** to **Fully Heal**.

MARIA, THE BOOKWORM

Spending most of her free time in the library, her nose buried in books of all kinds, **Maria** is quiet and reserved. A junior in high school, she has few friends, preferring the company of fictional characters and historical figures to the troubles of the world around her. Though lacking in any real experience, **Maria** is excited about her internship at the chemical plant next summer with her sponsor, **Dr. Yamato**.



POWER OF KNOWLEDGE: Whenever a **Hero Event** is played, roll a **D6**. On the roll of 5 or 6, this **Hero** may draw a **Hero Card**. **Maria** gets to roll even if the **Event** is somehow canceled.

YOUTH: May give up a **Move Action** to **Fully Heal**.

NIKKI, BUSH PILOT

A local pilot working for the ranger service, **Nikki** has lived in **Timber Peak** for the last five years. Learning to fly at a young age, she is one of the only licensed pilots in the area, going up in her small plane four days a week on fire watch and rescue. **Nikki** is a fast learner and if there's one thing she has learned from the rangers, it's to always be ready for anything.



PILOT: Starts the game with a **Signal Flare**.

RESCUE GEAR: May discard an **Item** to **Heal** a **Wound** from herself or another **Hero** in her space (at any time except during a **Fight**), or to cancel a **Zombie Card** on the **D6** roll of 3+.

¹⁰⁵ This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/1684761#1684761>).

¹⁰⁶ This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/2059509#2059509>).

¹⁰⁷ This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/1727481#1727481>).

SISTER OPHELIA, REFORMED NUN

Growing up on the streets of the big city, Ophelia fell in with the criminal underground at a young age. This led her to a life of crime and hardship that came to a violent end one night when three hitmen were sent to silence her. Ophelia fought back, killing her three attackers and fleeing, leaving behind her hardluck boyfriend to clean up the mess. Fleeing to the remote town of Timber Peak and taking on a new identity, Ophelia joined the clergy in hopes of reforming her past ways and escaping the horror of her old life forever.



REDEMPTION: May take a Wound to cancel any Fight on the roll of 3+.

DARK PAST: Anytime she kills a Zombie in a Fight, roll a D6. On the roll of 4+, she may Heal a Wound.

RACHELLE, DETECTIVE WINTERS

A police detective from the neighbouring city of Brideston, Rachele has come to Woodinvale in search of an escaped prisoner. After receiving a call from the local sheriff, Detective Winters immediately set out for the rural community, ready at last to bring an end to a two year manhunt.



ON DUTY: Starts the game with a Revolver and Flashlight.

INTUITION: May ignore any Wound on the roll of 6+.

SALLY, THE HIGH SCHOOL SWEETHEART

A troubled teen, Sally has had dark dreams of late. Living with her deadbeat, alcoholic step-father and her older, step-brother Jeb, Sally has always had to take care of herself. After her mother died when she was very young, Sally has only a silver pendant to remember her by. Sally dreams of getting out of the small town after high school and actually doing something with her life.



LIGHTWEIGHT: May not use Guns except the Revolver.

LUCKY: Once per Fight, may force a Zombie to re-roll any number of its Fight Dice against her (Hero's choice).

YOUTH: May give up a Move Action to Fully Heal.

WOODINVALE SURVIVOR: Note that there are two versions of this Hero and that you may not have two Heroes in the game with the same exact name [see rule 5.6.1].

SALLY, WOODINVALE SURVIVOR

A stalwart survivor, Sally is now haunted by the memories of all she has lost and the dark truth about her mother. With a new "family" of sorts she pushes on in hopes of finding a way out of this undead nightmare. Growing up, she always dreamt of escaping the small town of Woodinvale... this isn't exactly what she had in mind.



LUCKY DEFENSE: Once per Fight, may force a Zombie to re-roll one of its Fight Dice against her.

YOUTH: May give up a Move Action to Fully Heal.

SURVIVOR: May spend 2 Experience Tokens at any time to play a Heroic Event on herself from the discard pile.

WOODINVALE SURVIVOR: Note that there are two versions of this Hero and that you may not have two Heroes in the game with the same exact name [see rule 5.6.1].

SAM, THE DINER COOK

After serving two tours in 'Nam as an army cook, Sam retired to the serene, backwoods town of Woodinvale. Hoping to escape the hustle of modern life, as well as his recurring nightmares of the jungle horror, Sam took over the local Diner and is finally gaining the peace he had long thought impossible.



BRAWLING: May cancel any Zombie Fight: card used against him on the roll of 4+.

STACY, INVESTIGATIVE REPORTER

While sifting through the old archival records at her job at the city newspaper, Stacy found more questions than answers regarding the shrouded history of the small town of Woodinvale. Seeing a chance for her big break as a reporter, she has ventured out to the country to track down some leads that could break this story wide open; and she will do anything to make that happen.



DARING: May move through and Search in buildings that have been Taken Over.

RECKLESS: If she ends her Move on a Zombie Spawning Pit, may immediately draw a Hero Card. As long as Stacy ends her Move Action on a Spawning Pit she gets to draw a free Hero Card (even if she didn't actually move).

DEPUTY TAYLOR, SHERIFF'S DEPUTY

Never as fast a runner, as quick with a joke, or as good a shot as any of his older brothers, Donny Taylor always had something to prove. When he signed up to be a sheriff's deputy and started his training, they all laughed. They thought he didn't have what it takes to be an officer of the law. Though he has struggled a bit over the last 6 years, Sheriff Anderson has always been able to count on his loyal, if not a little skittish, deputy to tenaciously follow orders and get the job done.



ON A CALL: Starts the game with a Pump Shotgun.

POKING AROUND: Any time he rolls a 1 or 2 for Movement, may Search instead, even in an Outdoor space (as though it were a Building).

VICTOR, ESCAPED PRISONER

Always on the wrong side of the law, Victor has been "troubled" his whole life. Following a string of petty crimes in his teen years, he found himself working as an enforcer in the big city criminal underground. After being arrested on three counts of murder, Victor escaped custody and fled. A fugitive for the last two years, his luck ran out when he was caught in the small town of Woodinvale. Picked up by the local police and brought in to the station, he now awaits transfer back to the neighbouring city of Brideston.



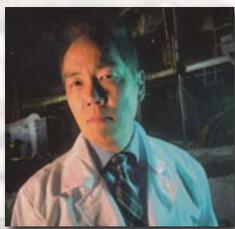
CONVICT: Starts the game with the Zombie Card I Don't Trust 'em.

LOCK PICK: May ignore Locked Door.

RAGE: Victor gets to roll an extra Fight Die for each Hand Weapon he is carrying, regardless of whether or not he actually uses their Combat Bonus.

DR. YAMATO, CHEMICAL ENGINEER

A brilliant scientist at the nearby chemical plant, Dr. Yamato was a part of research and development on the newest, most cutting edge projects. His latest work focused on Project Osiris, a top secret government contract working to create a next level chemical compound with the power to manipulate and regenerate dead cells.



CUTTING EDGE SCIENCE: Once per turn, you may discard the top 3 cards from the Hero deck to choose a Zombie Card or Zombie Upgrade. Cancel that card on the D6 roll of 5 or 6. If a Zombie Upgrade, the Hero Cards discarded are removed from the game (except Scenario Search Cards). You must roll to cancel a card regardless of it being a Zombie card or an Upgrade.

BRILLIANT: When Searching, roll a D6. On the roll of 6, draw an extra Hero Card.

CARNIVAL HEROES

ANGELICA, THE BEARDED WOMAN

Shunned by her family and friends when she developed a full beard at age 13, Angelica fled her home to join the circus passing through town. Since discovering her new family, she has seen things most people wouldn't believe existed, and found strength in being unique.



CRAFTY: When drawing a Hero Card, may choose to discard and re-draw (limit once per draw).

TEAMWORK: May use the Talent of any other Hero in the same or Adjacent space at the normal Power Token cost.

ARCHIBALD, THE HUMAN CANNONBALL

Once a champion boxer at Oxford, Archibald fled in disgrace after failing to prevent the death of a friend at the hands of his rival. He now lives in obscurity, seeking redemption in faith and at the bottom of a bottle. Soaring through the air from the mouth of a cannon is the only time he truly feels alive.



BOXING: Once per Fight, may re-roll one of his Fight Dice.

FIRE ME! May use a Power Token while in a space with a Cannon to fire himself across the Board as a Ranged Attack. Roll for distance using the Cannon Template and move to the target space. Any Martians landed on are Hit on the roll of 3+ (Heroes there are ignored), then continue the turn as normal.

ARCHIBALD IN THE SMALL TOWN: If Archibald is in the Small Town, he will always bring 2 Spare Carnival Cannons with him. At the start of the game, the Heroes place 2 Cannon markers in any Outdoor Space on 2 Random Board Sections.

CARL, THE STRONGMAN

Having fought in the Great War at age 16, Carl has seen life's horrors first hand. He now leads a simple life, using his uncanny strength and endurance to astound and amaze crowds of all ages. But his inner demons can never truly be banished.



HEAVYWEIGHT: Rolls an extra Fight Die. May not use Gun Items.

BASH HEADS: When he wins a Fight, may use a Power Token to do one additional Wound to a Martian in the same space. This ability can be used to either do a second Wound to the same Martian (such as a Champion) or to Wound a different Martian in the same space. Carl can use multiple Power Tokens to activate this ability multiple times when he wins a Fight. So if he was fighting a full Martian Pack and won the Fight, he could spend two Power Tokens to Wound both other Martians in the Pack.¹⁰⁸

CASSIDY, THE TRICKSHOOTER

Growing up in the faded glory of the American west, Cassidy learned to shoot before she could walk. Not one to be content with society's role for her, she has always pushed herself to be faster and more accurate than any man around. Now she works hard to keep the spirit of the 'Wild West' alive.



GUNFIGHTER: Starts the game with a Brace of Pistols.

TRICK SHOOTING: May use a Power Token to add +1 to a Ranged Attack roll to hit or to prevent having to discard a Gun Item.

R. J. FLANNIGAN, RING MASTER

A veteran of the circus life, R.J. Flannigan's family has been part of a traveling carnival for over eight generations, having first brought their show to the Americas around 1790. As the ringmaster, he is a father-figure to the performers in the troupe, offering sage wisdom and a helping hand.



SPEEDY: May add +1 to his Move roll.

LEADERSHIP: May use a Power Token to Heal a Wound from one Hero in the same or Adjacent space (including himself) on the D6 roll of 3+ (or a Crowd on the roll of 5+). This may not be used during a Fight or Blast.

HANNAH, THE FIREBREATHER

With a love of fire and flame, Hannah finds comfort in the waves of heat and dancing orange flicker. Both dead now, her parents were renowned performers in the show and she strives each day to live up to their legacy. Touched by madness, Hannah sometimes has

difficulty discerning her colorful dreams from reality.

TORCH: Always counts as having a Fire Item and may ignore Lights Out.

FIREBALL: May use a Power Token to make a ranged Attack with Range 1. Roll a D6 for each Martian in the space. Martians are hit on the roll of 4+ (Heroes there are ignored).

FUEL: May discard Kerosene or Gasoline to gain 3 Power Tokens.

JOJO, THE DANCING BEAR

Not just an animal in the show, JoJo is a beloved member of the family and would do anything to protect them. Content with a barrel of fish and the freedom to ride his unicycle, any who threaten the troupe are likely to meet with a 'Grizzly' fate.



BEAR: May not use Guns or Hand Weapons. May use a Power Token to add +1 to any of his Fight Dice rolls.

Gains one extra Power Token at the start of each Hero Turn.

DANCING: May ignore any Wound on the D6 roll of 5 or 6.

USING ITEMS: Jojo can use any item that is not listed as Gun or Hand Weapon in the Keywords bar. He is smarter than your average bear.¹⁰⁹

LUCREZIA, THE CONTORTIONIST

Left at the stoop of the ringmaster's wagon as an infant, the only life Lucrezia has ever known is that of the circus. As the youngest performer, her exotic nature and fantastic abilities only further her desire to discover the truth of her mysterious past...and her terrible nightmares.



HUMAN PRETZEL: May move diagonally through doors.

TRIPLE-JOINTED: May use a Power Token to force an opponent to re-roll one of their Fight Dice.

YOUTH: May give up a Move Action to Fully Heal.



¹⁰⁸ This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/5676205#5676205>).

¹⁰⁹ This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/5740526#5740526>).

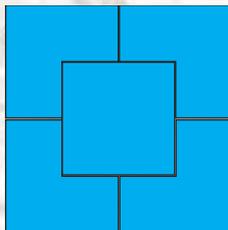
APPENDIX II, SCENARIO NOTES

The following scenario descriptions have been updated to work with the Complete Rulebook. Where Special Rules are listed, those always in effect for the Complete Rulebook have been omitted. The scenario numbers are the same as on the Random Scenario Table.

1. DIE ZOMBIES, DIE!

This is a Last Night on Earth scenario.

BOARD



SPECIAL RULES

None

SCENARIO OBJECTIVES

Game Rounds: 15

The Heroes win if they kill 15 Zombies by Sundown.

The Zombies win if the Heroes fail, or by killing 2 Heroes.

SCENARIO SEARCH CARDS

None

SCENARIO NOTES

In *Die Zombies, Die!*, the Heroes need to keep track of how many Zombies they have killed during the course of the game. To do this, you can use the circular red track marker provided.

SUGGESTED BALANCE

Zombies: ●

ZOMBIES AT THE CARNIVAL

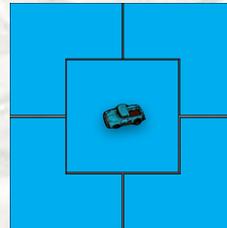
Use the Fair Grounds board. Place a Spawning Pit marker on each Landing Site Start Spot.

Anytime that Zombies are in the same game as Carnival Heroes, they automatically get *Zombies Auto Spawn* [see rule 16.4.10].

2. ESCAPE IN THE TRUCK

This is a Last Night on Earth scenario.

BOARD



Place the *Old Truck* model in the center space of the Town Center board.

SPECIAL RULES

None

SCENARIO OBJECTIVES

Game Rounds: 15

The Heroes must find *Gasoline* to fill up the *Truck* and *Keys* to start it.

To fill up the *Truck*, a Hero must start in the space, give up their turn, and discard *Gasoline*. The Hero must survive any *Zombie Fights* in their space before the *Truck* is filled up.

To escape, at least 2 Heroes must end the Hero Turn together at the *Truck* before Sundown. The *Truck* must be filled up and one of the Heroes there must have *Keys*.

SCENARIO SEARCH CARDS

Gasoline, *Keys*

SCENARIO NOTES

None

SUGGESTED BALANCE

Zombies: ●●

ZOMBIES AT THE CARNIVAL

This scenario won't really work with *Zombies at the Carnival* as there are no *Gasoline* or *Keys* cards in the *Carnival Hero* deck.

MARTIANS IN THE SMALL TOWN

The *Escape in the Truck* scenario may be used when fighting *Martians* rather than *Zombies*.

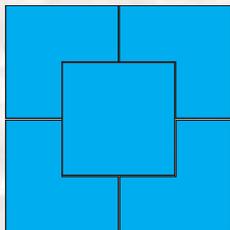
Small Town Heroes in the same game as *Martians* automatically get *Hero Starting Cards (1)* [see rule 16.3.3].

3. SAVE THE TOWNSFOLK

This is a Last Night on Earth scenario.



BOARD



SPECIAL RULES

None

SCENARIO OBJECTIVES

Game Rounds: 16

The Heroes must rescue (collect without playing) four of the *Townfolk* and keep them alive until morning. When found, *Townfolk* are kept face up on the table.

The *Zombies* win if the Heroes fail, or by killing 2 Heroes.

SCENARIO SEARCH CARDS

Any *Townfolk* Event

SCENARIO NOTES

In *Save the Townfolk*, the Heroes need to collect *Townfolk* Event cards. When found, a *Townfolk* card is placed face up on the table where everyone can see it. These *Townfolk* are not associated with any one Hero, but are collected by the team as a whole.

While on the table, a *Townfolk* may NOT be canceled.

Also, while on the table, *Townfolk* may be played and discarded for their card effects as though they were in a Hero player's hand of Event cards. This, of course, means that it

no longer counts toward winning the game (but sometimes you don't have any other choice). If a *Townfolk* is played for its card effects, then it may be canceled at that time.

The *Townfolk* Event cards in this scenario do not have any special interaction if one or more of the 10 Year Anniversary Edition "Townfolk" Hero characters are in play. It is assumed that the *Townfolk* Event cards that the Heroes are searching for represent other individuals in the town or possibly some influence that the "Townfolk" character has had.

SUGGESTED BALANCE

Zombies: ●

ZOMBIES AT THE CARNIVAL

Use the Fair Grounds board. Place a Spawning Pit marker on each Landing Site Start Spot.

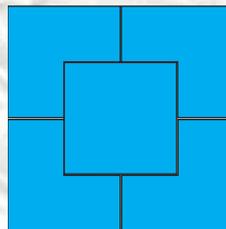
Anytime that *Zombies* are in the same game as *Carnival* Heroes, they automatically get *Zombies Auto Spawn* [see rule 16.4.10].

Ally Events are the equivalent of *Townfolk* Events.

4. BURN 'EM OUT

This is a Last Night on Earth scenario.

BOARD



SPECIAL RULES

None

SCENARIO OBJECTIVES

Game Rounds: 18

The Heroes must find *Explosives* and destroy 3 of the *Zombie Spawning Pits* by Sundown.

SCENARIO SEARCH CARDS

Any *Explosive* (such as *Gasoline* or *Dynamite*)

SCENARIO NOTES

In *Burn 'em Out*, the Heroes need to find *Explosives* to blow up *Zombie Spawning Pits*.

To destroy a *Zombie Spawning Pit*, a Hero must start in the space, give up their turn, and discard an *Explosive*. The Hero must survive any *Zombie Fights* in their space before the pit is destroyed.

When using an *Explosive* to blow up a spawning pit, the Hero does not require any other cards (such as a *Fire* card to ignite it, etc).

Use a Wound marker to indicate a destroyed Spawning Pit. No more **Zombies** may Spawn on a destroyed pit.¹¹⁰

SUGGESTED BALANCE

Zombies: ●

ZOMBIES AT THE CARNIVAL

Use the Fair Grounds board. Place a Spawning Pit marker on each Landing Site Start Spot.

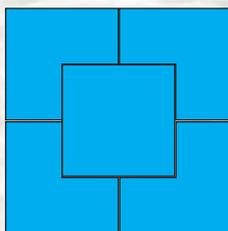
Anytime that **Zombies** are in the same game as Carnival Heroes, they automatically get *Zombies Auto Spawn* [see rule 16.4.10].

In addition to the normal rules for this Scenario, when *Kerosene* is the *Explosive* used to blow up a Spawning Pit, roll a D6 afterward. It only needs to be discarded on the roll of 1 or 2. Note that Fire on a Spawning Pit has no Scenario effect here; the Heroes still need to use *Explosives* to blow up the Pits.

5. DEFEND THE MANOR HOUSE

This is a Last Night on Earth scenario.

BOARD



Use the Manor House Center board.

SPECIAL RULES

- *Hero Starting Cards (1)* [see rule 16.3.3]
- *Zombies Auto Spawn* [see rule 16.4.10]
- *Manor House* [see rule 16.6.1]

SCENARIO OBJECTIVES

Game Rounds: 17

The **Zombies** immediately win if there are ever 9 or more **Zombies** inside the Manor House at the same time.

Heroes win by holding off the **Zombies** until Morning.

SCENARIO SEARCH CARDS

None

SCENARIO NOTES

None

SUGGESTED BALANCE

None

ZOMBIES AT THE CARNIVAL

Use the Big Top Tent Center board. Place a Spawning Pit marker on each Landing Site Start Spot.

Anytime that **Zombies** are in the same game as Carnival Heroes, they automatically get *Zombies Auto Spawn* [see rule 16.4.10].

6. "WE'VE GOT TO GO BACK!"

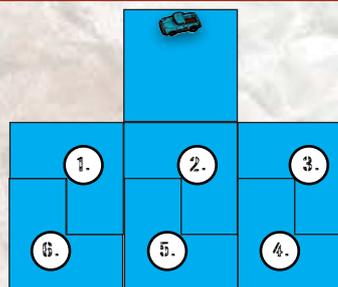
This is a web scenario.



The rural town of Woodinvale has been completely overrun by the living dead. Only a handful of survivors have escaped and made their way to the nearby abandoned military base, Fort Baxter. One of those survivors is a scientist named Dr. Seavers from the Ancor Chemical Plant... and he has an idea. Just prior to the **Zombie** infestation, he was about to begin work on an experiment with two hazardous biochemicals. He now believes that with a little time and these two samples he could develop a way to stop the ravenous hordes of **Zombies**. The only problem is that someone has to fight their way back into town, find the chemicals, and bring them back. It's a long shot, but it just might work.

Armed with a new plan, the remaining townspeople pool their resources and choose the unlucky few who have to go back... back into hell.

BOARD



Use the Town Center and 6 L-shaped Outer boards selected and positioned randomly in the configuration pictured. Place the *Old Truck* in the uppermost space.

Shuffle up the Numbered Counters 1-6 and place one face down (without looking) in a Random Building on each of the six L-shaped boards. These are the possible locations of the *Bio Canisters*. The counters are not in any one



¹¹⁰ This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/1689513#1689513>).

space, but on a whole building itself. Buildings with a face down counter may not be *Taken Over*.

SPECIAL RULES

- *Constructing the Hero Team* [see rule 16.3.6]
- *Number Counters (6)* [see rule 16.6.8]

SCENARIO OBJECTIVES

Game Rounds: 17

The Hero players win by having both *Bio Canisters* on the *Truck* at the end of a Hero Turn as well as at least one Hero there alive. The *Zombies* win if the Heroes fail.

SCENARIO SEARCH CARDS

None

SCENARIO NOTES

The Hero players should choose the four characters that they want to use. The Heroes must collectively decide which of the following options to start the game with:

- Any 6 Hero Cards chosen from the Hero deck. Cards are divided between the Heroes as the players see fit.

OR

- 12 Random Hero Cards from the Hero deck. Cards are divided between the Heroes as the players see fit.

If the Hero Cards are drawn randomly, no special card drawing abilities may be used (i.e. *Jake Cartwright* may NOT use his *Resourceful* ability for these random card draws).

Place the *Truck* and all 4 Heroes in the marked Starting Space. Heroes do NOT use their Start: Locations.

Before the game begins, the Hero players should roll 2 dice (re-rolling doubles). The two numbers rolled are the two Numbered Counters the Heroes are trying to find.

Any Hero Searching in a building with a face down counter may, instead of drawing a Hero Card, reveal the counter. If the Numbered Counter is one of the two the Heroes are looking for, they have found a *Bio Canister*. The *Bio Canister* is taken by the Hero who revealed it and counts as an Item. If the Numbered counter does not correspond to one that the Heroes are looking for, then the *Canister* is not there. Either way, once a Numbered Counter is revealed, it is removed from the Board.

A Hero may exchange a *Bio Canister* with another Hero just like any other Item or may place it on the *Truck* in the Exchange Items Step if they are in the Starting Space. If a Hero is killed while holding a *Bio Canister*, it is immediately dropped in the Hero's space (even if they are turned into a *Zombie Hero*). A Hero may pick up any dropped *Bio Canister* in their space during the Exchange Items Step.

Zombies may not move or interact with a dropped *Bio Canister* in any way.

ROLLING A RANDOM BUILDING: In this alternate board configuration, use the diagram 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 2 free bonus Hero Cards. It is assumed that the Hero was left, trapped in the town 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. You will notice that as many of the buildings are in play, many of the building 'Pick Up:' abilities are present (should you choose to fight your way over to use them).

SUGGESTED BALANCE

Zombies: ●

ZOMBIES AT THE CARNIVAL

Use the Fair Grounds board. Place a Spawning Pit marker on each Landing Site Start Spot.

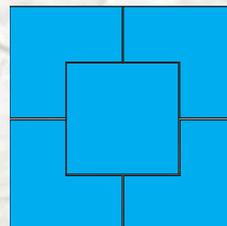
Anytime that *Zombies* are in the same game as Carnival Heroes, they automatically get *Zombies Auto Spawn* [see rule 16.4.10].

7. STOCK UP!

This is the Stock Up! scenario.

When the harsh reality of the Zombie epidemic settles in, there's only one thing left to do - Stock Up! With unstoppable legions of the dead amassed against them, the heroic survivors must band together and prepare for the long night ahead.

BOARD



SPECIAL RULES

None

SCENARIO OBJECTIVES

Game Rounds: 15

The Heroes must collect 4 Weapons (*Hand Weapon* and/or *Ranged Weapon*) and a *First Aid Kit*.

The Heroes win by having all of the collected Items in the Stockpile building at the same time with no Zombies in the building.

Zombies win by preventing the completion of the Stockpile or by killing 3 Heroes.

SCENARIO SEARCH CARDS

First Aid Kit, any *Hand Weapon*, any *Ranged Weapon*

SCENARIO NOTES

Roll a Random Building. This is the Stockpile building. The Stockpile may not be *Taken Over* or have a new Spawning Pit placed there.

To win the *Stock Up!* scenario, the Heroes must have 4 Weapon Items (any mix of *Hand Weapons* and *Ranged Weapons*) and a *First Aid Kit* in the stockpile building all at the same time. As this is 5 Items (4 of which are Weapons) it will require at least two Heroes inside the building to carry them all. If they succeed in doing this, the Heroes win immediately.

SUGGESTED BALANCE

Zombies: ●

ZOMBIES AT THE CARNIVAL

Use the Fair Grounds board. Place a Spawning Pit marker on each Landing Site Start Spot.

Anytime that Zombies are in the same game as Carnival Heroes, they automatically get *Zombies Auto Spawn* [see rule 16.4.10].

Cabbage is the equivalent of *First Aid Kit*.

8. ALL HALLOWS EVE

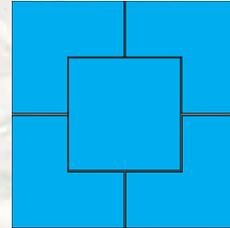
This is a web scenario.



Something is afoot in Woodinvale. Strange things have been sighted at night, a whisper on the wind and the whistling branches of the trees sing- ing their eerie songs. It's not just any other cold, Autumn day, but All Hallows Eve when the spirits roam the Earth and the dark shadows creep.

The townspeople have been restless of late, acting peculiar and keeping to themselves. There is death in the air and distrust in the streets. One of them has the darkest of secrets and tonight, using magik from an evil book, they will wake the dead to have their revenge!

BOARD



SPECIAL RULES

- Number Counters (6) [see rule 16.6.8]

SCENARIO OBJECTIVES

Game Rounds: 16

The Heroes must discover which one of the Townsfolk is the *Zombie Master*, secretly controlling the *Zombie* horde with the *Book of the Dead*, and defeat him.

Once the Heroes have defeated the *Zombie Master* and recovered the *Book of the Dead*, they must burn the *Book* to stop the *Zombies*. To burn the *Book*, a Hero must have both the *Book* and a *Fire* Item and give up their Hero Turn. The Hero must survive any *Zombie Fights* in their space before the *Book* is burned.

Zombies win by preventing the Heroes from burning the *Book of the Dead* (and achieve a Major Victory if the *Zombie Master* is still alive at the end of the game)!

SCENARIO SEARCH CARDS

Any *Fire* Item

SCENARIO NOTES

SET UP: Remove six *Townsfolk* cards from the Hero Card deck and place them face up on the table. The *Zombie* player then places the six corresponding *Townsfolk* counters in Random Buildings around the Board (limit one per building). Then randomly place (without looking) one of the Number Counters (1-6) face down under each of the *Townsfolk* counters.

Roll a D6. The number rolled corresponds to the Number Counter that represents the evil *Townsfolk* *Zombie Master* with the *Book of the Dead*.

If any of the *Townsfolk* available as Heroes are selected among the six that are set up at start, remove their Hero Sheets from the game for this



scenario.¹¹¹

All 4 Heroes automatically start in the Center of Town with a free Hero Card as if their Start: Location were not on the Board. The Zombie player starts with 2D6 Zombies as normal.

TOWNSFOLK COUNTERS: The Townsfolk counters represent the individual Townsfolk around the town that are in hiding from the Zombies. When a Hero is in a space with a Townsfolk counter during their Ranged Attack Step, they may roll a D6 to find/interrogate them. On the roll of 4+, you may reveal the Number Counter under the Townsfolk. The Hero may still make a normal Ranged Attack before or after rolling to find the Townsfolk.

If it is the number representing the Zombie Master, immediately replace the Number counter with the Book counter and remove all other Number Counters from the Townsfolk around the Board. The Zombie Master has been discovered.



If it is any other Number Counter, remove it as well as the Townsfolk counter and take the corresponding Townsfolk card into hand.

If all of the Number Counters have been revealed except for the one representing the Zombie Master, immediately replace the last Number Counter with the Book as though he had been discovered normally (the Heroes have found him through process of elimination).

Until the Zombie Master has been discovered (and all of the Number Counters are removed), Zombies may not interact with the Townsfolk counters in any way. Once the Zombie Master has been revealed (and all of the Number Counters removed), any Zombie in a space with a Townsfolk counter and no Heroes during the Fight Step of the Zombie Turn, may roll a D6 to attack the Townsfolk. On the roll of 4+, the Townsfolk is overwhelmed and eaten (remove the counter from the Board and the corresponding Townsfolk card from the game).

Heroes may still continue to rescue the Townsfolk counters and take the corresponding Townsfolk card (during their Ranged Attack Step on the roll of 4+), even after the Zombie Master has been revealed.

THE ZOMBIE MASTER: Once discovered, the Zombie Master immediately counts as a Zombie Hero in every way with 2 Health Boxes (use evil Townsfolk's counter to represent the Zombie Master on the Board and the evil Townsfolk's card to place Wound markers on). Note that if the Zombie Master was discovered by a Hero revealing his Number Counter, that Hero must fight the Zombie Master this turn. Once defeated, remove the Zombie Master's

Townsfolk counter and corresponding Townsfolk card from the game.

A building with a Townsfolk counter currently in it (including the Zombie Master), may not be Taken Over. If this would happen, re-roll as normal. The only exception to this is that the Zombie Master may not enter buildings that are Taken Over (his last vestiges of humanity prevent it).¹¹²

THE BOOK OF THE DEAD: When the Zombie Master is defeated, any Hero in the same space may automatically take the Book (it counts as an Item and may be traded during the Exchange Items Step). If there are no Heroes there, the Book is dropped in the space and any Hero may pick it up during their Exchange Items Step. If a Hero that has the Book is killed, it is immediately dropped in their space.

To burn the Book and destroy it, a Hero must have both the Book and a Keyword Fire Item and give up their Hero Turn (they must still survive any Zombie fights there before the Book is destroyed).

SUGGESTED BALANCE

Zombies: ●

ZOMBIES AT THE CARNIVAL

Use the Fair Grounds board. Place a Spawning Pit marker on each Landing Site Start Spot.

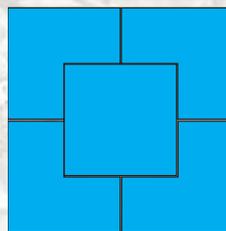
Anytime that Zombies are in the same game as Carnival Heroes, they automatically get *Zombies Auto Spawn* [see rule 16.4.10].

Ally Events are the equivalent of Townsfolk Events.

9. ZOMBIE APOCALYPSE

This is a Growing Hunger scenario.

BOARD



SPECIAL RULES

- *Well Stocked Buildings* [see rule 16.3.5]
- *Free Search Markers* [see rule 16.3.9]
- *Hero Starting Cards* (2) [see rule 16.3.10]
- *Zombies Auto Spawn* [see rule 16.4.10]
- *Zombie Horde* (21) [see rule 16.4.12]

SCENARIO OBJECTIVES

Game Rounds: 16

Zombies win by Destroying 6 buildings before Morning.

¹¹¹ This rule was invented for the Complete Rulebook.

¹¹² This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/1877754#1877754>).

To Destroy a building, there must be at least 1 Zombie in every space of that building at the start of the Zombie Fight Step with no Heroes inside the building. Remove all Zombies in the building from the Board (return them to the Zombie Pool) and place a face down Taken Over or Lights Out marker on the building to show that it has been Destroyed.

SCENARIO SEARCH CARDS

None

SCENARIO NOTES

No models may move into or be placed in a Destroyed building. Any Zombie Spawning Pits in the building may no longer be used and any other cards or markers on the building are discarded.

Zombies placed during the current turn may not be used to Destroy a building in the Fight Step (such as models placed with cards like "My God, They've Taken the...").

Destroying a building with a Spawning Pit in it can be very tempting, as it is usually fairly easy. Be careful though as this can severely reduce the number of locations for you to spawn from. If the Zombies ever have no Spawning Pits on the Board, the Zombies automatically lose (even if they have Destroyed 6 buildings).

SUGGESTED BALANCE

Heroes: ●

ZOMBIES AT THE CARNIVAL

Use the Fair Grounds board. Place a Spawning Pit marker on each Landing Site Start Spot.

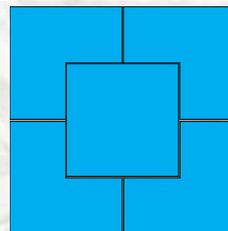
Anytime that Zombies are in the same game as Carnival Heroes, they automatically get *Zombies Auto Spawn* [see rule 16.4.10].



10. PLAGUE CARRIERS

This is a Growing Hunger scenario.

BOARD



SPECIAL RULES

- *Hero Starting Cards* (2) [see rule 16.3.10]

SCENARIO OBJECTIVES

Game Rounds: 18

The Heroes must kill all 7 Plague Carriers before Sundown.

SCENARIO SEARCH CARDS

None

SCENARIO NOTES

All Heroes start in the center space of the Center of Town board instead of their usual Start: Locations.

Place 7 Zombies (use the Radioactive Zombie models¹¹⁵) in Random Buildings (limit one per building). These are the Plague Carriers.

Plague Carriers have 2 Health Boxes and roll 2 Fight Dice. Plague Carriers may NOT move other than for *Zombie Hunger* (they may not be affected by movement cards such as *Relentless Advance*, etc). Unlike normal Zombies, Plague Carriers are affected by *Zombie Hunger* from up to 2 spaces away. Plague Carriers are never returned to the *Zombie Pool* and do not count toward the number of *Zombies* on the Board for rolling to spawn.

When a Plague Carrier takes a *Wound*, place a *Wound* marker under their base to show that they have taken damage. When a Plague Carrier is killed, it is removed from the game.

Plague Carriers are affected by *Zombie Hunger* from up to 2 spaces away (as opposed to just *Adjacent*) and must always move toward the closest Hero. It is very important to note that Plague Carriers may ONLY be moved using *Zombie Hunger* (if there is a Hero within 2 spaces).

If there are two *Zombie* players, control of the Plague Carriers is split between them as normal [see rule 17.1.5].

SUGGESTED BALANCE

Heroes: ●

ZOMBIES AT THE CARNIVAL

Use the Fair Grounds board. Place a Spawning Pit marker on each Landing Site Start Spot.

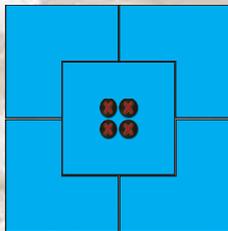
¹¹⁵ This rule was invented for the Complete Rulebook to allow Plague Carriers and Grave Dead to be used at the same time. If you roll Radioactive Grave Dead you may wish to use the models the other way around.

Anytime that **Zombies** are in the same game as **Carnival Heroes**, they automatically get *Zombies Auto Spawn* [see rule 16.4.10].

11. BURN IT TO THE GROUND

This is a Growing Hunger scenario.

BOARD



Use the Manor House board and place a **Zombie Spawning Pit** in each of the four center spaces.

SPECIAL RULES

- *Free Search Markers* [see rule 16.3.9]
- *Manor House* [see rule 16.6.1]

SCENARIO OBJECTIVES

Game Rounds: 17

Heroes must burn down the Manor House by finding *Gasoline* to douse the house with and a *Fire Item* to start the blaze.

To douse the house, Heroes must place a *Gas Marker* on each of the four Spawning Pits in the *Manor House*. Once all of the pits have been doused, a Hero with a *Fire Item* may start the blaze by starting their turn in any space of the *Manor House* and giving up their turn. The Hero must survive any **Zombie Fights** in their space before the house is burned down.



SCENARIO SEARCH CARDS

Gasoline, any *Fire Item*

SCENARIO NOTES

Any Heroes who do not have their **Start: Location** on the Board, instead start in a **Random Building** with a **Free Hero Card**.

Heroes that enter play during the game may not be placed in the *Manor House*, they must be placed in a **Random Building**. You may find that if the *Gas Station* is on the Board, the Heroes have a somewhat easier time of burning down the *Manor House*. If this is the case, you can offset this by allowing the **Zombie** player to choose their **Grave Dead** ability.

SUGGESTED BALANCE

Zombies: ●●

ZOMBIES AT THE CARNIVAL

Use the **Big Top Tent Center** board. Place a **Spawning Pit** marker on each **Landing Site Start Spot**.

Anytime that **Zombies** are in the same game as **Carnival Heroes**, they automatically get *Zombies Auto Spawn* [see rule 16.4.10].

As there is no *Gasoline* in the **Carnival Hero** deck, the **Objective** for the Scenario is changed so that the Heroes must instead destroy the **Big Top Tent** by burning it down (having a *Fire* marker in every space of a building at the same time destroys that building). *Kerosene* is also considered a **Scenario Search Card** for this Scenario.

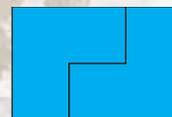


Also, to help balance things a bit, anytime a *Kerosene* card is used to place a *Kerosene* marker, it runs out (is discarded) on the roll of 1, 2, or 3 (instead of 1 or 2).

12. ALONE IN THE DARK

This is a Growing Hunger scenario.

BOARD



SPECIAL RULES

- *Hero Starting Cards (1)* [see rule 16.3.3]
- *Free Search Markers* [see rule 16.3.9]

SCENARIO OBJECTIVES

Game Rounds: 10

The Hero must kill 6 **Zombies** by **Morning** to escape.

Zombies win by killing the Hero or if the Hero has not escaped by **Morning**.

SCENARIO SEARCH CARDS

None

SCENARIO NOTES

Alone in the Dark is a mini game that can be played in about 10 minutes. It can also be linked as a mini-campaign; play four games of *Alone in the Dark* and then play a full scenario, using only the Heroes that survived. The surviving Heroes get to keep any **Items** or **Events** they have collected.

Use only one random Hero in this scenario. The Hero starts in a **Random Building**.

The **Zombie** player uses a **Pool** of 7 **Standard Zombies**, has a hand of 2 **Zombie Cards**, rolls a D6 to determine if new **Zombies** are **Spawned** and only spawns D3 **Zombies**.

Becky, the Nurse, may use her *First Aid* ability as **Move Action** to heal one **Wound** from herself on the roll of 4+.

The **Zombie Card** *Night That Never Ends* has the additional text: "Place a **Zombie** from the **Zombie Pool** on each **Spawning Pit**. These **Zombies** may move and **Fight** normally this turn. Also, move the **Sun Track Marker** 2 spaces back on the **Sun Track** (increasing the number of **Rounds** remaining)."

Any card that references two or more Heroes (such as *Unnecessary Self Sacrifice*, *Bickering*, *Back to Back*, etc) is immediately discarded when drawn and allows the player that drew it to immediately move the Sun Track Marker one space forward or back on the Sun Track.

ROLLING A RANDOM BUILDING: Roll a D6. On 1-3, roll for a building on the leftmost board, on 4-6 the rightmost.

SUGGESTED BALANCE

None

ZOMBIES AT THE CARNIVAL

Place a Spawning Pit marker on each Landing Site Start Spot.

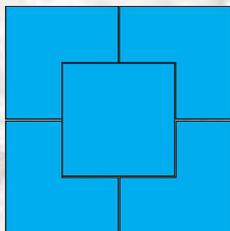
Anytime that **Zombies** are in the same game as **Carnival Heroes**, they automatically get *Zombies Auto Spawn* [see rule [16.4.10](#)].

13. REVENGE OF THE DEAD

This is the *Revenge of the Dead* scenario.

After a long night, it is almost dawn and the shambling horde is angry... angry and hungry. The smell of brains seems to be driving them mad. Facing desperate odds, the surviving Heroes might be able to live through the night if they can hang on just a little longer. But the dead will have their revenge, for they will feed well before this night is through.

BOARD



SPECIAL RULES

- *Zombies Auto Spawn* [see rule [16.4.10](#)]
- *Zombie Hand (6)* [see rule [16.4.11](#)]
- *Hero Starting Cards (1)* [see rule [16.3.3](#)]

SCENARIO OBJECTIVES

Game Rounds: 13

The **Zombies** must kill 5 **Heroes** to win the game. No other **Zombie Victory Conditions** apply.

Heroes win by holding off the **Zombies** until **Morning** or by killing 4 **Zombie Heroes**.

SCENARIO SEARCH CARDS

None

SCENARIO NOTES

All **Zombies** roll an extra **Fight Dice**.

To win the *Revenge of the Dead* scenario, the **Zombies** must kill 5 **Heroes**. No other **Zombie victory conditions** apply, even those printed on cards. This is an extremely brutal scenario for the **Heroes** and they will have to work

together if any of them are to survive till morning. Many **Heroes** will not make it, even though the sun has already begun to rise.

SUGGESTED BALANCE

None

ZOMBIES AT THE CARNIVAL

Use the **Fair Grounds** board. Place a **Spawning Pit** marker on each **Landing Site Start Spot**.

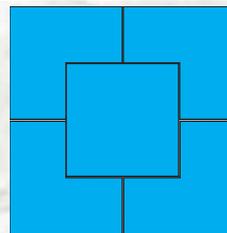
Anytime that **Zombies** are in the same game as **Carnival Heroes**, they automatically get *Zombies Auto Spawn* [see rule [16.4.10](#)].

14. ZOMBIE PILLAGE

This is the *Zombie Pillage* scenario.

*As the shambling horde grows in number, so grows their hunger. With not enough flesh remaining to sate their appetite, the **Zombies** have turned to tearing the town apart in search of fresh meat. Soon there will be little left of **Woodinvale** but a hollow shell leaving nowhere to hide for the battered and hysterical survivors. If there is to be any hope, the time to fight is now, lest they all be consumed along with the town.*

BOARD



SPECIAL RULES

- *Hero Starting Cards (1)* [see rule [16.3.3](#)]
- *Zombie Pillage* [see rule [16.4.1](#)]

SCENARIO OBJECTIVES

Game Rounds: 13

The **Zombie** player immediately wins if the **Town Deck** ever runs out of cards.

The **Heroes** win by preventing the **Zombies** from depleting the **Town Deck**.

SCENARIO SEARCH CARDS

None

SCENARIO NOTES

At the start of the game, randomly count out 45 **Hero cards** face down into a separate deck and set it near the **Zombie** player. This deck is known as the **Town Deck** and represents the "health" of the town. The remaining **Hero Cards** form the **Hero deck** as normal. Any cards discarded from the **Town Deck** are placed in the normal **Hero deck** discard pile. When **Searching**, heroes draw from the normal **Hero deck**.

Any **Zombie Card** that would discard cards from the top of the **Hero deck** may instead target the **Town Deck**, but for

each card that would normally be discarded from the Hero deck, the **Zombie** player instead gets a free **Pillage** roll (discarding a **Town Deck** card on the roll of 4+). Anything that would shuffle one or more cards back into the Hero deck from the discard pile may instead try to shuffle them into the **Town Deck** (this is always Hero's choice). Roll a D6 for each of these cards. On the roll of 4+, it is successfully shuffled into the **Town Deck**.

SUGGESTED BALANCE

Heroes: ●

ZOMBIES AT THE CARNIVAL

Use the **Fair Grounds** board. Place a **Spawning Pit** marker on each **Landing Site Start Spot**.

Anytime that **Zombies** are in the same game as **Carnival Heroes**, they automatically get **Zombies Auto Spawn** [see rule 16.4.10].

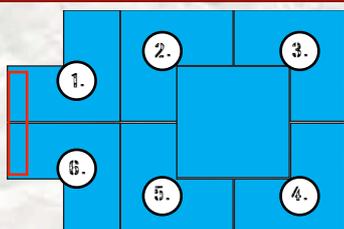
15. RUN FOR IT!

This is a web scenario.



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!

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 upper right position, while the six L-Shaped boards should be selected randomly and positioned in the configuration pictured.

SPECIAL RULES

- **Extra Doors** (2) [see rule 16.3.2]
- **Hero Starting Cards** (1) [see rule 16.3.3]
- **Townfolk Heroes** (6) [see rule 16.3.8]
- **Free Search Markers** [see rule 16.3.9]
- **Zombies Auto Spawn** [see rule 16.4.10]
- **Zombie Horde** (21) [see rule 16.4.12]
- **Manor House** [see rule 16.6.1]

SCENARIO OBJECTIVES

Game Rounds: 16

To win, the **Heroes** must get 4 of the **Townfolk Heroes** into the **Escape Zone** (marked on the diagram) before **Sun-down**. As soon as a **Townfolk 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).

The **Zombies** must kill enough of the **Townfolk Heroes** to prevent them from Escaping (if more than 2 **Townfolk Heroes** are killed, it is no longer possible for the **Heroes** to win).

SCENARIO SEARCH CARDS

None

SCENARIO NOTES

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).

At the start of the game the **Zombie** player gets 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 **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).

As per the **Townfolk Heroes** (6) **Special Rule**, before the game, remove all of the **Townfolk Hero** cards from the **Hero** deck and shuffle them up.

Then randomly select the 6 **Townfolk Heroes** you will be using for this game. Unlike normal, the remaining **Townfolk** cards are NOT reshuffled back into the **Hero** deck, but rather are removed from the game. There are no extra **Townfolk** cards in this scenario other than the **Townfolk Heroes**.



All of the Heroes and the 6 *Townfolk 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 *Townfolk Heroes* DO start with a free Hero Card for the *Hero Starting Cards (1)*.

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.

SUGGESTED BALANCE

Heroes: ●

ZOMBIES AT THE CARNIVAL

Use the Big Top Tent Center board. Place a *Spawning Pit* marker on each *Landing Site Start Spot*.

Anytime that *Zombies* are in the same game as *Carnival Heroes*, they automatically get *Zombies Auto Spawn* [see rule 16.4.10].

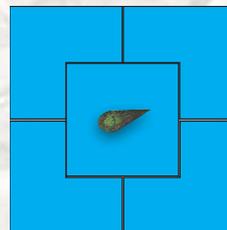
16. "IT FELL FROM THE SKY"

This is the *Radioactive Grave Dead* scenario.



Fire lights up the night sky as a streaking *Meteorite* crashes down in the small town of *Woodinvale*. The first *townfolk* to investigate are horribly killed by the waves of radiation pouring from its cracked, rocky exterior. But the horror only grows as these initial victims rise back up with the eerie green glow of the *radioactive walking dead*.

BOARD



Place the *Meteorite* marker in the center space of the *Town Center* board.

SPECIAL RULES

- *Hero Starting Cards (1)* [see rule 16.3.3]
- *Zombies Auto Spawn* [see rule 16.4.10]
- *Radioactive Grave Dead* [see rule 14.4.3]

SCENARIO OBJECTIVES

Game Rounds: 16

The Heroes must do 12 Wounds to the *Meteorite* to destroy it and win the game.

Zombies win by preventing the Heroes from reaching their goals or by standard *Victory Conditions* (4 Dead Heroes, etc).

SCENARIO SEARCH CARDS

Any *Explosive*, any *Fire Item*

SCENARIO NOTES

Any Hero whose *Start: Location* is not on the Board, instead starts the game in a *Random Building*. Heroes that enter play mid-game also always start in a *Random Building*.

When placing *Starting Zombies* during *Set Up*, the *Zombie* player may place any *Radioactive Grave Dead* Spawned in the space with the *Meteorite* (note that this only applies during *Set Up* and only to the *Grave Dead*).

The *Meteorite* is targeted just as though it were a *Zombie*. For instance, a *Shotgun* fired into the *Meteorite's* space gets to roll to hit any *Zombies* there as well as the *Meteorite*. Also things like *Johnny's Blitz* ability may be used to attack the *Meteorite* while on the move. There are 3 ways to Wound the *Meteorite*; *Ranged Attacks*, *Explosives* or *Hand-to-Hand*. Anytime the *Meteorite* would be *Hit/Killed* by a *Ranged Attack*, it takes 1 Wound. Any *Explosive* that hits the *Meteorite* does D6 Wounds to it instead. A Hero in the same space as the *Meteorite* during their *Fight Step* may roll their *Fight Dice* against it (after fighting any *Zombies* there). For each *Fight Dice* roll of 5 or 6, the *Meteorite* takes 1 Wound.

Any Hero that begins their Turn in the same or Adjacent space as the *Meteorite* must roll a D6. If they are Adjacent to it the Hero takes a Wound on the roll of 1. If they are in the same space as the *Meteorite*, the Hero takes a Wound on the roll of 1 or 2.

Note that Gas Markers should be treated just like a *Zombie* for a Ranged Attack that hits anything in the targeted space. In other words, a Gas Marker may be ignited by a *Shotgun*, *Dynamite* or even another Gas Marker going off (simply roll to hit the Gas Marker as though it were a *Zombie* in the space).

SUGGESTED BALANCE

Zombies: ●

ZOMBIES AT THE CARNIVAL

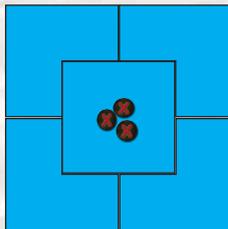
Use the Fair Grounds board. Place a Spawning Pit marker on each Landing Site Start Spot.

Anytime that *Zombies* are in the same game as Carnival Heroes, they automatically get *Zombies Auto Spawn* [see rule 16.4.10].

17. RESCUE MISSION

This is a Survival of the Fittest scenario.

BOARD



Place 3 *Zombie Spawning Pits* at the Center of Town space.

SPECIAL RULES

- *Hero Card Pool* (6) [see rule 16.3.1]
- *Townfolk Allies* [see rule 16.3.7]
- *Zombies Auto Spawn* [see rule 16.4.10]

SCENARIO OBJECTIVES

Game Rounds: 15

Heroes win by getting at least 3 *Townfolk Allies* into the Safehouse building, with NO *Zombies* in the building, before Sundown.

Zombies win by killing 2 of the *Townfolk Allies*, or by overrunning the Safehouse (having at least one *Zombie* in every space of the Safehouse building with no Heroes inside).

SCENARIO SEARCH CARDS

None

SCENARIO NOTES

Some *Townfolk* are trapped in a building on the far end of town. The Heroes must venture out from their Safehouse, rescue the *Townfolk*, and bring them back to the Safehouse. Roll a *Random Building* for the trapped *Townfolk* (re-roll

if the building contains a *Zombie Spawning Pit*). This building is Fully Barricaded and Fully Reinforced on all sides. The Hero player places the four *Townfolk Allies* in any space(s) of this building.

Roll a *Random Building* on the L-shaped board section in the opposite corner of the Board from the *Townfolk* building (re-roll if the building contains a *Zombie Spawning Pit*). This is the Safehouse which starts Fully Barricaded and all of the Heroes start in this building. Neither the *Townfolk* building nor the Safehouse may be *Taken Over* or have a *Zombie Spawning Pit* placed inside (re-roll).

In *Rescue Mission*, the Heroes must place the 4 *Townfolk Allies* in any spaces of the *Random Buildings* rolled. They can all be in one space or split up however you see fit. Note that the *Townfolk* building starts not only Fully Barricaded, but also Fully Reinforced. This means that it should have 3 Reinforcement markers on each of the Barricaded walls at the start of the game. The Heroes' safehouse building only starts Fully Barricaded (no Reinforcement markers). These buildings should be re-rolled if either of them has a *Zombie Spawning Pit* inside (this includes if the Pit is within inner walls of the building, such as the *Morgue* in the *Hospital*).

New Heroes that enter play mid game start in a *Random Building* or in the center of town with a free Hero Card as normal (though with 3 *Zombie Spawning Pits* at the center of town, this can be quite dangerous).

SUGGESTED BALANCE

Heroes: ●

ZOMBIES AT THE CARNIVAL

Use the Fair Grounds board. Place a Spawning Pit marker on each Landing Site Start Spot.

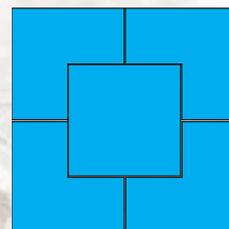
Anytime that *Zombies* are in the same game as Carnival Heroes, they automatically get *Zombies Auto Spawn* [see rule 16.4.10].



18. MUNKER DOWN

This is a Survival of the Fittest scenario.

BOARD



SPECIAL RULES

- *Hero Card Pool* (4) [see rule 16.3.1]
- *Taken Over - Choice* (2) [see rule 16.4.7]

- *Zombies Auto Spawn* [see rule 16.4.10]

SCENARIO OBJECTIVES

Game Rounds: 16

Heroes must Fully Barricade 2 buildings and Hunker Down in both of them for 4 individual Turns over the course of the game to win.

To Hunker Down in a building, it must be Fully Barricaded and you must have at least 1 Hero and no Zombies inside at the end of a Hero Turn. Use the track to mark each successful Hero Turn that the Heroes are Hunkered Down in at least 2 buildings.

Zombies win by preventing the Heroes from accomplishing their goals.

SCENARIO SEARCH CARDS

None

SCENARIO NOTES

In *Hunker Down*, the Heroes must Fully Barricade at least 2 buildings to achieve their objective. These buildings do NOT need to be Reinforced in any way to win. Use the red circle objective marker to keep track of the Hero Turns completed on the scenario card.

SUGGESTED BALANCE

Heroes: ●

ZOMBIES AT THE CARNIVAL

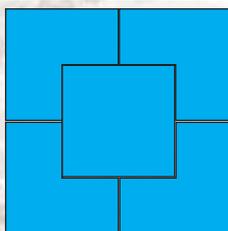
Use the Fair Grounds board. Place a Spawning Pit marker on each Landing Site Start Spot.

Anytime that *Zombies* are in the same game as *Carnival* Heroes, they automatically get *Zombies Auto Spawn* [see rule 16.4.10].

19. SUPPLY RUN

This is a Survival of the Fittest scenario.

BOARD



Use the Manor House center board.

SPECIAL RULES

- *Hero Card Pool* (6) [see rule 16.3.1]
- *Manor Deck* (10) [see rule 16.3.4]
- *Zombies Auto Spawn* [see rule 16.4.10]
- *Manor House* [see rule 16.6.1]
- *Number Counters* (6) [see rule 16.6.8]

SCENARIO OBJECTIVES

Game Rounds: 17

To win, the Heroes must end a Hero Turn with at least 12 Supply markers collected in the Manor House and more Heroes than *Zombies* inside the Manor House. *Zombies* win by preventing the Heroes from reaching their goal or by killing 3 Heroes.

SCENARIO SEARCH CARDS

None

SCENARIO NOTES

In *Supply Run*, all of the Heroes start the game in the Manor House rather than their normal Start: Location. They do NOT get a free Hero Card for this. The Manor House starts the game Fully Barricaded, so a Barricade marker should be placed on every wall of the Manor House. As all of the players should be aware that the entire Manor House is Barricaded, you may find it easier to leave off the Barricades that would cover the doorways so that the Hero players can easily see all of the exits to the Manor House. Note that Fully Barricaded does not include starting with any Reinforcement markers.

The Number Counters represent a grouping of Supplies.

When a Number Counter is revealed, place that many Supply markers on the building. Any Hero in a building with Supply markers may pick up 1 Supply marker during their Exchange Items Step (including on the turn that they were revealed). A Hero may carry up to 3 Supply markers at a time. If a Hero is killed while carrying Supplies, leave the markers in the space and any other Hero may pick them up for free during their Exchange Items Step. Supplies may be Exchanged between Heroes just as though they were Items. A building with Supply markers on it may NOT be Taken Over (re-roll).

A Hero in the Manor House with one or more Supply markers may drop them off during their Exchange Items Step.

A Hero that reveals a Number Counter MAY also pick up a Supply marker from that building in their Exchange Items Step. Supply markers do NOT count against a Hero's normal Item Carrying Limit. Heroes that enter play mid-game may start in a Random Building or anywhere in the Manor House with a free Hero Card as normal.

SUGGESTED BALANCE

None

ZOMBIES AT THE CARNIVAL

Use the Big Top Tent Center board. Place a Spawning Pit marker on each Landing Site Start Spot.

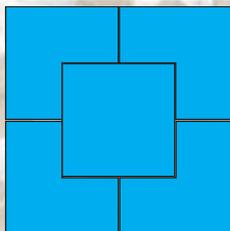
Anytime that *Zombies* are in the same game as *Carnival* Heroes, they automatically get *Zombies Auto Spawn* [see rule 16.4.10].

Manor Deck (10) works exactly the same, only it is considered *Big Top Deck* (10).

20. SEARCH FOR THE TRUTH

This is a Survival of the Fittest scenario.

BOARD



SPECIAL RULES

Once the second *Records* has been found, the *Zombies* gain *Zombies Auto Spawn* for the rest of the game.

SCENARIO OBJECTIVES

Game Rounds: 17

The Heroes must find 2 Unique Items that are *Keyword Records*. The first *Records* found will determine what the Heroes need to do to win the game and the second *Records* found will determine where they need to go to accomplish their goal. This is based on the Letter Code of the *Records*.

The first *Records* found determines what the Heroes need to do:

A) Destroy the Source of the Outbreak - Collect 2 *Explosives* and get them to the Final Location. Once there a Hero must give up a turn to plant each of the *Explosives*. Once both are planted, the Heroes win.

B) Destroy the Evidence - Collect a *Fire* Item and get it as well as any 2 *Records* to a space of the Final Location to destroy the evidence and protect the town.

C) Confront the Townspeople - Collect 2 *Townfolk* Events (without playing them) and bring any 2 *Records* to the Final Location. Once there, reveal the *Townfolk* to confront them and win.

The second *Records* found determines where the Heroes need to go:

A) Stry Family Farm - The Final Location is the *Farmhouse* building.

B) The Chemical plant - The Final Location is The *Plant* building.

C) Widowcrest Hospital - The Final Location is the *Hospital* building.

If the Final Location building is not on the Board, see the Scenario Notes below.

Zombies win by preventing the Heroes from reaching their goals or by killing 3 Heroes.

SCENARIO SEARCH CARDS

Any type of card that needs to be collected immediately becomes a Scenario Search Item.

SCENARIO NOTES

In Search for the Truth, the Heroes need to find 2 Unique Items that are *Keyword Records*. These *Records* Items have a special Letter Code in the upper right corner of the text box - A, B or C. When the first *Records* is found by the Heroes, immediately determine the Heroes' objective for the game. When the second *Records* is found, determine the final location that the Heroes need to get to to complete their objective.

When the final location is determined by the second *Records* found, cancel any *Taken Over* marker currently on it. The final location building may not be *Taken Over*.

If the final location building is not on the Board, immediately roll a D6 to find a Random Board corner (using the Random Building chart on the Center Board - Hero/Zombie Choice still applies). Take the appropriate L-shaped board section with the final location on it and add it to the outside of the Random Board corner rolled (as shown in the diagram below).

If all 5 of the spaces that could lead to the newly placed board section would be blocked by buildings (these 5 spaces are shown in red on the diagram), re-roll the Random Board corner. The Heroes must have at least one outdoor space to move through so that they can reach the final location board section.



If this scenario is played with the Forest Ring map configuration and the final location is not on the Board. Roll a Random Board corner as above, but substitute the building on the Forest board selected for the final location.¹¹⁴

SUGGESTED BALANCE

None

¹¹⁴ This rule was invented for the Complete Rulebook to cover a case that was not available when the original rules were written.

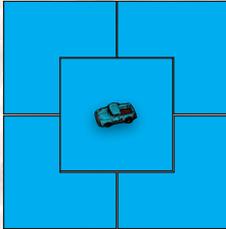
ZOMBIES AT THE CARNIVAL

This scenario won't really work at the Carnival as the Scenario Objective buildings do not appear on the Carnival boards.

21. HUNT FOR SURVIVORS

This is the Hero Pack 1 scenario.

BOARD



Place the *Old Truck* model in the center space of the Town Center board.

SPECIAL RULES

- *Hero Starting Cards* (1) [see rule 16.3.3]
- *Zombies Auto Spawn* [see rule 16.4.10]
- *Number Counters* (6) [see rule 16.6.8]

SCENARIO OBJECTIVES

Game Rounds: 16

The Heroes must reveal ALL of the Number Counters and then win by ending a Hero Turn with at least 2 Heroes (with the Keys marker) and ALL Townsfolk Survivors at the Truck before Sundown.

SCENARIO SEARCH CARDS

None

SCENARIO NOTES

All of the Heroes start the game by the *Old Truck* model at the Center of Town. One Hero also starts with the Keys to the Truck (use the small red circle counter to represent the Keys).

The Number Counters represent possible survivors in the town.

When a Number Counter is revealed by a Hero, roll a D6. If the roll is less than the number on the counter, the Hero has found a Townsfolk Survivor. Take a Random Townsfolk marker (but don't use *Deputy Taylor*, *Mr. Hyde*, *Jeb* or *Doc Brody* for thematic purposes) and place it on the Hero. If the roll is higher than the number on the counter, it is nothing. If the roll is equal to the number, they have found a Hero and must roll an additional D6. On 1-3 draw and place a *Zombie Hero* in the space. On 4-6 draw and place a new Hero character in the space to immediately join the Hero team.

While a Hero has 1 or more Townsfolk Survivors with them, that Hero rolls an extra Fight Dice. Townsfolk



Survivors and the Keys marker may be Exchanged between Heroes in the same space (they do not count against a Hero's Carrying Limit). If a Hero with one or more of these markers is killed, the markers are left in the space and may be picked up for free by any Hero moving through that space.

In *Hunt for Survivors*, there are no Scenario Search Cards. At the start of the game, one Hero has a marker to represent the keys to the Truck. This marker is completely different from the Hero Card Keys and they are NOT interchangeable. To win the Heroes must have the keys marker at the Truck.

During the game, the Heroes will find Townsfolk Survivors that must be rescued hiding around the Board. To represent these Townsfolk Survivors, you should use a Random Townsfolk counter. It does not matter which Townsfolk counters are used and these counters are completely unrelated to any Townsfolk Event Hero Cards that might be found and used during the game. These Townsfolk Survivor counters may not do anything on their own and may only be carried around the board by a Hero (or dropped in a space if the Hero carrying them is killed).

If the keys marker or a Townsfolk Survivor would ever be dropped inside a building that has been *Taken Over*, the *Zombie* player must immediately move the dropped marker(s) to any Adjacent space that is not in a *Taken Over* building (if there are no Adjacent spaces that are not *Taken Over*, move the marker(s) 2 spaces to get them out of the building instead). This also applies if the building is *Taken Over* after the marker(s) has been dropped.

SUGGESTED BALANCE

Zombies: ●

ZOMBIES AT THE CARNIVAL

Use the Fair Grounds board. Place a Spawning Pit marker on each Landing Site Start Spot.

Anytime that *Zombies* are in the same game as Carnival Heroes, they automatically get *Zombies Auto Spawn* [see rule 16.4.10].

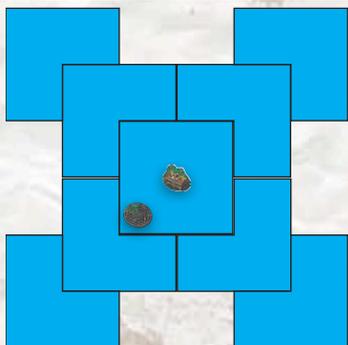
22. ALL HALLOWS EVE II: THE RITUAL

This is a web scenario.



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!

BOARD



Use 8 L-shaped Outer boards placed randomly around the Center board, arranged as per the diagram.

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*.

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*).



SPECIAL RULES

- *Extra Doors* (2) [see rule 16.3.2]
- *Free Search Markers* [see rule 16.3.9]
- *Hero Starting Cards* (3) [see rule 16.3.10]
- *Extra Heroes* (2) [see rule 16.3.12]
- *Zombies Auto Spawn* [see rule 16.4.10]
- *Zombie Horde* (21) [see rule 16.4.12]
- *Number Counters* (6) [see rule 16.6.8]

SCENARIO OBJECTIVES

Game Rounds: 15

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.



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*).

SCENARIO SEARCH CARDS

None

SCENARIO NOTES

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.

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.

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*).

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*).

Zombies start with 3D6 *Zombies* (instead of the normal 2D6). These must be split between all of the *Spawning Pits* as normal.

FATHER JOSEPH: *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.

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.

HOLY ARTIFACTS: A Hero that has one of the Holy Artifacts gains the Keyword *Holy* as well as a bonus for that specific Artifact:

- **THE CROSS** – The Hero gains an extra Fight Dice.
- **THE 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.

ROLLING A RANDOM BUILDING: 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.

FIRE LIMITATIONS: A Fire may never start or spread into a space on the Center board in this Scenario.

SUGGESTED BALANCE

Zombies: ●

ZOMBIES AT THE CARNIVAL

This scenario can't be played on the Carnival board set.

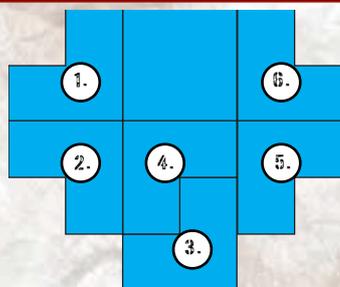
23. DARKEST NIGHT

This is a web scenario.



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.

BOARD



Use the Radio Station Center board and 6 L-shaped Outer boards. Note that the Train Station L-shaped board always starts in a fixed location in the layout (board #3.).

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).



SPECIAL RULES

- *Zombies Auto Spawn* [see rule 16.4.10]
- *Radio Station* [see rule 16.6.2]
- *Number Counters (8)* [see rule 16.6.8]

SCENARIO OBJECTIVES

Game Rounds: 15

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).

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

SCENARIO SEARCH CARDS

Samantha, Radio DJ

SCENARIO NOTES

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 board diagram).

Remove 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.

Each Hero starts in one of the 4 Railroad Track spaces on the Train Station L-shaped board (one Hero per space).

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.

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.

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 Step, 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.

ROLLING A RANDOM BUILDING: Random Buildings are rolled using the numbered boards on the diagram (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 CARD: Note that *Samantha, Radio DJ* is a Scenario Search Card, 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.

SUGGESTED BALANCE

None

ZOMBIES AT THE CARNIVAL

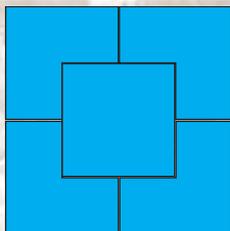
This scenario can't be played on the Carnival board set.



24. LEARN TO SURVIVE

This is a Timber Peak scenario.

BOARD



SPECIAL RULES

None

SCENARIO OBJECTIVES

Game Rounds: 12

The Heroes must learn to survive in an area overrun with the undead. Every time a Hero gains an Upgrade during the game (not including any Upgrades that a Hero starts with), mark it on the scenario card. The Heroes win if they gain 6 Hero Upgrades over the course of the game.

Similarly, the Zombies win by gaining 4 Zombie Upgrades over the course of the game (marked on the scenario card).

The Zombies also win by killing 3 Heroes or if the Sun sets before the Heroes get enough Upgrades.

SCENARIO SEARCH CARDS

Any *Fast Learner*

SCENARIO NOTES

Note that Upgrades lost or discarded during the game DO NOT get removed from the win conditions.

Learn to Survive is the most straightforward Scenario in Timber Peak. The Heroes and Zombies move their Track marker one step every time they collect an Upgrade. This Track is Never moved backward, even if an Upgrade is discarded or a Hero with an Upgrade is killed.

The Track is NOT moved for any Upgrades that the Zombies or Heroes might start the game with (such as for *Ed Baker*).

SUGGESTED BALANCE

Zombies: ●

ZOMBIES AT THE CARNIVAL

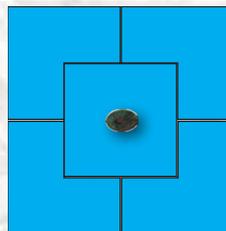
Use the Fair Grounds board. Place a Spawning Pit marker on each Landing Site Start Spot.

Anytime that Zombies are in the same game as Carnival Heroes, they automatically get *Zombies Auto Spawn* [see rule 16.4.10].

25. BLOW UP THE TOWN

This is a Timber Peak scenario.

BOARD



Place the *Detonator* marker in the center space of the Town Center board.

SPECIAL RULES

None

SCENARIO OBJECTIVES

Game Rounds: 15

The Heroes must search to find *Explosives* and plant them around the Board to blow up the town!

To win, the Heroes must plant *Explosives* in one building on each of the four L-shaped Outer boards (4 total), and then have at least one Hero in the space with the *Detonator* at the end of a Hero Turn.

The Zombies win by killing 2 Heroes or if the Sun sets before the Heroes blow up the town.

SCENARIO SEARCH CARDS

Any *Explosive*

SCENARIO NOTES

To plant *Explosives*, a Hero must be in a building space and use a Move Action to discard an *Explosive* Item or marker they currently have (such as *Gasoline* or a single *Dynamite* marker from a *Crate of Dynamite* card). Place a *Planted Explosives* marker on the building. Zombies may not interact with the *Detonator* or a *Planted Explosives* marker in any way.



When using *Crate of Dynamite* or *Fuel Can*, a Hero may discard one of the markers off of the card to plant the *Explosives*, or the card itself (usually only done if there are no markers left on it).

Heroes do NOT need a Fire item to plant *Explosives*.

If all of the buildings on one of the Outer Boards are *Taken Over* before any *Explosives* are planted there, the Heroes must find a way to cancel one of the *Taken Over* markers to get inside and plant the *Explosives* to win. If all of the buildings on an Outer Board are destroyed (usually by Fire) before any *Explosives* are planted there, that Outer Board is considered to already be blown up, so the Heroes don't need to plant *Explosives* there to win.

SUGGESTED BALANCE

Zombies: ●

ZOMBIES AT THE CARNIVAL

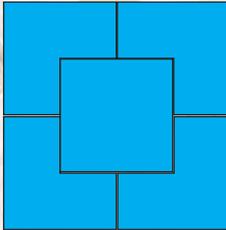
Use the Fair Grounds board. Place a Spawning Pit marker on each Landing Site Start Spot.

Anytime that **Zombies** are in the same game as **Carnival Heroes**, they automatically get *Zombies Auto Spawn* [see rule 16.4.10].

26. RADIO FOR HELP

This is a Timber Peak scenario.

BOARD



Use the Radio Station Center board. Place the *Generator* in one of these 2 *Sound Booth* spaces.

SPECIAL RULES

- *Radio Station* [see rule 16.6.2]
- *Number Counters (8)* [see rule 16.6.8]
- *Generators (1)* [see rule 16.6.9]

SCENARIO OBJECTIVES

Game Rounds: 12

The Heroes win by finding both the *Tools* and the *Repair Parts*, and having both of them in the *Sound Booth* of the *Radio Station* at the end of a Hero Turn.



Zombies win by destroying the *Generator*, killing 3 Heroes or if the Sun sets.



SCENARIO SEARCH CARDS

None

SCENARIO NOTES

At the start of the game, randomly place the Number Counters marked 1 through 8 face down into 2 Random Buildings on each of the 4 L-shaped Outer boards (limit 1 per building). These 8 Number Counters represent possible locations of the *Tools* and the *Repair Parts* needed to repair the radio.

Roll a D6 to determine which Number Counter represent the *Tools* and another D6 to see which represents the *Repair Parts* (re-roll if the same). Instead of Searching, a Hero in a building with a Number Counter may reveal that counter. When a Hero finds the *Tools* or *Repair Parts*, place that marker on the Hero. It does not count against the Hero's Carrying Limit, but may be Exchanged with another Hero as if it were an Item. If the Hero is killed, the marker is dropped in their space and any other Hero moving into that space may pick it up for free.

All of the Heroes start in the *Radio Station*. The Heroes also place 1 *Generator* in either of the *Sound Booth* spaces at the center of the *Radio Station*.

In *Radio for Help*, it is important to note that the Number Counters are spread out around the Board with exactly 2 of them in Random Buildings on each of the L-shaped Outer boards. So each Outer board will likely need to be searched in order to find the *Parts* and the *Tools*.

If a building with one of the Number Counters in it is destroyed by Fire, immediately move that counter to another Random Building.

As the Heroes, you may find it to be a good idea to keep at least one Hero in the *Radio Station* near the *Generator* to protect it. They can also Search (as long as they aren't in the *Generator's* actual space) while the **Zombies** close in.



Note that buildings with Number Counters in them cannot be *Taken Over*.

As noted above, the *Sound Booth* area is the 2 spaces at the center of the *Radio Station* board with the microphone desk and the record turntables as part of the artwork (see rule 3.2.3 for diagram). The *Generator* must be placed in one of these 2 *Sound Booth* spaces.

SUGGESTED BALANCE

Zombies: ●

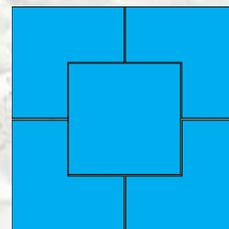
ZOMBIES AT THE CARNIVAL

This scenario can't be played on the Carnival board set.

27. MOUNTAIN OF THE DEAD

This is a Timber Peak scenario.

BOARD



Use the Radio Station Center board. Heroes place 4 *Generators* in any building spaces (limit 1 per building).

SPECIAL RULES

- *Zombies Auto Spawn* [see rule 16.4.10]
- *Radio Station* [see rule 16.6.2]
- *Generators (4)* [see rule 16.6.9]

SCENARIO OBJECTIVES

Game Rounds: 10

The **Zombies** must destroy 3 of the *Generators* or kill 3 Heroes.

Heroes win by holding out until morning.

SCENARIO SEARCH CARDS

None

SCENARIO NOTES

Timber Peak is overrun with **Zombies** and the only thing keeping them at bay are the town **Generators**.

Mountain of the Dead is possibly the most deadly Scenario for the Heroes. All they have to do is protect the **Generators** and stay alive for 10 Turns. This can be a tall order when the **Zombies** are relentlessly closing in with **Zombies Auto Spawn** and using **Fight**: cards against the **Generators** to get a better chance at damaging them.

At the start of the game, the Heroes place 4 **Generators** in any building spaces around the board (limit 1 per building). As noted earlier, the **Radio Station** is made up of two buildings, so the Heroes **MAY** place up to 1 **Generator** in each of these two **Radio Station** buildings.



It is also important to remember that sometimes the Heroes are better off standing in a space next to a **Generator** to guard it, rather than in the actual **Generator** space, that way they can **Search** during their activation (because Heroes cannot **Search** in the same space as a **Generator**). Also remember that the Heroes only really need to keep 2 of the **Generators** going to survive (the **Zombies** must destroy 3 of the 4 **Generators** or kill 3 Heroes to win).

SUGGESTED BALANCE

Zombies: ●

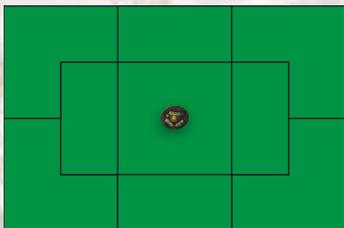
ZOMBIES AT THE CARNIVAL

This scenario can't be played on the Carnival board set.

28. LOST IN THE WOODS

This is a Blood in the Forest scenario.

BOARD



Use the Forest Only board, place the **Camp Site** marker in the center space of the Forest Center board.

SPECIAL RULES

- **Hero Starting Cards (2)** [see rule 16.3.10]
- **Zombies Auto Spawn** [see rule 16.4.10]
- **Forest Only Board** [see rule 16.6.7]
- **Number Counters** [see rule 16.6.8]

SCENARIO OBJECTIVES

Game Rounds: 12

The Heroes win by finding the **Radio Transponder** and getting it to the **Tower Relay** building with at least 2 Heroes there.

The **Zombies** win by killing 3 Heroes or if the Sun sets.

SCENARIO SEARCH CARDS

Climbing Rope

SCENARIO NOTES

All Heroes start at the **Camp Site** and Heroes may **Search** at the **Camp Site**.

Place the 8 **Number Counters** face down into 4 **Random Buildings/spaces** on each of the 2 L-shaped **Outer boards** on the opposite end of the board from the **Tower Relay** building (limit 1 per space). These **Number Counters** represent possible locations of the **Radio Transponder**. Roll a D6 to determine which number counter is the actual **Radio Transponder**.

The **Zombie** player starts with 3D6 **Zombies** (or D6+2 **Zombies** each if two **Zombie** players) that can be placed in any spaces on the Board except on the **Forest Center** board (limit 1 per space).

SUGGESTED BALANCE

None

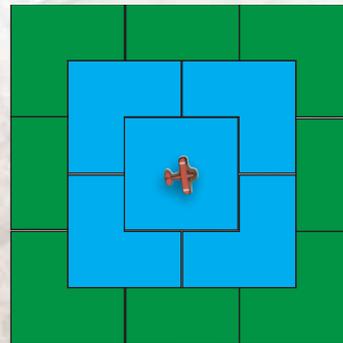
ZOMBIES AT THE CARNIVAL

This scenario can't be played on the Carnival board set.

29. SALVAGE MISSION

This is a Blood in the Forest scenario.

BOARD



Use the **Airfield Center** board, place the **Airplane** marker in the center space of the **Airfield** board. Place **Salvage Tokens** facedown onto the board in 2 **Random Buildings** on each of the four L-shaped **Town boards**, and on 1 **Random Building/space** on each of the eight **Forest Boards** in the outer ring. There should be 16 total **Salvage Tokens** on the board.

SPECIAL RULES

- **Hero Card Pool (8)** [see rule 16.3.1]
- **Zombies Auto Spawn** [see rule 16.4.10]
- **Airfield** [see rule 16.6.3]
- **Forest Ring** [see rule 16.6.5]
- **Salvage Tokens** [see rule 16.6.11]

SCENARIO OBJECTIVES

Game Rounds: 13

Roll a D6 to determine the Heroes' mission:

1-2) Pit Stop - The Heroes must find 3 Supplies tokens and get them back to the *Airplane* with at least 2 Heroes there.

3-4) Distress Call - The Heroes must find both of the Survivor Tokens and get both of them back to the *Airplane* with at least 2 Heroes there.

5-6) Zombie Hunt - The Heroes must find the *Zombie Champion Token*, which always represents a *Super Behemoth* (a *Zombie Behemoth*, but with 5 Wounds), and kill it! They must then get at least 2 Heroes back to the *Airplane*.

The *Zombies* win by killing 2 Heroes (3 Heroes in *Zombie Hunt*) or if the Sun sets.

SCENARIO SEARCH CARDS

None

SCENARIO NOTES

All Heroes start at the *Airplane*.

The *Zombies* get all 6 Feral Dead on the Board at the start of the game in addition to their normal starting *Zombies*. These Feral Dead must start at the Yellow Spawning Pits on the Forest boards (limit 1 per Pit). The Feral Dead Pool is limitless in this scenario.

SUGGESTED BALANCE

None

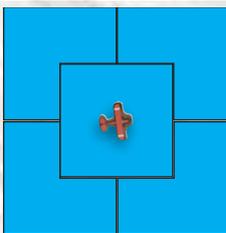
ZOMBIES AT THE CARNIVAL

This scenario can't be played on the Carnival board set.

30. ESCAPE IN THE PLANE

This is a Blood in the Forest scenario.

BOARD



Use the *Airfield Center* board, place the *Airplane* marker in the center space of the *Airfield* board.

SPECIAL RULES

- *Airfield* [see rule 16.6.3]
- *Number Counters* (6) [see rule 16.6.8]

SCENARIO OBJECTIVES

Game Rounds: 14

To win, the Heroes must have at least 2 Heroes at the fuelled up plane (at least one of which must be a Pilot), and one of those Heroes must



have the *Flight Plans*.

The *Zombies* win by killing 3 Heroes (or all of the Pilots), or if the Sun sets.

SCENARIO SEARCH CARDS

Gasoline, Fuel Can

SCENARIO NOTES

Randomly select 2 Heroes to be Pilots (place a Pilot marker on each of them). Any Hero with the Keyword *Pilot* automatically counts as a Pilot for this scenario as well.

Place the Number Counters marked 1 through 6 face down into Random Buildings (limit 1 per building, may not be placed in a building with a Hero). These Number Counters represent possible locations of the *Flight Plans*. Roll a D6 to determine which Number Counter is the actual *Flight Plans*.

The Heroes must find the *Flight Plans* to navigate their way out of the mountains, and *Gasoline* (or a *Fuel Can*) to fuel up the plane. A Hero with *Gasoline* that is in the space with the plane may discard the *Gasoline* as a Move Action to fuel up the plane.

Instead of Searching, a Hero in a building with a Number Counter may reveal that counter. When a Hero finds the *Flight Plans*, place that marker on the Hero. It does not count against the Hero's Carrying Limit, but may be Exchanged with another Hero as if it were an Item. If the Hero is killed, the marker is dropped in their space and any other Hero moving into that space may pick it up for free.¹⁵

SUGGESTED BALANCE

Zombies: ●

ZOMBIES AT THE CARNIVAL

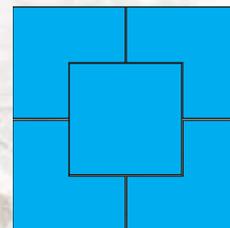
This scenario can't be played on the Carnival board set.

31. HOLD THE LINE!

This is the Hold the Line! scenario.

With a massive wave of hungry *Zombies* sweeping across the area, the battered survivors must find a way to hold them off until morning. If even a few of the savage dead break through the line, they will spread the infection, laying waste to everything in their path and destroying all hope of survival for the last remaining inhabitants of the town!

BOARD



¹⁵ This rule was not in the original scenario rules.

SPECIAL RULES

- *Hero Card Pool (8)* [see rule 16.3.I]
- *Extra Zombie Move (+1)* [see rule 16.4.9]
- *Zombies Auto Spawn* [see rule 16.4.10]
- *Zombie Hand (6)* [see rule 16.4.II]

SCENARIO OBJECTIVES

Game Rounds: 12

A massive wave of **Zombies** is threatening to overrun the town! The **Heroes** must prevent as many as possible from getting through, and hold them off until Sunrise.

The **Zombies** win by moving 3 **Zombies** off the opposite Board edge from the **Zombie Board Edge**, or by killing 3 **Heroes**. The **Heroes** win by holding the **Zombies** off until Sunrise.

SCENARIO SEARCH CARDS

None

SCENARIO NOTES

Zombies do NOT enter play at Spawning Pits. Instead, before Set Up, one board edge is denoted as the **Zombie Board Edge** (it is important to note that the **Zombie Board Edge** should be chosen before the individual board sections are randomly selected and placed to create the town.).

Spawning **Zombies** may be placed in any space along the entire length of the **Zombie Board Edge**, and there is no Spawning limit per space. This counts for starting **Zombies** as well as for **Zombies** Spawning during the game.

The **Heroes** may start anywhere on the Center board and the 2 L-shaped Outer boards opposite the **Zombie Board Edge** (ignore the Start: Location listed on the individual **Heroes**). New **Heroes** that enter mid-game start in the Center of Town space and come into play with 2 free **Hero Cards**.

For this Scenario, do NOT use the normal method for rolling a **Random Building**. Instead **Random Buildings** are always selected on one of the two L-shaped Outer boards that contain the **Zombie Board Edge**. Simply roll a D6 to determine which **Zombie Board Edge** section the **Random Building** is on (1-3 Right, 4-6 Left, then roll for the exact building as normal. Any New Spawning Pits placed on the Board during the game may have up to 1 **Zombie** per turn Spawn there.

SUGGESTED BALANCE

None

ZOMBIES AT THE CARNIVAL

Use the **Fair Grounds** board. Do NOT place Spawning Pit markers on the **Landing Site Start Spots**.

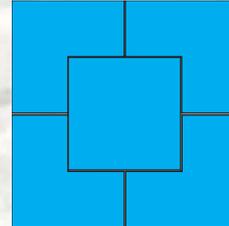
Anytime that **Zombies** are in the same game as **Carnival Heroes**, they automatically get *Zombies Auto Spawn* [see rule 16.4.10].

32. AIRSTRIKE

This is the **Airstrike** scenario.

*Though radio communications have been spotty, the **Heroes** have learned that the military has begun to mobilize and have declared the entire area around Woodinvale and Timber Peak to be a "Stage 4" quarantine zone... and that doesn't sound good. By the number of jets flying overhead, it is clear that they are planning an airstrike to level the entire area. The only chance for survival is to find enough flares to let them know there are still survivors!*

BOARD



SPECIAL RULES

- *Airstrike (7)* [see rule 16.4.6]
- *Zombies Auto Spawn* [see rule 16.4.10]
- *Number Counters (6)* [see rule 16.6.8]

SCENARIO OBJECTIVES

Game Rounds: 14

The **Heroes** win by having all 4 **Flares** placed with at least 2 **Heroes** in the 'safe zone' (anywhere on the Center Board).

The **Zombies** win by killing 3 **Heroes** or if the entire town is destroyed in the final **Airstrike** (Round 0).

SCENARIO SEARCH CARDS

Emergency Flare

SCENARIO NOTES

Place the **Number Counters** marked 1 through 6 face down into **Random Buildings** (limit 1 per building, may not be placed in a building with a **Hero**). These **Number Counters** represent possible locations of extra *Emergency Flares* in town.

When a **Hero** reveals a **Number Counter**, roll a D6. If the roll is greater than the number on the counter, the **Hero** may take an *Emergency Flare* from the **Hero Cards** discard pile or directly from the **Hero deck** (reshuffle).

The **Heroes** must find and place 4 *Emergency Flares* in the four corner spaces of the Center board to create a 'safe zone' that the military pilots will avoid bombing. A **Hero** with an *Emergency Flare* must use a **Move Action** and discard the *Flare* to place it in their space. Once a *Flare* is placed, it cannot be affected by **Heroes** or **Zombies**.

Beginning on Round 7, at the start of every **Zombie Turn**, an **Airstrike** will hit the town (as covered in the *Airstrike* Special Rule [see rule 16.4.6]).



When an *Emergency Flare* card is discarded to place a *Flare* on the Board, the card is placed in the Hero deck discard pile as normal. Use one of the *Flare* markers to mark the *Flare* on the Board.

SUGGESTED BALANCE

None

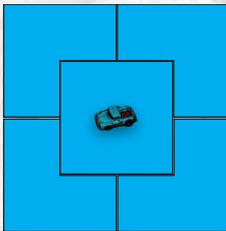
ZOMBIES AT THE CARNIVAL

This scenario won't really work with *Zombies* at the Carnival as there are no *Emergency Flare* cards in the Carnival Hero deck.

33. BROKEN DOWN

This is the 10 Year Anniversary Edition scenario.

BOARD



Place the *Old Truck* model in any space of the Town Center board.

SPECIAL RULES

- *Number Counters* [see rule 16.6.8]

SCENARIO OBJECTIVES

Game Rounds: 14

The Heroes win by ending a Turn with at least 2 Heroes in the space with the Fully Repaired *Truck*.

Zombies win by killing 3 Heroes, or if the Sun sets.

SCENARIO SEARCH CARDS

None

SCENARIO NOTES

At the start of the game, randomly place the *Number Counters* marked 1 through 6 face down into *Random Buildings* (limit 1 per building). These 6 number counters represent possible locations of the *Tools* needed to Repair the *Truck*.



A building with a *Number Counter* on it may not be *Taken Over*.

The Hero players then place the broken down *Truck* in any space on the Town Center board. All of the Heroes start in the space with the *Truck*. As normal, *Fire* may not start in or spread into the space with the *Truck*.

Roll a D6 to determine which *Number Counter* represents the *Tools*. Instead of *Searching*, a Hero in a building with a *Number Counter* may reveal that counter. When a Hero finds the *Tools*, place that marker on the Hero. It does not count against the Hero's *Carrying Limit* and may be dropped in a space or freely passed between Heroes in the same space. If the Hero is killed, the marker is dropped in

their space and any other Hero moving through that space may pick it up for free.

To Repair the *Truck*, any Hero starting in the same space with the *Truck* and the *Tools* may give up their *Activation* and discard 2 *Event* cards (from any mix of Hero players' hands). This places 1 *Experience Token* on the *Truck*. The Heroes must place a total of 3 *Experience Tokens* like this to Fully Repair the *Truck*.

Hero *Event* cards that are discarded as part of the cost to repair the *Truck* may not be canceled in any way (they are not technically being played, just discarded as a resource to repair the *Truck*). The *Tools* marker may be dropped in the space with the *Truck*, and any Hero in that space may use the *Tools* to repair the *Truck* while this is the case.

SUGGESTED BALANCE

None

ZOMBIES AT THE CARNIVAL

Use the *Fair Grounds* board. Place a *Spawning Pit* marker on each *Landing Site Start Spot*.

Anytime that *Zombies* are in the same game as *Carnival* Heroes, they automatically get *Zombies Auto Spawn* [see rule 16.4.10].

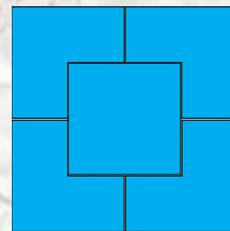


34. LEFT BEHIND

This is the Hero Pack 2 scenario.

The Heroes have been left behind in a town overrun with Zombies! As the night doses in ... so do the hungry dead.

BOARD



SPECIAL RULES

- *Hero Starting Cards* (1) [see rule 16.3.3]
- *Lights Out* (2) [see rule 16.4.2]
- *Taken Over* (2) [see rule 16.4.4]
- *Zombies Auto Spawn* [see rule 16.4.10]

SCENARIO OBJECTIVES

Game Rounds: 12

To win, the *Zombies* must kill 3 Heroes.

Heroes win by surviving until *Morning*.

SCENARIO SEARCH CARDS

None

SCENARIO NOTES

At the start of each **Zombie Turn**, the **Zombie** player rolls a D6 and may move that many of their **Zombies** 1 space each (if 2 **Zombie** players, each player may move D3 of their **Zombies** instead). These **Zombies** may still move and Fight normally this turn.

SUGGESTED BALANCE

None

ZOMBIES AT THE CARNIVAL

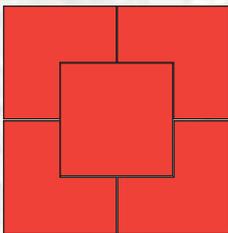
Use the **Fair Grounds** board. Place a **Spawning Pit** marker on each **Landing Site Start Spot**.

Anytime that **Zombies** are in the same game as **Carnival Heroes**, they automatically get *Zombies Auto Spawn* [see rule 16.4.10].

35. INVASION

This is an **Invasion from Outer Space** scenario.

BOARD



SPECIAL RULES

None

SCENARIO OBJECTIVES

Game Rounds: 13

Heroes must kill 20 **Martians** to win. **Martian Champions** killed do NOT count toward victory.

Martians win by killing 2 **Heroes**.

SCENARIO SEARCH CARDS

None

SCENARIO NOTES

If the **Invasion Track** reaches **Earth**, whoever is currently in the lead wins.

If the **Heroes** have killed 1-10 **Martians** with no **Heroes** dead, **Heroes** are in the lead. If the **Heroes** have killed 11-19 **Martians** with only up to 1 **Hero** dead, **Heroes** are in the lead. Otherwise, **Martians** are considered to be in the lead.

SUGGESTED BALANCE

None

MARTIANS IN THE SMALL TOWN

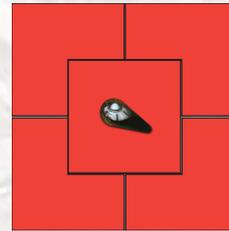
Use the **Small Town Center** board. Place a **Landing Site** marker on each red **Spawning Pit**.

Small Town Heroes in the same game as **Martians** automatically get *Hero Starting Cards (1)* [see rule 16.3.3].

36. UNLEASHED

This is an **Invasion from Outer Space** scenario.

BOARD



Use the **Fair Grounds** board, place the *Crashed Saucer* marker in the center space of the **Fair Grounds** board.

SPECIAL RULES

- *Hero Starting Cards (1)* [see rule 16.3.3]
- *Fair Grounds Board* [see rule 16.6.4]

SCENARIO OBJECTIVES

Game Rounds: 15

The **Heroes** win by finding the *Super Zard Beast's Weakness* and killing it.

The **Martians** win by preventing this or by killing 3 **Heroes**.

SCENARIO SEARCH CARDS

Any **Water Item**, any **Fire Item**, **Cabbage**

SCENARIO NOTES

Place the **Zard Beast** in the center space of the **Fair Grounds** board. This is a *Super Zard Beast* that has crashed a **Saucer** and gotten loose to rampage! ... unleashed!

Heroes that do not have their **Start: Location** on the **Board** instead start in a **Random Building** (they do not get an extra free **Hero** card for this).

The *Super Zard Beast* is the same as a normal **Zard Beast** except that it has 5 **Health Boxes** and cannot be **Wounded** in any way until you find its **Weakness**. The normal **Zard Beast** may not be **Called** or **Healed** this game.

The *Super Zard Beast's Weakness* is one of 3 possible elements; **Fire Items**, **Water Items**, or **Cabbage**. The **Heroes** must find these elements and try them to see which is the correct **Weakness**.

At the end of a **Hero's** move, if they have one of these elements that has not been tried yet and they are in the same space as the *Super Zard Beast*, roll a D6 to see if that element is the **Weakness**. If it is the first element tried, it is the **Weakness** on the roll of 5 or 6; if it is the second element tried, 4, 5, or 6; and if it is the third tried it is automatically the **Weakness**.

As long as a **Hero** with the correct **Weakness** is in the *Super Zard Beast's* space, it may be **wounded** (it may still roll to prevent **Wounds** as normal).

In the *Unleashed Scenario*, a *Crashed Saucer* is placed in the center space of the Center board. This is purely for thematic reasons and has no game effect.

Although *Fire* Items may be one of the *Super Zard Beast's* Weaknesses, *Fire* markers that are on the Board do NOT count toward this (it is assumed that the *Fire* must be specifically wielded by a Hero for them to use it against the Beast's weak spot and gain the benefit). Also note that *Hannah the Firebreather* has a built in *Fire* Item that may be used as a potential Weakness of the *Super Zard Beast*.

Because the regular *Zard Beast* may not be Called during the game, the Martian Event *Release the Zard Beast* may instead be played on the *Super Zard Beast* to move him D6 spaces instead of his normal move.

SUGGESTED BALANCE

None

MARTIANS IN THE SMALL TOWN

Use the Small Town Center board. Place a Landing Site marker on each red Spawning Pit.

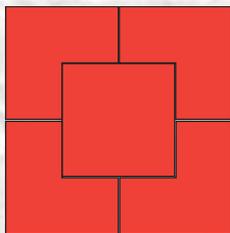
Small Town Heroes in the same game as Martians automatically get *Hero Starting Cards (1)* [see rule 16.3.3].

In the *Unleashed Scenario* the Heroes must find the Elements that are possible Weaknesses of the *Super Zard Beast*. The Elements listed are intended for use on the Carnival Board Set. When playing on the Small Town Board Set, these Elements should be changed to – Any *Fire* Item, *Fire Extinguisher*, and *Gasoline*. These all become Scenario Search Cards. Also, just for this Scenario, the *High School* building is considered to have 'Pick Up: *Fire Extinguisher*'.

37. ABDUCTION

This is an Invasion from Outer Space scenario.

BOARD



SPECIAL RULES

None

SCENARIO OBJECTIVES

Game Rounds: 16

The Martians win by Abducting at least 4 of the Allies into their Saucers.

Heroes win by preventing this until the Invasion is over.

SCENARIO SEARCH CARDS

None

SCENARIO NOTES

At the start of the game, place 6 Ally markers each in a Random Building (limit 1 per building, re-roll if there is a Landing Site in the building).

Anytime there is an Ally marker in an Outdoor Space with a Saucer, and no Heroes in the space, that Ally is Abducted into the Saucer. This includes if a Saucer simply moves through an Ally's space.

Ally markers do not move on their own. An Ally in the same space as a Martian Pack may be dragged along with the Martians when they move (a Martian Champion on their own may not drag an Ally, there must be at least 1 normal Martian Soldier). The Ally will be dragged along the full distance moved by the Martian Pack, including any special movement such as *Teleportation*. Remember that Martians may not normally move out of a space with a Hero, so Heroes may help to protect an Ally by staying in the same space with them.

At any time during the Hero Turn, the Heroes may collectively pay 3 Power Tokens to immediately move an Ally D6 spaces minus the number of Martians in their space (for example, if there were 2 Martians in the Ally's space, they could move D6-2 spaces). If there is a Hero in the Ally's space, the Ally may move the full D6, regardless of any Martians there. This Ally movement must follow all of the normal rules for Hero movement.

Ally markers may not be killed in any way, only Abducted. If an Ally is Abducted, their corresponding Ally Event card may not be played.

At the start of the game, the Hero player(s) place the 6 Ally markers in any space of the Random Buildings rolled. If an Ally marker ever finds itself in a space with a Fire and no Heroes or Martians, it will immediately move to an Adjacent space (Hero's Choice), ignoring Walls.

SUGGESTED BALANCE

None

MARTIANS IN THE SMALL TOWN

Use the Small Town Center board. Place a Landing Site marker on each red Spawning Pit.

Small Town Heroes in the same game as Martians automatically get *Hero Starting Cards (1)* [see rule 16.3.3].

In this Scenario, the Heroes normally can move Ally markers by collectively spending Power Tokens. As the Small Town Heroes don't have Power Tokens, they instead can move an Ally marker in the exact same way by collectively do any mix of taking 2 Wounds and/or discarding 2 Hero Cards from play or from hand.

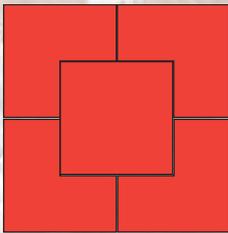
For example, you could have Sally take 1 Wound on herself and Billy discard an Item to move one of the Ally markers.



38. "WIPE THEM OUT!"

This is an Invasion from Outer Space scenario.

BOARD



Use the Fair Grounds board.

SPECIAL RULES

- *Fair Grounds Board* [see rule 16.6.4]
- *Crowds (5)* [see rule 16.6.12]

SCENARIO OBJECTIVES

Game Rounds: 15

The Martians must destroy 4 of the Crowds to win the game. Heroes win by preventing this.

SCENARIO SEARCH CARDS

None

SCENARIO NOTES

At the start of the game, the Hero player places the 5 Crowd markers on the Board in any Outdoor spaces. One on each L-shaped Outer board and one on the Center board.



SUGGESTED BALANCE

None

MARTIANS IN THE SMALL TOWN

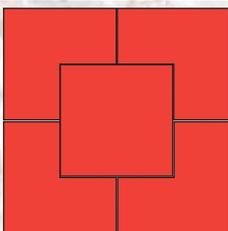
Use the Small Town Center board. Place a Landing Site marker on each red Spawning Pit.

Small Town Heroes in the same game as Martians automatically get *Hero Starting Cards (1)* [see rule 16.3.3].

39. "BLOW 'EM OUT OF THE SKY!"

This is an Invasion from Outer Space scenario.

BOARD



SPECIAL RULES

None

SCENARIO OBJECTIVES

Game Rounds: 17

The Heroes must destroy 3 Flying Saucers (Landing Sites) using the Cannons to stop the invasion. The Martians win by preventing this or by killing 3 Heroes.

SCENARIO SEARCH CARDS

Fire the Cannon!, *Spare Cannon*

SCENARIO NOTES

To destroy a Flying Saucer, a Hero must use the "*Fire the Cannon!*" card while in a Cannon space (paying 1 Power Token as normal). Instead of the normal card effect, the Hero targets any Flying Saucer on the Board and rolls an Agility Test. If successful, the Saucer is blown out of the sky and destroyed, crashing as described below. If the test is failed, the shot misses and the card is wasted.

A Hero must overload the Cannon to successfully destroy a Flying Saucer in this way, so when a Saucer is destroyed, the Cannon that fired is also destroyed and may not be used for the rest of the game. If the Agility Test is failed, the card is wasted as noted above, but the Cannon is not destroyed (clearly you didn't use enough gunpowder!).

As normal, a Cannon may not be fired if there are any Martians in the same space.

Although the Heroes must fire cannons at the Saucers to destroy them, *Archibald the Human Cannonball* may NOT fire himself at a Saucer (his thick skull just isn't hard enough to knock a Flying Saucer out of the air I'm afraid).



DESTROYED FLYING SAUCERS

On occasion a Flying Saucer will be destroyed somehow (currently this only happens in the "*Blow 'em Out of the Sky!*" Scenario). When a Saucer is destroyed, it immediately crashes. Roll a D6. On the roll of 1 or 2, the Saucer comes straight down in the space it was hovering over. Each model in that space immediately takes a Wound on the D6 roll of 3+ and is then moved to an Adjacent space of their choice. A Fire is also automatically started in this space. On the roll of 3, 4, 5, or 6, the Saucer instead crashes into a Random Building. Any model in that building automatically takes a Wound on the D6 roll of 3+ and the entire building is Destroyed [see rule 12.4].

SUGGESTED BALANCE

None

MARTIANS IN THE SMALL TOWN

This Scenario won't really work in the Small Town since there are no Carnival Cannons.

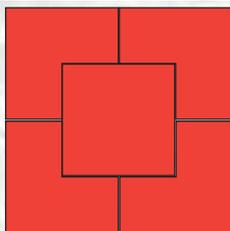
40. THE BEACON

This is an Invasion from Outer Space scenario.



As the invasion begins, a small band of elite Martian Scouts activate their stealth Cloak Suits and sneak into the area ahead of the first waves, virtually invisible to the Human eye. Their one fiendish goal... to get into position and wreak havoc on the pitifully unprepared inhabitants of this world. All that must be done now is to place their communication Pylons and activate the beacon, calling down the full might of the Martian attack.

BOARD



SPECIAL RULES

- Hero Starting Cards (1) [see rule 16.3.3]

SCENARIO OBJECTIVES

Game Rounds: 12

Martians win if they ever have 3 Pylons set up at the same time and are able to keep all of them set up for a complete turn (until the start of the next Martian Command Step). This will fully activate the Beacon and the Martians win.

Heroes win by preventing the Martians from fully activating the Beacon until it is too late (12 Rounds).

SCENARIO SEARCH CARDS

None

SCENARIO NOTES

The Martians must secure buildings and set up 3 Pylons to triangulate the Beacon and send a signal back to the invasion

fleet to attack. These Pylons may only be set up inside of buildings.

To set up a Pylon, you must have at least one Martian (of any kind) in each space of a building at the start of your Command Step. Also, there must not be any Heroes in that building. Place a Martian Pylon counter in any space of that building (limit 1 per building).



Once set up, a *Martian Pylon* may be attacked by the Heroes with any Ranged Attack, but will only ever be destroyed on the roll of 6 (rather than whatever a Martian target would normally be Hit on for that type of attack), as the Pylons are shielded.

A Hero in the same space as a Pylon during their Fight Step may also attack that Pylon with their Fight Dice as long as there are no Martians in the space (otherwise the Martians in the space must be attacked instead). The Hero rolls their normal Fight Dice, and any roll of 6 will destroy the Pylon. Lastly, if a Fire breaks out in a Pylon's space (as well as at the start of each subsequent Fire Phase), you must roll a D6; the Pylon is destroyed on the roll of 6. When a Pylon is destroyed, it is removed from the Board.

Jojo and Cassidy are very good at destroying Pylons due to their ability to increase their individual Fight Dice or Ranged Attack rolls.

Starting Fires is also a good way for the Heroes to try and destroy Pylons or drive Martians out of a building to prevent a Pylon from being set up.

Cloaked Martian Scouts are good at getting exactly where you need them to set up Pylons due to their ability to deploy to virtually any space on the Board. Note though that the Pylon will not be set up until the start of the following Command Step as the Scouts are deployed during the Command Step.

SUGGESTED BALANCE

None

MARTIANS IN THE SMALL TOWN

Use the Small Town Center board. Place a Landing Site marker on each red Spawning Pit.

Small Town Heroes in the same game as Martians automatically get Hero Starting Cards (1) [see rule 16.3.3].

41. THE EARTH OVERRUN

This is an Invasion from Outer Space scenario.

BOARD

EARTH OVERRUN SET-UP DIAGRAM



This Scenario uses as an alternate board arrangement rather than the standard square board. It requires the Center board (use the Town Center/Fair Grounds side) as well as 6 of the L-shaped Outer boards. Position the boards randomly in the arrangement shown here.

SPECIAL RULES

- **Hero Starting Cards (1)** [see rule 16.3.3] (This is in addition to the normal bonus Scenario Special Rules that Zombies and Small Town Heroes get for playing in a game with Martians)
- **Zombies Auto Spawn** [see rule 16.4.10] (Anytime that Zombies are in the same game as Carnival Heroes or Martians, they automatically get Zombies Auto Spawn)

SCENARIO OBJECTIVES

NO INVASION TRACK/SUN TRACK: This Scenario does not have a time limit and so does not use the Invasion Track or Sun Track to mark Turns.

Earth Overrun is more or less a straight battle Scenario. Whichever faction gets enough Victory Points first wins.

ZOMBIES: The Zombies must get 3 Victory Points to win. To get a Victory Point, they must kill a Hero/Martian Champion, or kill a full 6 Martian Soldiers. Use the track on the back cover of IFOS to keep count of Martian Soldiers killed until a Victory Point is gained, then reset the track to 0.

MARTIANS: Just like the Zombies, the Martians must get 3 Victory Points to win. To get a Victory Point, they must kill a Hero/Zombie Hero, or kill a full 6 Zombies. Use the track on the back cover of IFOS to keep count of Zombies killed until a Victory Point is gained, then reset the track to 0.

HEROES: The Heroes must get 25 Victory Points to win. Heroes gain 1 Victory Point for each Martian Soldier killed, 2 Victory Points for each Zombie killed, and Victory Points equal to the Command Cost for Martian Champions or

number of Health Boxes for Zombie Heroes (or Zombie Martian Champions) killed. Use the track on the back cover of IFOS to keep count of Victory Points gained by the Heroes.

VICTORY: As soon as one faction has completed their Objective, the game immediately ends.

SCENARIO SEARCH CARDS

None

SCENARIO NOTES

This scenario has three sides - Martians, Zombies and Heroes and can be played on either the Small Town Boards or the Carnival Boards.

NUMBER OF PLAYERS: This Scenario requires at least 3 players (one per faction), but can support up to 8 players (1-2 Zombie players, 1-2 Martian players, and 1-4 Hero players).

EXPANDED GAME ROUND: As there are three independent factions in this Scenario, the Game Round is slightly expanded.

HERO STARTING

POSITION: As shown in the diagram, all 4 Heroes start in the center space of the Center board, at the *Truck* (the *Truck* has no effect on the game, it is simply there for thematic purposes).



ZOMBIE SPAWNING PITS: All Spawning Pits on the Board are used by the Zombies. As normal, they must split newly spawned Zombies between all Pits equally. If using the Carnival Board Set, each of the Landing Site Start Spots counts as a Zombie Spawning Pit instead (you may want to place a New Spawning Pit marker on each of these to help remind players where they are on the Board).

MARTIAN LANDING SITES: Martians do not use the standard Landing Site Start Spots, but rather place their Landing Sites in the four inner corners of the Board as shown in the diagram above.

RANDOM BOARD SECTION: When rolling for a Random Board or Random Building, roll a D6 and use the diagram to determine the Board Section (instead of the arrows along the outside of the Center board).

MULTIPLE OPPONENTS: As there are three factions in this scenario, any cards that target an opponent's deck or discard pile actually target ALL opponents' decks and discard piles. So a card that discards the top 10 cards from an opponent's deck will discard the top 10 cards from both opponents' decks. The only exceptions to this are cards that target an individual card in a discard pile (such as the Martian Event *Vaporize*).

SUGGESTED BALANCE

None

APPENDIX III, CARD NOTES

HERO CARDS

BLOCKED WINDOWS: If a *Zombie* can't reach an *Adjacent Hero* because *Blocked Windows* is in play, the *Zombie* may move normally (ignoring the *Zombie Hunger* caused by that unreachable *Hero*).

CATCH: This is NOT considered Exchanging the Item.

COACH PACKER: Models that are "never returned to the *Zombie Pool*" such as *Zombie Heroes* or *Plague Carriers* are unaffected, though the *Fight* is still canceled. *Grave Dead* are returned to the *Grave Dead Pool*.

COURAGE: This bonus *Fight Die* does stack for each time a *Hero* (such as *Johnny* with his *Blitz* ability) enters a space with a *Zombie* during their move.

DYNAMITE: If *Dynamite* is Combined with another Item you do get to roll to avoid discarding it when used.

ENDURANCE: *Heroes* with the *Youth* ability may Fully Heal as a *Move Action*, including any *Wound* on this card.

FAITH: If a *Hero* has a *Faith* that Remains in Play and a *Rosary* that is discarded during a *Fight*, the *Faith* continues to take effect until the end of the current *Fight*. After that it is discarded.

FENCE POST: The *Fight* takes place in the *Zombie's* space. A *Hero* must use the *Move Action* for movement to be able to use the *Fence Post* to attack an *Adjacent space*, even if they don't actually go anywhere.¹¹⁶

FIRE EXTINGUISHERS: The second half of the card should read, "Discard at any time (except during a *Fight*) to move every *Zombie*..."¹¹⁷ All *Fire Extinguisher Hero Items* should have the additional ability "Discard to remove any number of *Fires* from the same and/or *Adjacent spaces* to the *Hero*".

GASOLINE: When a *Gas* marker explodes, it affects every *Adjacent space*, regardless of walls. If there are 2 *gas markers* in the same space, and they explode, all *Zombies/Heroes* affected have to roll twice to check if they are *Killed*. If *Gasoline* is Combined with another Item you do get to roll to avoid discarding it when used to place a *Gas* marker.

HERO'S SACRIFICE: Note that the top line of text has a ":" after it, which means that the card can be played when a *Hero* is killed to gain either of the following card effects.

"I'LL SEE YOU IN HELL!": This card may be used even if the *Hero* does not have a *Keyword Fire Item* and may even be used during a *Fight*. You'll find it is most effective (and satisfying) to use when a *Hero* is about to lose their last *Wound* in a *Fight*. Note that as the *Hero* is killed and removed from the *Board*, they may not prevent the *Wounds* and may not be turned into a *Zombie Hero*.



JUST WHAT I NEEDED: The first half of the card should read, "Take any non-Play *Immediately* card from the *Hero Cards* discard pile. If there are none, you may draw a new *Hero Card*."¹¹⁸

LAYING DOWN THE LAW: With this card a *Revolver* will never naturally run out of ammo (but the *Zombie card Resilient* still works). *Signal Flare* will hit automatically.

MAGNUM REVOLVER: This card counts as a *Revolver* for abilities and restrictions such as *Sally's Lightweight* and *Sheriff Anderson's Man of Action*.

MEAT CLEAVER: With the *Meat Cleaver's Combat Bonus*, if a *Hero* rolls a 6 on any of their *Fight Dice*, the *Zombie* they are fighting is instantly *Killed* and the *Fight* ends immediately. Because it is "Instant", *Zombies* do NOT even get the chance to play cards (may not force a re-roll etc). It is also important to note that the *Fight* is NOT Resolved (the *Hero* is not hurt, even if the *Zombie* would normally have won the *Fight*). The roll MAY be modified in order to get a 6 (adding extra dice, re-rolling, adding 1 to a roll to change a 5 result into a 6), but once a 6 is rolled, the *Hero* may instantly act on it to use the *Meat Cleaver's Combat Bonus*. If a *Hero* decides not to use the *Combat Bonus* to "Instantly" Kill (say they do not want to Kill the *Zombie* for some reason), the opportunity is wasted and the *Meat*

¹¹⁶ This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/2469703#2469703>).

¹¹⁷ This was officially clarified on FlyingFrogWiki (http://flyingfrogwiki.com/ffpwiki/index.php?title=LNOE_FAQ_%26_Errata).

¹¹⁸ This was officially clarified on FlyingFrogWiki (http://flyingfrogwiki.com/ffpwiki/index.php?title=LNOE_FAQ_%26_Errata).

Cleaver may NOT be used in conjunction with that 6 roll for the rest of the Fight.¹¹⁹

MILES, THE BLAST MINER: No one gets the Experience for Zombies killed by this card as these Zombies are killed by the Event card itself, not a specific Hero (though you could argue that Miles himself gets the Experience, but since he is not a playable Hero character...that doesn't really make sense).

MONKEY WRENCH: You only have to try and discard a Zombie card in play if you choose to use the Monkey Wrench's Combat Bonus for that effect.

OLD BETSY: Old Betsy is only removed from the Board if a Zombie tries to move away and rolls the 5 or 6 necessary to escape. This happens immediately so any other Zombies in the space that haven't tried to escape yet may move normally.¹²⁰

PICK AXE: If the Hero rolls multiple 6s, that will instantly kill the target multiple times. This only matters if the target can somehow avoid Wounds.

RECOVERY: It is important to note that the limit of not using the same copy of a single card multiple times per Turn DOES still apply to Event cards as well as Items.

RIFLE: The Hero does not need Line of Sight to the extra target; it can be any Zombie in the same or an Adjacent space.

RISE TO THE CHALLENGE: Discarding this card to force a Zombie to re-roll its Fight Dice may only be used in a Fight involving the Hero with this card.

RUSTY KEYS: Although Rusty Keys says "Counts as Keys", this just refers to the card title - they can't be used to "ignore the effects of locked door".

"RUUUUUUN!": This card may be played after a Hero has rolled for movement normally to then roll an extra die and choose which result to keep.

SAMANTHA, THE RADIO DJ: When played, the Samantha card is discarded, and then the discard pile is shuffled back into the deck, this includes Samantha herself.

SIGNAL FLARE: If Signal Flare is Combined with another Item you do get to roll to avoid discarding it when used.

T.J., THOROUGHbred: T.J. can be used at ANY time, including after you have just Searched or Moved. It can also be used to move away from a Fight if things are looking bad (if either the Zombie or Hero leaves the space before the Fight has been Resolved, the Fight is automatically canceled).¹²¹

TOO CLOSE: The Hero still gets to move, even if the Wound was not prevented.



CARNIVAL HERO CARDS

RISE TO THE CHALLENGE: Discarding this card to force a Martian to re-roll its Fight Dice may only be used in a Fight involving the Hero with this card.

STILTS: A Hero with Stilts still has to roll to be Wounded if a Fire starts in their space or if they end in a Fire Space. They are only allowed to move through a Fire space without being hurt.

SWORD: The 6 from the Sword is an instant effect which means it is resolved in the middle of the Fight so the Zard Beast would need to try and save himself with his Toughness before the Fight itself is resolved (ie - before the Fight Dice are compared at the end of the Fight). Assuming that the Zard Beast survives, then when the Fight is resolved, the Zard would win on a Tie (if both sides have a 6, in this case).¹²²

UNIQUE ITEMS

JOHNNY'S JACKET: If this card is exchanged while it has a Wound marker on it, the Wound marker goes along with the Item. This Wound may be healed as if it was on the Hero themselves.

HERO UPGRADES

IRON RESOLVE: If a Hero is saved from being killed by a second Infected marker by Iron Resolve, the Hero is reduced back to only one Infected marker.

¹¹⁹ This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/2097960#2097960>).

¹²⁰ This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/1753473#1753473>).

¹²¹ This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/1867502#1867502>).

¹²² This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/6687929#6687929>).

HERO ADVANCED ABILITIES

Any ability that is "instead of Searching" requires that the Hero could Search, but then gives up that action to use the ability instead.

THUNDER-BALL (ARCHIBALD): When Thunder-Ball is used, Archibald may NOT treat the "6" result for distance as "anywhere on the Board" like he normally can with his Fire Me! ability. He is simply allowed to move up to a distance of 6 on the Cannon Template. Also, he may only hit Martians touched by a section of the Cannon Template up to the distance he actually travels. So for instance, if he chooses to lan in a space that is in the 4 section of the template, any Martians touched by the template in the sections marked 1, 2, 3 or 4 can be rolled for.

ZOMBIE CARDS

ANXIOUS TO FEED: If two copies of this card are in play at the same time, the card effect stacks (ie - a Zombie placed at a Spawning Pit may move 2 spaces when Spawnd).

CLOSING IN: Each Zombie on the board-section should individually roll a D6 and move up to that amount.

DIVIDE AND CONQUER: For card effects like this one, a board-section is considered to be the single L-shaped, Center or Straight board that the Hero is currently on.¹²³

FALLING DARKNESS: This card targets a single Hero Card that Remains in Play.

HUNGRY DEAD: The Zombie player can temporarily have more than 4 cards in hand. At the start of the Zombie player's next Turn, they must discard down to their normal hand size before their Draw Cards Step.

HYSTERIA: This card will attempt to cancel any Hero event card played on the Hero or any cards that are played to try and cancel a Zombie card that Remains in Play on that Hero (such as *Hysteria* itself). *Hysteria* has no effect on pre-existing Hero Event cards that Remain in Play on the Hero.

"I DON'T TRUST 'EM": The first half of the card should read, "Until the start of the next Zombie Turn, Heroes may not Exchange Items. Discard this card."¹²⁴

INFECTED: The Hero doesn't get the Infected marker until the Fight has been resolved and any Wound already applied.

LEGIONS OF THE DEAD: In the scenario Defend the Manor House, this card may NOT be used to place Zombies in any Manor House space.

LIGHTS OUT: This card should read, "Play this card at the start of a Zombie Turn to place a Lights Out marker on any building..."¹²⁵

LOCKED DOOR: *Locked Door* is considered Remains in Play. When *Locked Door* is played during the game, place a Locked Door Marker over that doorway; the door has been locked and Heroes may NOT move through it. If the Locked Door card is canceled, remove the marker as you would with any other Remains in Play card.

"NO IT CAN'T BE!": Playing this card does NOT count as killing a Hero.

OUT OF CONTROL: *Out of Control* is triggered on the natural roll die roll of 1, regardless of modifiers to the roll.

RISEN FROM THE GRAVE: This card may temporarily allow the Zombie player to have more than their hand size of cards at one time. If at the start of the following Zombie Turn, the player still has more cards than they are allowed, they must discard down to their hand size limit.

SHAMBLE: When playing *Shamble* you should choose the Zombie and then roll to see how far they get to move.¹²⁶ It is up to the Zombie player to decide how many spaces they want to move. When Adjacent to a Hero though, if they move another space, they must still observe Zombie Hunger.

THE SMELL OF BRAINS: This Zombie movement completely ignores the rules for Zombie Hunger so all Zombies within 2 spaces move to this space, even if there is another Hero closer or if they are in a space with a Hero already. These new Zombies are divided between the Heroes in this space as normal and then must still be fought this Turn. Though these Zombies ignore Zombie Hunger, they may still be prevented from reaching the space by other means (*Farmer Sty* or *Blocked Windows* for instance).

TWISTED ANKLE: For *Billy's Track Star* ability the move roll is adjusted down for *Twisted Ankle* first and then *Billy* can add his movement roll bonus afterward.

UNRELENTING ATTACK: If the Zombie is killed after being fended off (by *Get Back you Devils* for example), the *Unrelenting Attack* is wasted.

VICIOUS ATTACK: This card even does an extra Wound to a Generator.

GRAVE WEAPONS

EXPLOSIVE: There is no roll on the Turn this card comes into play. If an Explosive Zombie blows up while "Zombies

¹²³ This rule was slightly changed to take the newer expansions into account.

¹²⁴ This was officially clarified on FlyingFrogWiki (http://flyingfrogwiki.com/ffpwiki/index.php?title=LNOE_FAQ_%26_Errata).

¹²⁵ This was officially clarified on FlyingFrogWiki (http://flyingfrogwiki.com/ffpwiki/index.php?title=LNOE_FAQ_%26_Errata).

¹²⁶ This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/1737165#1737165>).

cannot be killed in any way” is in effect, the Explosive Zombie is still removed, but no other Zombies are affected.

ZOMBIE ADVANCED ABILITIES

INFECTIOUS: The roll for the additional Wound is made after the first Wound has been taken. If the first Wound is prevented, do not roll for the additional Wound. Also, cards like *I Feel Kinda Strange* may be played after the initial Wound, but before rolling for the extra Wound.

OUTBREAK: This only applies to Zombies placed during Step 6 of the Zombie Turn.

RAVENOUS: When discarding a Remains in Play card, that card must already be in play, not in hand.

MARTIAN CARDS

CROSSFIRE: If this card is played to give an extra Ray Gun shot to a Pack with one or more Cloaked Martian Scouts in it, the extra Ray Gun shot will be from normal Martians unless the Pack contains only Scouts.

PROTO BOMB: Scenario Search Cards are NOT protected in any way from the Proto Bomb (if they were, it would say so on the card). This does make ‘Tech canceling’ cards extra important for the Heroes in Scenarios that utilize Scenario Search Cards. So think twice before using that Fuji Merman to cancel something small if you are afraid of the Proto Bomb!¹²⁷

QUA'TO DUPLICATOR: The 3 Command Points can be paid over multiple turns. Just continue to place the new Command Points onto the card and once you have at least 3 there, you can use the ability during any of your Command Steps.¹²⁸

REINFORCED DOMES: Cloaked Martian Scouts get no benefit from this card since their Cloaking Suits are too lightweight to support the heavier dome.

TERROR: Terror does NOT prevent the Hero from gaining new Power Tokens, they just instantly lose any they had when the card was played (and the “instantly” here just means that they cannot try and spend them before they are lost).¹²⁹



¹²⁷ This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/5707725#5707725>).

¹²⁸ This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/5646919#5646919>).

¹²⁹ This was officially clarified on BoardGameGeek (<https://boardgamegeek.com/article/6289071#6289071>).

APPENDIX IV, SPECIAL RULES ROSTER

In Effect	Rule	Hero Special Rule	Dot Cost
✓		Heroes Replenish	Always in Effect
✓		Survival Decks	Always in Effect
✓		Barricades	Always in Effect
	16.3.1	Hero Card Pool (x)	x/2 times ●
	16.3.2	Extra Doors (x)	x times ●
	16.3.3	Hero Starting Cards (1)	●●
	16.3.4	Manor Deck	●●
	16.3.5	Well Stocked Buildings	●●
	16.3.6	Constructing the Hero Team	●●
	16.3.7	Townfolk Allies (x)	x times ●●
	16.3.8	Townfolk Heroes (x)	x times ●●
	16.3.9	Free Search Markers	●●●
	16.3.10	Hero Starting Cards (2)	●●●●
	16.3.11	Hero Unique Advanced Abilities	●●●●
	16.3.12	Extra Heroes (x)	x times ●●●●●
In Effect		Zombie Special Rule	Dot Cost
✓		Always Zombie Heroes	Always in Effect
✓		Grave Dead	Always in Effect
✓		Zombie Champions	Always in Effect
✓		Grave Weapons	Always in Effect
	16.4.1	Zombie Pillage	●
	16.4.2	Lights Out (x)	x times ●
	16.4.3	Lights Out - Choice (x)	x times ●●
	16.4.4	Taken Over (x)	x times ●●
	16.4.5	Zombie Advanced Abilities - Random (x)	x times ●●
	16.4.6	Airstrike (x)	x times ●●●
	16.4.7	Taken Over - Choice (x)	x times ●●●
	16.4.8	Zombie Advanced Abilities - Chosen (x)	x times ●●●●
	16.4.9	Extra Zombie Move (+1)	●●●●
	16.4.10	Zombies Auto Spawn	●●●●
	16.4.11	Zombie Hand (6)	●●●●
	16.4.12	Zombie Horde (2r)	●●●●
In Effect		Martian Special Rule	Dot Cost
✓		Cloaked Martian Scouts	Always in Effect
	16.5.1	Lights Out (x)	x times ●
	16.5.2	Lights Out - Choice (x)	x times ●●
	16.5.3	Extra Command Points (x)	x times ●●
	16.5.4	Martian Advanced Abilities - Random (x)	x times ●●
	16.5.5	Martian Advanced Abilities - Chosen (x)	x times ●●●
In Effect		Other Special Rule	Dot Cost
	16.6.1	Manor House	N/A
	16.6.2	Radio Station	N/A
	16.6.3	Airfield	N/A
	16.6.4	Fair Grounds	N/A
	16.6.5	Forest Ring	N/A
	16.6.6	Town Ring	N/A
	16.6.7	Forest Only Board	N/A
	16.6.8	Number Counters (1-6/1-8)	N/A
	16.6.9	Generators (x)	N/A
	16.6.10	Exploration Markers	N/A
	16.6.11	Salvage Tokens	N/A
	16.6.12	Crowds	N/A

APPENDIX V, COMPLETE COMPONENT LIST

A complete set of Last Night on Earth and Invasion from Outer Space, including all games, expansions and supplements should include the following.

Note that content from Last Night on Earth: The Zombie Game (2007) and Last Night on Earth: The Zombie Game - 10 year Anniversary Edition (2017) in many cases are the same. For this list duplicates are listed even if they are the same as other components.

GAME BOXES

- 1 Big Box from Last Night on Earth: The Zombie Game (2007)
- 1 Big Box from Growing Hunger (2008)
- 1 Small Box from Survival of the Fittest (2010)
- 1 Small Box from Hero Pack 1 (2010)
- 1 Small Box from Zombies with Grave Weapons Miniature Set (2010)
- 1 Big Box from Invasion from Outer Space (2010)
- 1 Big Box from Timber Peak (2012)
- 1 Big Box from Blood in the Forest (2013)
- 1 Epic Box from 10 year Anniversary Edition (2017)
- 1 Small Box from Hero Pack 2 (2017)

RULEBOOKS

- 1 Rulebook from Last Night on Earth (2007)
- 1 Rules Sheet from Stock Up! (2007)
- 1 Rulebook from Growing Hunger (2008)
- 1 Rules Sheet from Revenge of the Dead (2008)
- 1 Rules Sheet from Zombie Pillage (2009)
- 1 Rules Sheet from Radioactive Grave Dead (2009)
- 1 Rules Booklet from Survival of the Fittest (2010)
- 1 Rules Booklet from Hero Pack 1 (2010)
- 1 Rules Booklet from Zombies with Grave Weapons Miniature Set (2010)
- 1 Rules Sheet from LNOE Advanced Abilities (2010)
- 1 Rulebook from Invasion from Outer Space (2010)
- 1 Rules Sheet from IFOS Advanced Abilities (2010)
- 1 Rules Sheet from Cloaked Martian Scouts (2011)
- 1 Rulebook from Timber Peak (2012)
- 1 Rulebook from Blood in the Forest (2013)
- 1 Rules Sheet from "Hold the Line!" (2013)
- 1 Rules Sheet from Airstrike (2014)
- 1 Rulebook from 10 year Anniversary Edition (2017)
- 1 Rules Booklet from Hero Pack 2 (2017)

GAME BOARDS

- 1 Town Center/Manor House Game board from Last Night on Earth (2007)
- 1 Carnival Big Top/Fair Grounds Center board from Invasion from Outer Space (2010)
- 1 Town Center/Radio Station Game board from Timber Peak (2012)
- 1 Forest Center/Airfield Game board from Blood in the Forest (2013)
- 1 Town Center/Manor House Game board from 10 year Anniversary Edition (2017)
- 6 L-shaped Outer boards from Last Night on Earth (2007)
- 2 L-shaped Outer boards from Growing Hunger (2008)
- 6 L-shaped Outer Carnival boards from Invasion from Outer Space (2010)

- 6 L-shaped Outer boards from Timber Peak (2012)
- 4 L-shaped Outer boards from Blood in the Forest (2013)
- 6 L-shaped Outer boards from 10 year Anniversary Edition (2017)
- 4 Straight Forest Connector boards from Blood in the Forest (2013)

GAME DISPLAYS

- 1 Sun Track from Last Night on Earth (2007)
- 1 Sun Track from Timber Peak (2012)
- 1 Sun Track from 10 year Anniversary Edition (2017)
- 1 Invasion Track from Invasion from Outer Space (2010)
- 2 Zombie Champion Record Sheets from Blood in the Forest (2013)
- 1 Martian Command Console from Invasion from Outer Space (2010)
- 2 Martian Champion Tokens from Invasion from Outer Space (2010)

CHARACTER SHEETS

- 8 Character Sheets from Last Night on Earth (2007)
- 4 Character Sheets from Growing Hunger (2008)
- 4 Character Sheets from Hero Pack 1 (2010)
- 8 Character Sheets from Invasion from Outer Space (2010)
- 6 Character Sheets from Timber Peak (2012)
- 2 Character Sheets from Blood in the Forest (2013)
- 12 Character Sheets from 10 year Anniversary Edition (2017)
- 4 Character Sheets from Hero Pack 2 (2017)

SCENARIO CARDS

- 5 Scenario Cards from Last Night on Earth (2007)
- 1 "We've Got To Go Back!" web scenario (2007)
- 1 All Hallows Eve web scenario (2007)
- 1 Scenario Card from Stock Up! (2007)
- 3 Scenario Cards from Growing Hunger (2008)
- 1 Scenario Card from Revenge of the Dead (2008)
- 1 Scenario Card from Zombie Pillage (2009)
- 1 Run For It! web scenario (2009)
- 1 Scenario sheet from Radioactive Grave Dead (2009)
- 4 Scenario Cards from Survival of the Fittest (2010)
- 1 Scenario Card from Hero Pack 1 (2010)
- 1 All Hallows Eve II: The Ritual web scenario (2010)
- 5 Scenario Cards from Invasion from Outer Space: The Martian Game (2010)
- 1 Scenario sheet from Cloaked Martian Scouts (2011)
- 4 Scenario Cards from Timber Peak (2012)
- 1 Darkest Night web scenario (2012)
- 1 Scenario Card from "Hold the Line!" (2013)
- 3 Scenario Cards from Blood in the Forest (2013)
- 1 Scenario Card from Airstrike (2014)
- 6 Scenario Cards from 10 year Anniversary Edition (2017)
- 1 Scenario Card from Hero Pack 2 (2017)

CARDS

The Hero Deck:

- 40 Basic Game Hero deck cards from Last Night on Earth (2007)
- 20 Advanced Hero deck cards from Last Night on Earth (2007)
- 5 Hero deck cards from Stock Up! (2007)

- 1 Hero deck card from Last Night on Earth Special Edition Soundtrack CD (2007)
- 25 Hero deck cards from Growing Hunger (2008)
- 5 Hero deck cards from Revenge of the Dead (2008)
- 5 Hero deck cards from Zombie Pillage (2009)
- 8 Hero deck cards from Survival of the Fittest (2010)
- 5 Hero deck cards from Hero Pack 1 (2010)
- 4 Hero deck cards from LNOE Advanced Abilities (2010)
- 1 Hero deck card from Radioactive Zombies with Grave Weapons (2010)
- 45 Hero deck cards from Timber Peak (2012)
- 20 Hero deck cards from Blood in the Forest (2013)
- 5 Hero deck cards from "Hold the Line!" (2013)
- 5 Hero deck cards from Airstrike (2014)
- 65 Hero deck cards from 10 year Anniversary Edition (2017)
- 6 Hero deck cards from Hero Pack 2 (2017)

The Carnival Hero Deck:

- 60 Carnival Hero deck cards from Invasion from Outer Space (2010)
- 2 Carnival Hero deck cards from IFOS Advanced Abilities (2010)

The Zombie Deck:

- 40 Basic Game Zombie deck cards from Last Night on Earth (2007)
- 20 Advanced Zombie deck cards from Last Night on Earth (2007)
- 5 Zombie deck cards from Stock Up! (2007)
- 1 Zombie deck card from Last Night on Earth Special Edition Soundtrack CD (2007)
- 25 Zombie deck cards from Growing Hunger (2008)
- 5 Zombie deck cards from Revenge of the Dead (2008)
- 5 Zombie deck cards from Zombie Pillage (2009)
- 8 Zombie deck cards from Survival of the Fittest (2010)
- 5 Zombie deck cards from Hero Pack 1 (2010)
- 4 Zombie deck cards from LNOE Advanced Abilities (2010)
- 1 Zombie deck card from Radioactive Zombies with Grave Weapons (2010)
- 45 Zombie deck cards from Timber Peak (2012)
- 20 Zombie deck cards from Blood in the Forest (2013)
- 5 Zombie deck cards from "Hold the Line!" (2013)
- 5 Zombie deck cards from Airstrike (2014)
- 65 Zombie deck cards from 10 year Anniversary Edition (2017)
- 6 Zombie deck cards from Hero Pack 2 (2017)

The Martian Deck:

- 60 Martian deck cards from Invasion from Outer Space (2010)
- 2 Martian deck cards from IFOS Advanced Abilities (2010)

The Survival Decks:

- 20 Unique Items cards from Survival of the Fittest (2010)
- 20 Survival Tactics cards from Survival of the Fittest (2010)

The Grave Weapons Deck:

- 20 Grave Weapons cards from Survival of the Fittest (2010)
- 2 Grave Weapons cards from Zombies with Grave Weapons Miniature Set (2010)

The Upgrade Decks:

- 10 Melee Hero Upgrade cards from Timber Peak (2012)
- 5 Melee Hero Upgrade cards from Blood in the Forest (2013)
- 8 Melee Hero Upgrade cards from 10 year Anniversary Edition (2017)
- 10 Ranged Hero Upgrade cards from Timber Peak (2012)
- 5 Ranged Hero Upgrade cards from Blood in the Forest (2013)

- 8 Ranged Hero Upgrade cards from 10 year Anniversary Edition (2017)
- 10 Special Hero Upgrade cards from Timber Peak (2012)
- 5 Special Hero Upgrade cards from Blood in the Forest (2013)
- 8 Special Hero Upgrade cards from 10 year Anniversary Edition (2017)
- 16 Hero Advanced Abilities cards from LNOE Advanced Abilities (2010)
- 8 Carnival Hero Advanced Abilities cards from IFOS Advanced Abilities (2010)
- 10 Zombie Upgrade cards from Timber Peak (2012)
- 6 Zombie Upgrade cards from Blood in the Forest (2013)
- 8 Zombie Upgrade cards from 10 year Anniversary Edition (2017)
- 4 Zombie Advanced Abilities cards from Advanced Abilities (2010)
- 2 Martian Advanced Abilities cards from IFOS Advanced Abilities (2010)

Other cards:

- 6 Reference cards from Last Night on Earth (2007)
- 6 Reference Cards from Invasion from Outer Space (2010)
- 3 Reference cards from Timber Peak (2012)
- 6 Reference Cards from 10 year Anniversary Edition (2017)

There is also a number of alternate image promo cards for the Hero and Zombie decks available from Flying Frog Productions (as of 2017 there seems to be 20 different cards):

- #1 Back To Back
- #2 Loner
- #3 Jumper Cables
- #4 Scratch and Claw
- #5 T.J., Thoroughbred
- #6 Despair
- #7 Chainsaw
- #8 Braaaains!
- #9 Flashlight
- #10 "The Line is Dead!"
- #39 Pump Shotgun
- #40 Fighting Instincts
- #47 Hand Axe
- #48 Unrelenting Attack
- #49 Too Close
- #50 Gaining Ground
- #51 Emergency Radio
- #52 Overtaken
- #67 Hero's Grit
- #68 Loss of Faith

FIGURES

- 8 Hero Figures from Last Night on Earth (2007)
- 4 Hero Figures from Growing Hunger (2008)
- 4 Hero Figures from Hero Pack 1 (2010)
- 8 Carnival Hero Figures from Invasion from Outer Space (2010)
- 6 Hero Figures from Timber Peak (2012)
- 2 Hero Figures from Blood in the Forest (2013)
- 12 Hero Figures from 10 year Anniversary Edition (2017)
- 4 Hero Figures from Hero Pack 2 (2017)
- 1 Old Betsy Figure from 10 year Anniversary Edition (2017)
- 7 Green Zombie Figures from Last Night on Earth (2007)
- 7 Green Zombie Figures from Timber Peak (2012)
- 7 Green Zombie Figures from 10 year Anniversary Edition (2017)

- 7 Brown Zombie Figures from Last Night on Earth (2007)
- 7 Brown Zombie Figures from Timber Peak (2012)
- 7 Brown Zombie Figures from 10 year Anniversary Edition (2017)
- 7 Red Zombie Figures from Growing Hunger (2008)
- 7 Crystal Green Radioactive Grave Dead from Radioactive Grave Dead (2009)
- 7 Green Zombie Figures with Grave Weapons from Zombies with Grave Weapons Miniature Set (2010)
- 7 Brown Zombie Figures with Grave Weapons from Zombies with Grave Weapons Miniature Set (2010)
- 7 Red Zombies with Grave Weapons from Red Zombies With Grave Weapons Miniature Set (2010)
- 7 Crystal Green Radioactive Grave Dead Zombies from Radioactive Zombies With Grave Weapons Miniature Set (2010)
- 6 Dark Grey Feral Dead Zombie Figures from Blood in the Forest (2013)
- 2 Dark Grey Giant Zombie Behemoth Figures from Blood in the Forest (2013)
- 9 Blue Martian Soldier Figures from Invasion from Outer Space (2010)
- 9 Purple Martian Soldier Figures from Invasion from Outer Space (2010)
- 1 Dark Grey Martian Leader Figure from Invasion from Outer Space (2010)
- 1 Dark Grey Zard Beast Figure from Invasion from Outer Space (2010)
- 9 Crystal Light Blue Cloaked Martian Scout Figures from Cloaked Martian Scouts (2011)

Note: Various Zombies and Martians in other colors are available directly from the web site of Flying Frog Productions.

MARKERS

General Markers:

- 1 Sun Track Marker from Last Night on Earth (2007)
- 1 Sun Track Marker from Timber Peak (2012)
- 2 Plastic Sun Track Markers from 10 year Anniversary Edition (2017)
- 1 Objective Marker from Last Night on Earth (2007)
- 3 Objective Trackers from Invasion from Outer Space (2010)
- 2 Objective Marker from Timber Peak (2012)
- 1 Objective Marker from 10 year Anniversary Edition (2017)
- 8 Number Markers from Last Night on Earth (2007)
- 8 Number Markers from Invasion from Outer Space (2010)
- 8 Number Markers from Timber Peak (2012)
- 8 Number Markers from 10 year Anniversary Edition (2017)
- 8 Letter Markers from Growing Hunger (2008)
- 20 Exploration Markers from Growing Hunger (2008)
- 16 Salvage Tokens from Blood in the Forest (2013)
- 1 Last Night on Earth coin from Last Night on Earth (2007)
- 1 Last Night on Earth coin from 10 year Anniversary Edition (2017)
- 1 Invasion from Outer Space coin from Invasion from Outer Space (2010)

Terrain Feature Markers:

- 1 Airplane from Blood in the Forest (2013)
- 1 Camp Site from Blood in the Forest (2013)
- 2 Cannons from Invasion from Outer Space (2010)
- 1 Crashed Saucer from Invasion from Outer Space (2010)
- 1 Detonator from Timber Peak (2012)
- 1 Fork Lift from Growing Hunger (2008)

- 6 Generators from Timber Peak (2012)
- 2 Generators from 10 year Anniversary Edition (2017)
- 1 Meteorite from Growing Hunger (2008)
- 1 Motor Cycle from Growing Hunger (2008)
- 1 Ritual Circle from Growing Hunger (2008)
- 1 Ritual Table from Growing Hunger (2008)
- 4 Sewer Entrance Markers from Survival of the Fittest (2010)
- 2 Sewer Interiors from Survival of the Fittest (2010)
- 1 Statue from Growing Hunger (2008)
- 1 Tractor from Last Night on Earth (2007)
- 1 Tractor from 10 year Anniversary Edition (2017)
- 6 Trees from Timber Peak (2012)
- 1 Truck from Last Night on Earth (2007)
- 1 Truck Figure from 10 year Anniversary Edition (2017)

Townfolk/Allies/Crowds/Animals Markers:

- 6 Allies from Invasion from Outer Space (2010)
- 5 Crowds from Invasion from Outer Space (2010)
- 2 Lion Markers from Invasion from Outer Space (2010)
- 1 Old Betsy from Last Night on Earth (2007)
- 1 Old Betsy from Growing Hunger (2008)
- 6 Townfolk from Last Night on Earth (2007)
- 3 Townfolk from Growing Hunger (2008)
- 2 Townfolk from Timber Peak (2012)
- 2 Townfolk from Blood in the Forest (2013)
- 6 Townfolk from 10 year Anniversary Edition (2017)

Game Status Markers:

- 30 Barricades from Survival of the Fittest (2010)
- 3 Barricades from 10 year Anniversary Edition (2017)
- 3 Cone of Light from Invasion from Outer Space (2010)
- 4 Door/Locked Door Markers from Growing Hunger (2008)
- 3 Door/Locked Door Markers from 10 year Anniversary Edition (2017)
- 30 Experience Tokens from Timber Peak (2012)
- 21 Experience Tokens from Blood in the Forest (2013)
- 20 Plastic Experience Tokens from 10 year Anniversary Edition (2017)
- 8 Fire Markers from Invasion from Outer Space (2010)
- 8 Fire Markers from Timber Peak (2012)
- 8 Fire Markers from 10 year Anniversary Edition (2017)
- 8 Plastic Fire Markers from 10 year Anniversary Edition (2017)
- 20 Grave Weapon Markers from Survival of the Fittest (2010)
- 2 Grave Weapon Markers from Zombies with Grave Weapons Miniature Set (2010)
- 6 Green Ooze from Growing Hunger (2008)
- 6 Infected/New Spawning Pits Markers from Timber Peak (2012)
- 4 Infected Markers from 10 year Anniversary Edition (2017)
- 6 Landing Site Markers from Invasion from Outer Space (2010)
- 3 Lights Out from Last Night on Earth (2007)
- 1 Lights Out from Growing Hunger (2008)
- 3 Lights Out from Invasion from Outer Space (2010)
- 3 Lights Out from Timber Peak (2012)
- 4 Lights Out from 10 year Anniversary Edition (2017)
- 20 Martian Command Points from Invasion from Outer Space (2010)
- 16 Power Tokens from Invasion from Outer Space (2010)
- 25 Reinforcement/Supply Markers from Survival of the Fittest (2010)
- 8 Spawn Tokens from Blood in the Forest (2013)
- 4 Spawning Pits from Last Night on Earth (2007)

- 4 Spawning Pits from Growing Hunger (2008)
- 6 Plastic Spawning Pits from 10 year Anniversary Edition (2017)
- 4 Taken Over from Last Night on Earth (2007)
- 2 Taken Over from Growing Hunger (2008)
- 3 Taken Over from Timber Peak (2012)
- 6 Taken Over from 10 year Anniversary Edition (2017)
- 18 Wound Markers from Last Night on Earth (2007)
- 28 Wound Markers from Invasion from Outer Space (2010)
- 18 Wound Markers from Timber Peak (2012)
- 24 Plastic Wound Markers from 10 year Anniversary Edition (2017)
- 4 Zombie Hero Markers from Last Night on Earth (2007)
- 3 Zombie Hero Markers from Timber Peak (2012)
- 4 Zombie Hero Markers from 10 year Anniversary Edition (2017)

Item Markers:

- 9 Ammo/Dynamite tokens from Timber Peak (2012)
- 1 The Amulet Marker from Growing Hunger (2008)
- 10 Armor/Ammo tokens from Survival of the Fittest (2010)
- 2 Bio Canister Markers from Last Night on Earth (2007)
- 2 Bio Canister Markers from 10 year Anniversary Edition (2017)
- 1 The Book Marker from Last Night on Earth (2007)
- 1 The Book Marker from 10 year Anniversary Edition (2017)
- 1 Book of Death Marker from Invasion from Outer Space (2010)
- 1 The Briefcase Marker from Growing Hunger (2008)
- 1 The Cross Marker from Growing Hunger (2008)
- 1 Crystal Ball Marker from Invasion from Outer Space (2010)
- 4 Explosives Markers from Invasion from Outer Space (2010)
- 4 Explosives/Repair Parts/Tools Markers from Timber Peak (2012)
- 3 Fish Markers from Invasion from Outer Space (2010)
- 4 Flare Markers from Blood in the Forest (2013)
- 2 Flight Plans Markers from Blood in the Forest (2013)

- 9 Fuel/Bandages tokens from Timber Peak (2012)
- 4 Gas Markers from Last Night on Earth (2007)
- 4 Gas Markers from Growing Hunger (2008)
- 6 Gas Markers from Timber Peak (2012)
- 6 Plastic Gas Markers from 10 year Anniversary Edition (2017)
- 12 Kerosene Markers from Invasion from Outer Space (2010)
- 4 Martian Pylon Markers from Invasion from Outer Space (2010)
- 4 The Money Markers from Growing Hunger (2008)
- 2 Proto Bomb Markers from Invasion from Outer Space (2010)
- 1 The Safe Marker from Growing Hunger (2008)
- 1 The Skull Marker from Last Night on Earth (2007)
- 1 The Skull Marker from 10 year Anniversary Edition (2017)
- 1 Tools Marker from 10 year Anniversary Edition (2017)
- 2 Toxic Waste Markers from Growing Hunger (2008)
- 1 Unicycle Marker from Invasion from Outer Space (2010)

Other Markers/Tokens:

- 1 Cannon/Death Ray Template from Invasion from Outer Space (2010)
- 8 Pilot/Faith tokens from Blood in the Forest (2013)

DICE

- 16 Dice from Last Night on Earth (2007)
- 16 Dice (10 White and 6 Green) from Invasion from Outer Space (2010)
- 16 Dice from Timber Peak (2012)
- 12 Dice (6 Red and 6 Black) from 10 year Anniversary Edition (2017)

CDs

- 1 Soundtrack CD from Last Night on Earth (2007)
- 1 Special Edition Soundtrack CD (2007)
- 1 Soundtrack CD from Invasion from Outer Space (2010)
- 1 10 year Anniversary Edition CD Soundtrack from 10 year Anniversary Edition (2017)

APPENDIX VI, VERSION HISTORY

VERSION 1.0

Version 1.0 was published in August 2017.

VERSION 1.1

Version 1.1 was published in February 2018. It added the new components from the beautiful Last Night on Earth 10 year Anniversary Edition and those from Hero Pack 2 as well as a few clarifications.

VERSION 2.0

Version 2.0 was published in March 2018. It expanded the list of contents, made all rules references hyper linked, added all the rules from Invasion from Outer Space, updated and expanded the scenario notes, added a Beta version of the Reduced Hero Deck and Solo Game rules and restructured large parts of the Complete Rulebook.



CREDITS

The collected credits for the original game and its expansions and supplements:

GAME

Game Design - Jason C. Hill
Graphic Design and Layout - Jack Scott Hill
Music Composition - Mary Beth Magallanes
Photography - Jack Scott Hill
Post Production Artwork - Jack Scott Hill, Jason C. Hill
Martian CG - Matthew Dudley
Flying Saucer CG - Jack Scott Hill
Game Board Illustration - Matthew Morgaine
Rules - Jason C. Hill
Miniature Concept Artwork - Christine Bian, James Ma, Kelsey Martin, Matthew Morgaine and Brian Snoddy
Miniature Sculpts - Gael Goumon
Costuming - Liz Spain
Playtesters - Sharon Adler, Matt Auen, Rolfe Bergstrom, Alex Boeke, James Boer, Mark Brown, Jennifer Coonrad, Tom 'Coony' Coonrad, Charles Cooper, John Corpening, Gina Corpening, Matthew Dudley, Joe Fiala, Joel Flamme, Christopher Galvanin, Marivic Gozum, Jeremy Hill, Joel Hills, Ari D. Howard, Chris Kemnow, Tony Koford, Lisa Konopacki, Austin Lamb, Ben Mackey, Mary Beth Magallanes, Kate Magner, Aaron Martin, Karl McLain, Breanna Morgan, Lora Nelson, Dex O'Hara, Ellian Opheim, Kristjan Palsson, Christopher Paul, Daniel Samuelsson, Michelle Sanchez, Christopher Shull, Jennifer Skahen, Aila Slisco, Liz Spain, Matt Spain, Amy Stone, Bob Stone, Brendan Stone, Kirk Tarrach, G. Kelfy Toyama, Jeremiah Wilson and countless others.

CAST

Heroes:

Alice, Diner Waitress - Jenna Julich
Amanda, Prom Queen - Danielle Barnum
Sheriff Anderson - Chris Brockett
Angela, The Cheerleader - Sierra Nickel
Bear, The Biker - Michael Byers
Becky, The Nurse - Alysia Rae
Billy - Christopher Graddon
Doc Brody - Jack W. Hill Jr.
Agent Carter, FBI - Colton Lee
Ed Baker, Lumberjack - Beau Wilkins
Mr. Goddard, Chemistry Teacher - G. Kelly Toyama
Mr. Hyde, The Shop Teacher - Christopher J. Blohm
Jade, HighSchool Outcast - Christine Bian
Jake Cartwright, The Drifter - Matthew Morgaine
Jeb, The Grease Monkey - Mark Brown
Jenny, Farmer's Daughter - Christina Lyon
Johnny, HighSchool Quarterback - Casey Chambers
Father Joseph - Michael Medved
Kenny - Bill Gross
Maria, The Bookworm - Hillary Dominguez
Nikki, Bush Pilot - Emily Kennelly
Sister Ophelia - Kelli Zmiarovich
Rachelle, Detective Winters - Kakaedina Warren
Sally, HighSchool Sweetheart - Michelle Sanchez
Sam, Diner Cook - Phil Idrissi
Stacy, Investigative Reporter - Casandra Townsend
Deputy Taylor - David Berger
Victor, Escaped Prisoner - Royden Lepp
Dr. Yamato - Yuji Okumoto

Carnival Heroes:

Angelica, Bearded Woman - Amanda Grant
Archibald, Human Cannonball - Jim Grant
Carl, Strongman - Sage Merrill
Cassidy, Trickshooter - Kim Gear
RJ Flannigan, Ringmaster - S. Christian Kimball

Hannah, Firebreather - Ashley Patnoe
Jojo, Dancing Bear - As Himself
Lucrezia, Contortionist - Johauna Mani

Townfolk/Allies:

Bosley, The Elephant - As Himself
Flying Farini Twins - Nicole Stone
Frank, Forest Ranger - Kirk Tarrach
Fuji Merman - Hideki Saito
Principal Gomez - Philip G. Magallanes
Hurst, Survivalist - Christopher Paul
Jimmy, The Stable Hand - Matt Spain
Lizzy, Shopkeeper - Rosa Hill
Doc Mesmer - Brett Gow
Miles, Blast Miner - Austin Lamb
Coach Packer - Mike Porter
'T-Bone' Packer - Donnie Lousberg
Samantha, Radio DJ - Gina Corpening
Farmer Sty - Lance Dudley
Texas Jack - Jack W. Hill Jr.

Crowd:

Joel Hills, Austin Lamb, Chelsea Lydeen, Liz Spain, Jasmine Stone.

Zombies:

Anna Anderson, Gabriel Anderson, Jocelyn Anderson, Matt Auen, Rolfe Bergstrom, Mark Brown, Jennifer Coonrad, Thomas Coonrad, Tom 'Coony' Coonrad, Gina Corpening, John Corpening, Matthew Dudley, Joe Fiala, Joel Flamme, Cameron Handyside, Trevoli Handyside, Anne-Marie Henderson, Jason C. Hill, Jeremy Hill, Joel S. Hills, Chris Kemnow, Daniel Kennelly, Lisa Konopacki, Austin Lamb, Erika Last, Gordon Ludlow, Mary Beth Magallanes, Philip Magallanes, Kate Magner, Aaron Martin, Kelsey Martin, Joel McCone, Patrick Meehan, Breanna Morgan, Lora Nelson, Ellian Opheim, Kristjan Palsson, David Peixoto, Michael Robles, Daniel Samuelsson, Brian Snoddy, Liz Spain, Amy Stone, Bob Stone, Aaron Sutherland, Ruth Thomas, Justin Tidwell, Lizzy Timpe and James Youngman.

SPECIAL THANKS

Baxter, Christine Bian, Mark 'The Zombie' Brown, Richard Coonrad, Tom 'Coony' Coonrad, John Doll, The Corpening Family, Scott Dodson, Matthew Dudley, Joe Fiala, Joel Flamme, Dave Frank, Christopher Frye, Jack and Rosa Hill, Jeremy Hill, Joel Hills, Sunshine Jenny, Chris 'Li Mei Chen' Kemnow, Austin Lamb, Josh Lytle, Patrick Meehan, Matthew Morgaine, Lora Nelson, Christopher Paul, Michelle Sanchez, Liz Spain, Matt Spain, Kirk Tarrach, Dan Tibbles, Brian 'Wake me for Adventure' Underhill, A Masquerade Costumes, BoardGameGeek.com, TheZombieGame.com, and everyone else whose support, advice, and inspiration has helped Flying Frog take flight after so many years.

Congratulations to James Carroll, Jared Wetsel, Kraig Deming, Josiah Hooten and Aaron Trent for setting the Guinness World Record for Longest Board Game Session with *Last Night on Earth*, *The Zombie Game* on August 12-14, 2011 at Little Shoppe of Games in Oklahoma City, Oklahoma. Thanks to these dedicated fans and to Lane Fields for hosting the event.

CONTACT INFO / WEB INFO

WWW.FLYINGFROG.NET

Shot on location in Washington State

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Hold the line!

