CAMPAIGN BOOKLET

ZOMBIE 15'



DEATH ON YOUR HEELS

NEW RULES

New Rules are rules that come into effect from that scenario on.
They are mentioned only once, and refer you to a page of the Survival Guide (page XX of the Survival Guide).

SPECIAL RULES

Special Rules are specific to a scenario, and may even go against those in the Survival Guide. If such is the case, the special rule takes precedence.



You were living a normal teenager's life in a quiet, uneventful suburb of Los Angeles… until the epidemic broke out. Within a week, everyone over 18 had turned into shambling corpses, hungering for fresh meat. The youngsters have served as mere nourishment for their ravenous appetites.

Panic spread first, then chaos. And then it was hell. Until things quieted down, due to a sheer lack of survivors. There are only a few zombies left now, roaming the streets mindlessly, but there is also the Horde, a huge crowd of thousands of zombies, apparently guided by some kind of consciousness, devastating everything in its way.

The city is cut off from the rest of the world. Nobody knows if the epidemic has spread further, but who cares: Nobody has had the time to study this disease, where it came from, how to treat it, at exactly what age the transformation occurs, how to prevent it.

But none of that matters now. All you know is that you are too young to transform, and have been lucky enough to stay alive until now. Survival is the only thing that matters.

This campaign booklet presents you with 15 increasingly difficult scenarios.

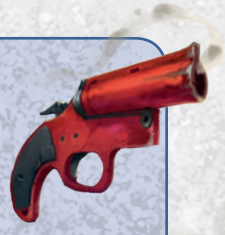
Not all the rules are used from the start. We recommend you play these scenarios in the given order so as to learn the rules a few at a time.

When a paragraph in a scenario states that a New Rule comes into effect, look it up in the Survival Guide on the indicated page. The rule will then apply to every scenario thereafter.

Several scenarios have consequences for the next. If you wish to play a scenario independently from the others, just ignore the rules that link it to another scenario.

VICTORY CONDITIONS

Indicates the conditions that you need to meet in order to win the scenario.



DEFEAT CONDITIONS

Indicates the conditions that prevent you from winning the scenario.

SETUP

Each scenario has a detailed illustration of its own setup. Set everything up as indicated.

SOUNDTRACK

The Soundtrack you need to play. It lasts 15 minutes.

HORDE

Generally, you will start with 3 zombies in the Horde box. Remember to automatically put 3 zombies in the box anytime you empty it.

ZOMBIE DRAW PILE

The cards that make up the Zombie draw pile vary according to the scenario difficulty.

SEARCH DRAW PILE

There are about as many Zombie cards as Item cards in this pile.
The cards that make up the Search draw pile vary according to the scenario difficulty.

GAME BOARD

Each tile has two sides: A and B.

STARTING ITEMS

You usually start each scenario with your Starting Items.
From scenario 6 on, you have the option of keeping the Items you had at the end of the previous scenario instead, but in their current condition (Ammo/Durability).

ZOMBIES

Zombies are placed in the Search Area of the tile.
Zombies are placed in the Street Area of the tile.

SEARCH TOKENS

Search tokens are always placed randomly, face-down unless the scenario says otherwise.

LOCKED TILE



A locked tile cannot be entered until a player with the key of the matching color has moved onto it.

START (S)

All the players start in the Street Area of the tile marked with an (S) on the illustration. Some scenarios have more than one starting point.

SCENARIO 1 *Prologue*

ZOMBIE 15'

THE END OF INNOCENCE

PART 1

SPECIAL RULES

POLICE STATION

The game ends when all the Heroes are on the Police Station tile at the same time. A Hero may leave the Police Station whenever he wants.

HERO SHEETS

You play with the Prologue side of the Hero sheets.



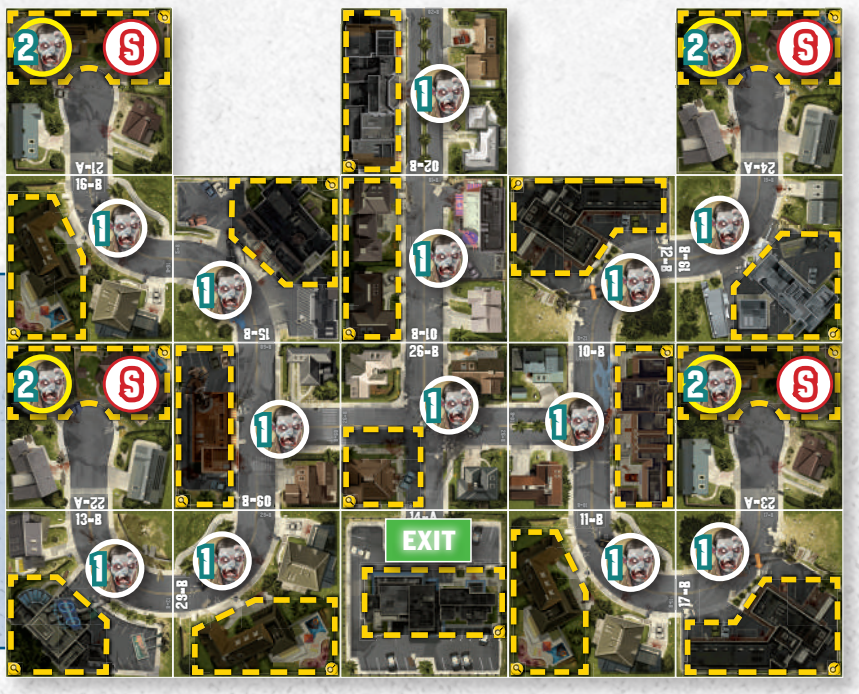
Other than you, no youngster in the neighborhood has survived. All the others have turned, or been ripped to pieces. You are locked up in your house, occasionally distracted by your grandmother scratching at the living room door. Your father is lying on the kitchen floor, the cleaver with which you felled him still embedded in his skull. The clatter of zombies reaches your ears from outside. They do not seem to have spotted you. They roam around in search of food. Which is one thing you have in common: You are hungry, and your cupboards are bare. Your only solution is to get out there and find something to eat. Before doing so, you need to find weapons to defend yourself with. So you head for the police station.
And who knows, you may even encounter other survivors.

VICTORY CONDITION

All Heroes are on the Police Station tile (14-A).

DEFEAT CONDITIONS

All Heroes are unconscious, or the soundtrack ends before the Victory Conditions have been met.



SETUP

SOUNDTRACK

Track 1 (without growls).

HORDE

No zombies are put in the Horde box.

ZOMBIE DRAW PILE

The Zombie draw pile is not used in this scenario.

SEARCH DRAW PILE

Shuffle the 11 silent Weapon cards (=0) and the 12 Zombie cards with a value of 1 into the Search draw pile. There is a total of 23 cards in the draw pile.

STARTING ITEMS

Take the Scenario cards Crowbar, Banjo, Shovel, and Tonfa, and distribute one randomly to each player. In a three-player game, the remaining card is put away in the box.

GAME BOARD

Use the following tiles:
01-B, 02-B, 09-B, 10-B, 11-B, 12-B, 13-B, 14-A, 15-B, 16-B, 17-B, 19-B, 21-A, 22-A, 23-A, 24-A, 26-B, 29-B

ZOMBIES

Place the zombies as illustrated: 2 zombies in the Search areas of the Start tiles and 1 zombie in the Street Area of every other tile.

START

Each player starts on a different Start tile, as illustrated. They all start in their respective Search areas.



SCENARIO 2 *Prologue*

ZOMBIE 15'

PART 2

THE END OF INNOCENCE

NEW RULES

GROWLS
page 8 of the Survival Guide

HORDE
page 8 of the Survival Guide

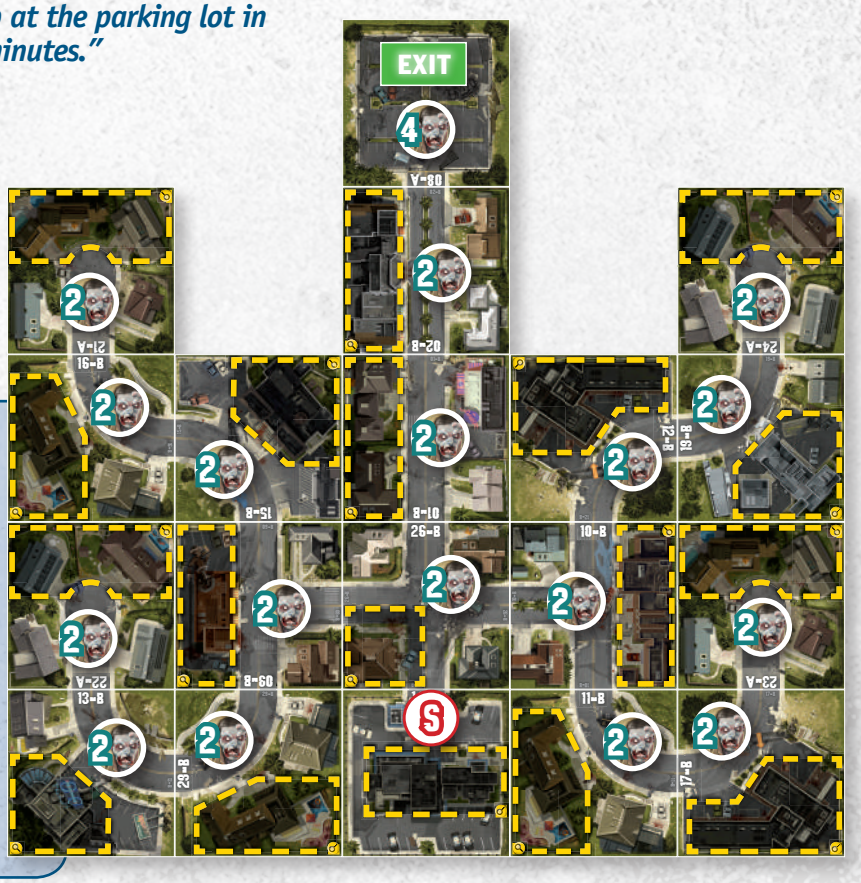
SPECIAL RULES

POLICE STATION
You may not search the Start tile (Police Station) in this scenario.

HERO SHEETS
You play with the Prologue side of the Hero sheets.

The police station was a disappointment: It had already been ransacked and emptied of weapons. The only objects that you might use to defend yourselves are the station's amateur league hockey sticks, so you'll have to make do.
When you come out of the police station, a gruesome sight awaits you: Dozens of zombies have appeared in the streets. Your little outing seems to have awakened the whole neighborhood. You spot some old friends and family members among the roaming corpses... "We've got to get this over with."
Out of respect for them and so they may rest in peace once and for all, you decide to clean up the neighborhood. On the way, you collect some stuff from your home before hightailing it out of this cursed place.
"Meet up at the parking lot in fifteen minutes."





VICTORY CONDITIONS

There are no zombies left on the game board and all Heroes are on the Exit tile, Parking Lot (08-A), before the end of the soundtrack.

DEFEAT CONDITIONS

Every Hero is unconscious, or the soundtrack ends before the Victory Conditions have been met.

SETUP

SOUNDTRACK
Track 2 (a growl every 60 sec.).

HORDE
No zombies are put in the Horde box.

ZOMBIE DRAW PILE
Take the Zombie cards with values 1 and 2. Shuffle them and split them into two roughly equal stacks.
Shuffle 3 Horde cards into each stack, then place one stack atop the other next to the game board to form the Zombie draw pile.

SEARCH DRAW PILE
Shuffle all the Weapon cards and all the Zombie cards with a value of 1 and 2 into the Search draw pile. There is a total of 49 cards in the draw pile.

STARTING ITEMS
Each player starts with a Hockey Stick Scenario card. In a three-player game, put the unused card away in the box.

GAME BOARD
The game board is made up of the same tiles as in the previous scenario, plus the Parking Lot.
Use the following tiles: 01-B, 02-B, 08-A, 09-B, 10-B, 11-B, 12-B, 13-B, 14-A, 15-B, 16-B, 17-B, 19-B, 21-A, 22-A, 23-A, 24-A, 26-B, 29-B



ZOMBIES
Place the zombies as illustrated: no zombies on the Start tile (Police Station), 4 zombies on the Exit tile (Parking Lot), and 2 zombies in the Street Area of every other tile.

START (S)
All the players start in the Street Area of the Police Station (14-A).

Reminder: You may not search the Police Station during this scenario.

SCENARIO 3 *Beginner*

ZOMBIE 15'

THE HORDE

You are all desperate, tired, and hungry. At least you managed to recover your personal weapons.

You decide to go to the nearest mall to find something to eat. Although the parking lot is full of cars, nobody has been considerate enough to leave the keys in them, and none of you know how to hotwire a car. So, you're on foot.

In one of the cars, a radio suddenly starts crackling. A strange voice comes out of it, an adult man's voice: "Don't just stand there, the Horde is coming! Run!" The connection breaks off as suddenly as it came on.

A low growl rises as you get set to leave: Your movements have attracted the Horde! A tremendous crowd of zombies is slowly walking towards you, destroying everything in its path. What was your neighborhood is about to be no more than an expanse of ruins.

Small groups regularly split off from the main group. One of them has spotted you: Time to run, and fast!

NEW RULES

LIGHT OBJECTS
page 4 of the Survival Guide

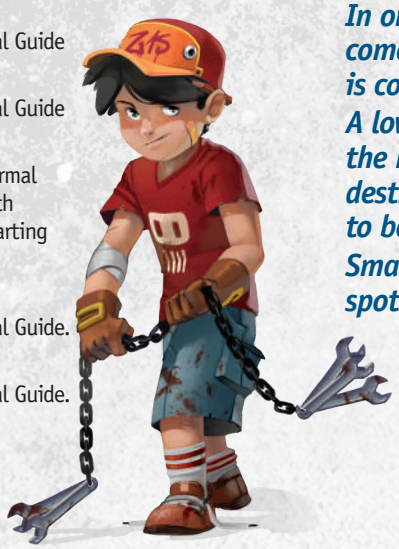
SEARCH TOKENS
page 6 of the Survival Guide

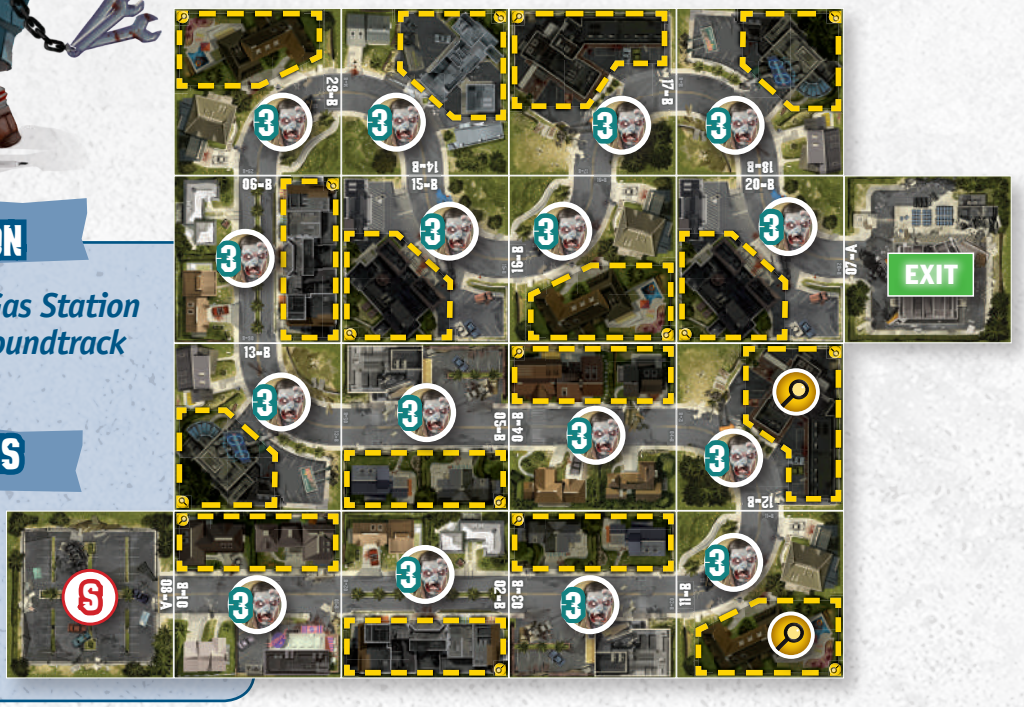
ITEM BAGS
page 8 of the Survival Guide

HERO SHEETS
You play with the normal side of the sheet, with Hero abilities and Starting Items.

HERO ABILITIES
page 4 of the Survival Guide.

CHECKPOINT
page 8 of the Survival Guide.





VICTORY CONDITION

All Heroes are on the Exit tile, Gas Station (07-A), before the end of the soundtrack (the Horde arrives).

DEFEAT CONDITIONS

All Heroes are unconscious, or the soundtrack ends before the Victory Condition is met.

SETUP

SOUNDTRACK
Track 2 (a growl every 60 sec.).

HORDE
Put 3 zombies in the Horde box.

ZOMBIE DRAW PILE
Take the Zombie cards with values 1, 2, and 3. Shuffle them and split them into two roughly equal stacks. Shuffle 4 Horde cards into each stack, then place one stack atop the other next to the game board to form the Zombie draw pile.

SEARCH DRAW PILE
Shuffle all the Search cards face-down into the Search draw pile.

STARTING ITEMS
Each player begins with the Starting Items indicated on the Hero sheet.



GAME BOARD
Use the following tiles:
01-B, 02-B, 03-B, 04-B, 05-B, 06-B, 07-A, 08-A, 11-B, 12-B, 13-B, 14-B, 15-B, 16-B, 17-B, 18-B, 20-B, 29-B

ZOMBIES
Place the zombies as illustrated: no zombies on the Start and Exit tiles, and 3 zombies on the Street Area of every other tile.

SEARCH TOKENS
Place an Item Bag token of value 1 on each of the two tiles indicated.



START (S)
All players start on the Parking Lot tile (08-A).

SCENARIO 4 *Beginner*

ZOMBIE 15'

LET'S GO TO THE MALL

You managed to get a head start on the Horde, but it isn't far behind: This is not the time to stop.
You approach the mall. With any luck, you'll find shelter, food, and equipment.
There's just one problem: The doors are locked…

NEW RULE

LOCKED TILES AND KEYS
page 6 of the Survival Guide.

SPECIAL RULE

MALL
You may not search the Exit tile (Mall) during this scenario.

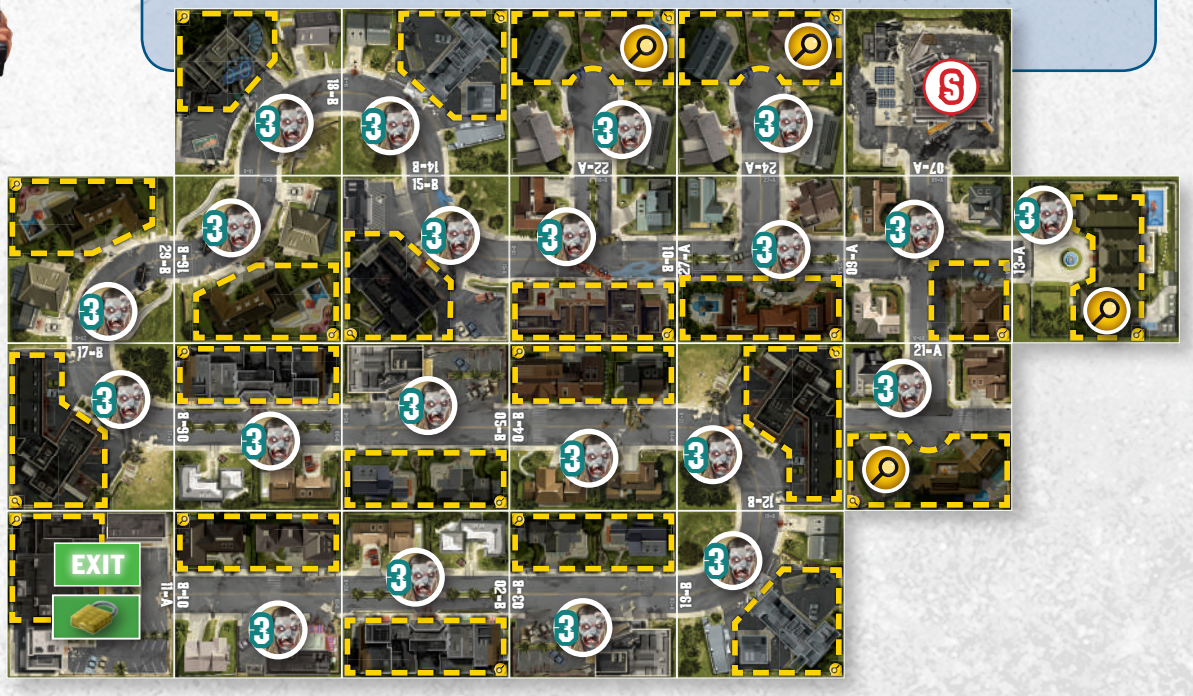
VICTORY CONDITION

All Heroes are on the Exit tile, Mall (11-A), before the end of the soundtrack (the Horde arrives).

DEFEAT CONDITIONS

All Heroes are unconscious, or the soundtrack ends before the Victory Condition is met.





SETUP

SOUNDTRACK
Track 2 (a growl every 60 sec.).

HORDE
Put 3 zombies in the Horde box.

ZOMBIE DRAW PILE
Take the Zombie cards with values 1, 2, 3, and 4. Shuffle them and split them into two roughly equal stacks. Shuffle 4 Horde cards into each stack, then place one stack atop the other next to the game board to form the Zombie draw pile.

SEARCH DRAW PILE
Shuffle all the Search cards face-down into the Search draw pile.

STARTING ITEMS
Each player begins with his Hero's Starting Items, and a Special Item if he exchanged an Item Bag token.



GAME BOARD
Use the following tiles:
01-B, 02-B, 03-B, 04-B, 05-B, 06-B, 07-A, 09-A, 10-B, 11-A, 12-B, 13-A, 14-B, 15-B, 16-B, 17-B, 18-B, 19-B, 21-A, 22-A, 24-A, 27-A, 29-B

ZOMBIES
Place the zombies as illustrated: no zombies on the Start and Exit tiles, and 3 zombies on the Street Area of every other tile.

SEARCH TOKENS
Randomly place three Item Bag tokens with a value of 1 and a Green Key token on each of the four indicated tiles.



LOCKED TILES
Place a green Locked Tile token on the Exit tile.

START (S)
All players start on the Gas Station tile (07-A).

SCENARIO 5 *Beginner*

ZOMBIE 15'

HIGH SECURITY

You managed to get into the mall in time. The Horde pushes on the gate behind you but it seems to be holding… for now.

The alleys are deserted and deathly quiet. In the shops, you find enough to eat, and decide to sleep for a few hours.

In the middle of the night, you are wakened by a horrible sound: The speakers spit out some unbearable music. The sound crackles, then is replaced by a voice, the same one you heard in the parking lot: "Great, I found you! Meet me in my mansion, in Evergreen Hill, we need to talk. Oh, and hurry, it seems the radio waves I am using are irritating the zombies… I am going to distract them."

There is a resounding crash: The gate has yielded under the Horde's pressure! Zombies appear everywhere, driven by hunger. Every light in the mall suddenly comes on, and a fire alarm starts ringing at the other end of the building. All the zombies head in that direction. This is your chance to flee.

SPECIAL RULE

MALL AND MANSION

You may not search the Start tile (Mall–11A), nor the Exit tile (Mansion–13A) in this scenario.

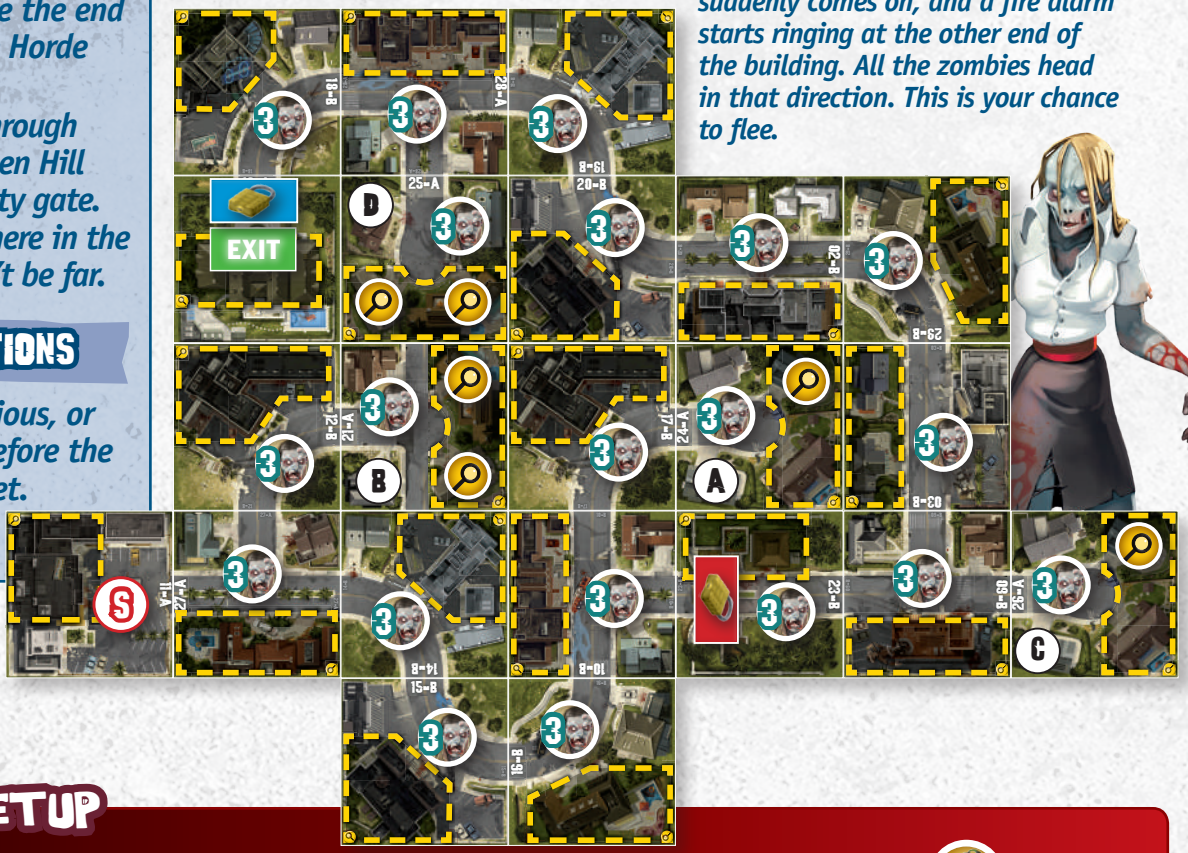
VICTORY CONDITION

All Heroes are on the Exit tile, Mansion (13-A), before the end of the soundtrack (the Horde arrives).

They first have to go through the Entrance of Evergreen Hill (23-B): a locked security gate. The guard died somewhere in the vicinity, so the key can't be far.

DEFEAT CONDITIONS

All Heroes are unconscious, or the soundtrack ends before the Victory Condition is met.



SETUP

SOUNDTRACK

Track 2 (a growl every 60 sec.).

HORDE

Put 3 zombies in the Horde box.

ZOMBIE DRAW PILE

Take the Zombie cards with values 1, 2, 3, and 4. Shuffle them and split them into two roughly equal stacks. Shuffle 4 Horde cards into each stack, then place one stack atop the other next to the game board to form the Zombie draw pile.

SEARCH DRAW PILE

Shuffle all the Search cards face-down into the Search draw pile.

STARTING ITEMS

Each player begins with his Hero's Starting Items, and a Special Item if he exchanged an Item Bag token.

GAME BOARD

Use the following tiles: 02-B, 03-B, 09-B, 10-B, 11-A, 12-B, 13-A, 14-B, 15-B, 16-B, 17-B, 18-B, 19-B, 20-B, 21-A, 23-B, 24-A, 25-A, 26-A, 27-A, 28-A, 29-B



ZOMBIES

Place the zombies as illustrated: no zombies on the Start and Exit tiles, and 3 zombies on the Street Area of every other tile.

SEARCH TOKENS

Take a Red Key token and two Item Bag tokens with a value of 1; shuffle them, and place one on tile A's Search Area, and the other two on tile B's, as illustrated.





Take a Blue Key token and two Item Bag tokens with a value of 1; shuffle them, and place one on tile C's Search Area, and the other two on tile D's, as illustrated.

LOCKED TILES

Place a red Locked Tile token on the indicated tile and a blue Locked Tile token on the Exit tile.

START (S)

All players start in the Street Area of the Mall tile (11-A).

SCENARIO 6 *Survivor*

ZOMBIE 15'

HIGH TIDE

NEW RULE

SEARCH AREA

Note that some tiles have no Search Area.

SPECIAL RULE

FACTORIES

You cannot search the two Exit tiles (Factory) during this scenario.

VICTORY CONDITIONS

All Heroes are on an Exit tile, Factory (12-A and 27-B), before the end of the soundtrack (the Horde arrives). Each Exit tile must be occupied by at least 1 Hero or you fail the mission.

The Exit tile on which each Hero ends has an effect on the next scenario, so please keep track of it.

DEFEAT CONDITIONS

All Heroes are unconscious, or the soundtrack ends before the Victory condition is met.

Inside the mansion, you meet an eccentric man in his fifties, Professor Arlin. He has no idea how he managed to survive the epidemic but he is very excited by your presence and takes you to his lab where he studies the zombies.

"I think I know how to make a vaccine! Everything is connected to the first zombie, the Alpha! But I need a sample of his body to further my research. You must find him!"

Arlin explains that zombies are very sensitive to radio waves and that there is a device in his former lab that should enable him to locate the Alpha.

He points to a hidden door:

"Go through this tunnel and you will be within an hour's walk of the Observatory. My lab is in the basement. The Horde is advancing, hurry!"

The tunnel exits onto a parking lot. It takes you very little time to get your bearings and even less to spot the Horde a few blocks away.

In order to move forward and buy a little bit of time, you need to dam the tide of zombies. Two water treatment plants and some large pipes are a few blocks away: Split up and open the valves at the two sites in order to drown the zombies, then meet up further into town.



SETUP

SOUNDTRACK

Track 2 (a growl every 60 sec.).

HORDE

Put 3 zombies in the Horde box.

ZOMBIE DRAW PILE

Take the Zombie cards with values 1, 2, 3, and 4. Shuffle them and split them into two roughly equal stacks. Shuffle 4 Horde cards into each stack, then place one stack atop the other next to the game board to form the Zombie draw pile.

SEARCH DRAW PILE

Shuffle all the Search cards face-down into the Search draw pile.

STARTING ITEMS

Each player begins with his Hero's Starting Items, and a Special Item if he exchanged an Item Bag token.

GAME BOARD

Use the following tiles: 02-B, 03-A, 04-A, 05-A, 06-A, 07-A, 08-B, 09-A, 10-B, 11-B, 12-A, 15-B, 16-A, 17-A, 18-A, 19-B, 21-B, 22-A, 23-A, 24-A, 25-A, 27-B, 28-A, 29-A, 30-A

ZOMBIES

Place the zombies as illustrated: no zombies on the Start and Exit tiles, and 3 zombies on the Street Area of every other tile.

SEARCH TOKENS

Take a Yellow Key token and two Item Bag tokens with a value of 1; shuffle them, and place one on the tile A's Search Area, and the other two on tile B's, as illustrated.



Take a Green Key token and two Item Bag tokens with a value of 1; shuffle them, and place one on the tile C's Search Area, and the other two on tile D's, as illustrated.



LOCKED TILES

Place a yellow Locked Tile token and an EXIT A token on Factory tile 12-A, as well as a green Locked Tile token and an EXIT B token on Factory tile 27-B.

START S

All players start on the Gas Station tile (07-A).

SCENARIO 7 *Survivor*

ZOMBIE 15'

NIGHTFALL

The man-made flood has enabled you to leave the Horde behind for a while but pulling off this stunt has separated your group. You've been walking for hours when you finally find a way to meet up again. Unfortunately, the area is crawling with zombies, and the Horde is no longer so far off. Worse yet, night is falling.

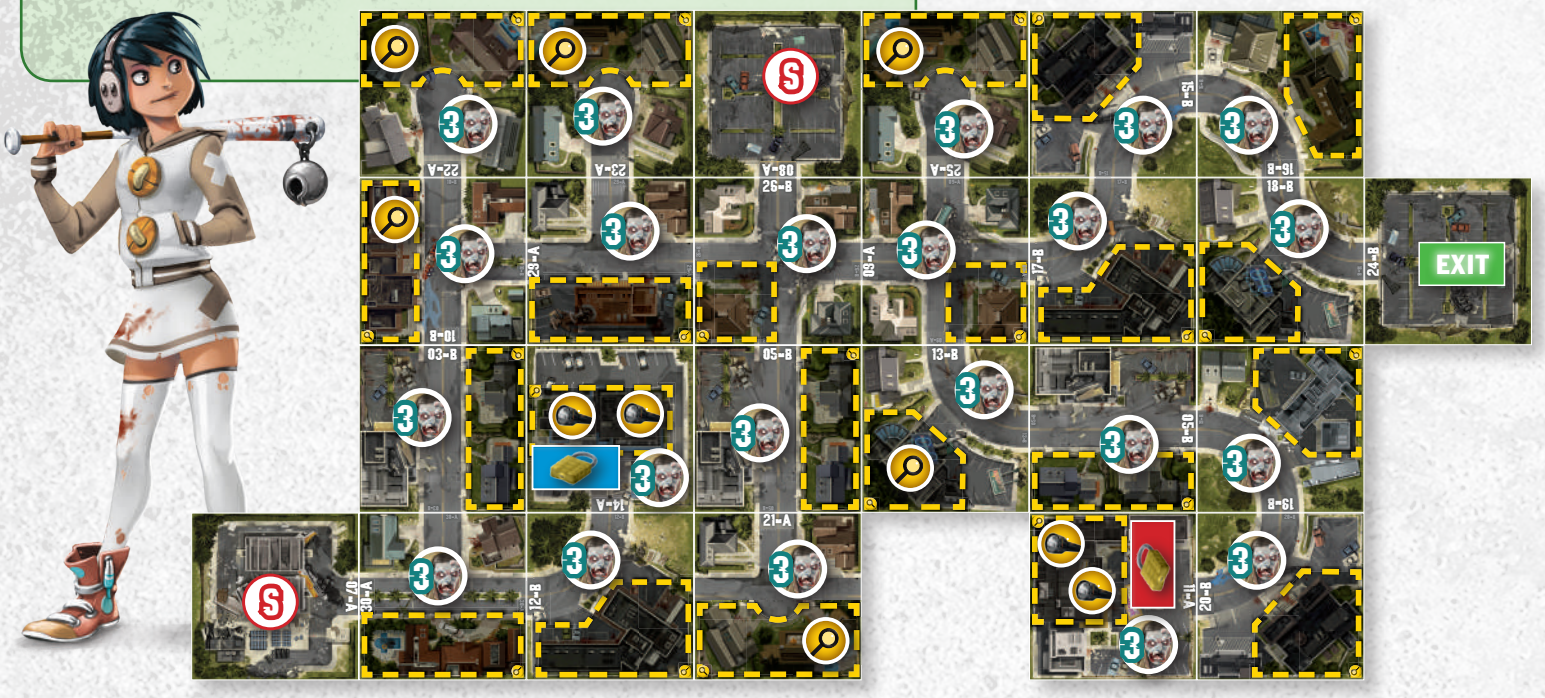
VICTORY CONDITION

All Heroes are on the Exit tile, Parking (24-B), before the end of the soundtrack (the Horde arrives).

SECONDARY OBJECTIVE *Each player can take one or more Flashlights, putting each on his Hero sheet in a Search slot.*
(Keep them at the end of the scenario, because they will be useful for the next scenario.)

DEFEAT CONDITIONS

All Heroes are unconscious, or the soundtrack ends before the Victory Condition is met.



SETUP

SOUNDTRACK
Track 2 (a growl every 60 sec.).

HORDE
Put 3 zombies in the Horde box.

ZOMBIE DRAW PILE
Take the Zombie cards with values 1, 2, 3, and 4. Shuffle them and split them into two roughly equal stacks. Shuffle 4 Horde cards into each stack, then place one stack atop the other next to the game board to form the Zombie draw pile.

SEARCH DRAW PILE
Shuffle all the Search cards face-down into the Search draw pile.

STARTING ITEMS
Your Hero's Starting Items, or Items from the end of the previous scenario, plus a possible Special Item card.

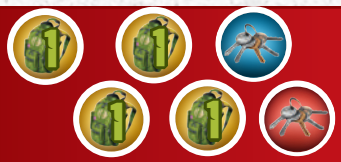
GAME BOARD
Use the following tiles:
03-B, 04-B, 05-B, 07-A, 08-A, 09-A, 10-B, 11-A, 12-B, 13-B, 14-A, 15-B, 16-B, 17-B, 18-B, 19-B, 20-B, 21-A, 22-A, 23-A, 24-B, 25-A, 26-B, 29-A, 30-A

ZOMBIES
Place the zombies as illustrated: no zombies on the Start and Exit tiles, and 3 zombies on the Street Area of every other tile.

SEARCH TOKENS
Place four face-up Flashlight tokens, as illustrated.



Randomly place four Item Bag tokens with a value of 1, as well as a Red Key token and a Blue Key token in the Search Areas as illustrated.



LOCKED TILES
Place a blue Locked Tile token on the Police Station (14-A) and a red Locked Tile token on the Mall (11-A).

START
Players start on different tiles depending on their Exit tile in the previous scenario: Those who finished the previous scenario on EXIT A start on the Parking Lot (08-A), those who finished the previous scenario on EXIT B start on the Gas Station (07-A).

SCENARIO 8 Survivor

ZOMBIE 15'

WALK IN THE MOONLIGHT

Night has fallen, and the Horde is close on your heels, but the Observatory is not far. The area is badly lit and sparsely settled: It will be tough to find equipment around here.

SPECIAL RULES

NIGHT AND FLASHLIGHT

It is difficult to see anything without a Flashlight. The Heroes can distribute the Flashlights from the previous scenario. Heroes who have no Flashlight have 1 Action fewer per turn (take a **"–1 Action"** token). Heroes who have a Flashlight keep it on their Hero sheet; it takes up a Search slot. If a Hero loses his Flashlight during the scenario, he takes a **"–1 Action"** token.

OBSERVATORY

You cannot search the Exit tile (Observatory) during this scenario.

VICTORY CONDITION

All Heroes are on the Exit tile, Observatory (10-A), before the end of the soundtrack (the Horde arrives).

DEFEAT CONDITIONS

All Heroes are unconscious, or the soundtrack ends before the Victory Condition is met.



SETUP

SOUNDTRACK

Track 2 (a growl every 60 sec.).

HORDE

Put 3 zombies in the Horde box.

ZOMBIE DRAW PILE

Take the Zombie cards with values 1, 2, 3, and 4. Shuffle them and split them into two roughly equal stacks. Shuffle 4 Horde cards into each stack, then place one stack atop the other next to the game board to form the Zombie draw pile.

SEARCH DRAW PILE

Shuffle all the Search cards face-down into the Search draw pile.

STARTING ITEMS

Your Hero's Starting Items, or Items from the end of the previous scenario, plus a possible Special Item card.



GAME BOARD

Use the following tiles: 01-A, 02-A, 03-A, 04-A, 05-A, 06-A, 08-A, 09-B, 10-A, 11-B, 12-B, 13-B, 14-B, 16-A, 18-A, 19-A, 20-A, 21-A, 22-A, 23-A, 24-A, 25-B, 26-A, 30-B

ZOMBIES

Place the zombies as illustrated: no zombies on the Start tile, and 3 zombies on the Street Area of every other tile.

SEARCH TOKENS

Randomly place four Item Bag tokens (two with a value of 1, two with a value of 2) on the Search Areas, as illustrated.



START

All players start on the Parking Lot tile (08-A).

SCENARIO 9 Survivor

ZOMBIE 15'

TOWER DEFENSE

You finally reached the Observatory. You slip into the basement and discover Professor Arlin's laboratory in a dingy corner of the underground parking lot: Dozens of computers and electronics from another era are blinking all around you, next to an old pickup truck. A screen lights up, and shows a scrambled image before clearing and showing Arlin: "Ah! You made it. Splendid! I can now broadcast the radio waves that will locate the Alpha. There is a slight problem though... nothing too serious... the radio waves are likely to attract the Horde to your location... Don't let anyone touch the equipment for 15 minutes. You absolutely need to keep them away from the Observatory, and make sure you have an escape route. As soon as the Alpha is located, get out. Take my car; the keys are in the drawer. Good luck!"

SPECIAL RULES

ARRIVAL OF THE ZOMBIES

This scenario does not use the usual rules for arrival of zombies:

- When you hear a growl, draw two Zombie cards from the draw pile.
- For each card, put the indicated number of zombies on the first Street Area without zombies (there may be Heroes on this space; if so, place the zombies with the Heroes), starting from the letter indicated on the card (A, B, C, D) on the road to the Observatory.
- If all the tiles on the road to the Observation Center are already occupied the new zombies are placed on the Street Area of the Observatory even if there are zombies there already.
- **Horde card:** When a Horde is drawn, use the normal rule.

VICTORY CONDITIONS

At the end of the soundtrack:

- No zombies are on the Observatory tile (10-A).

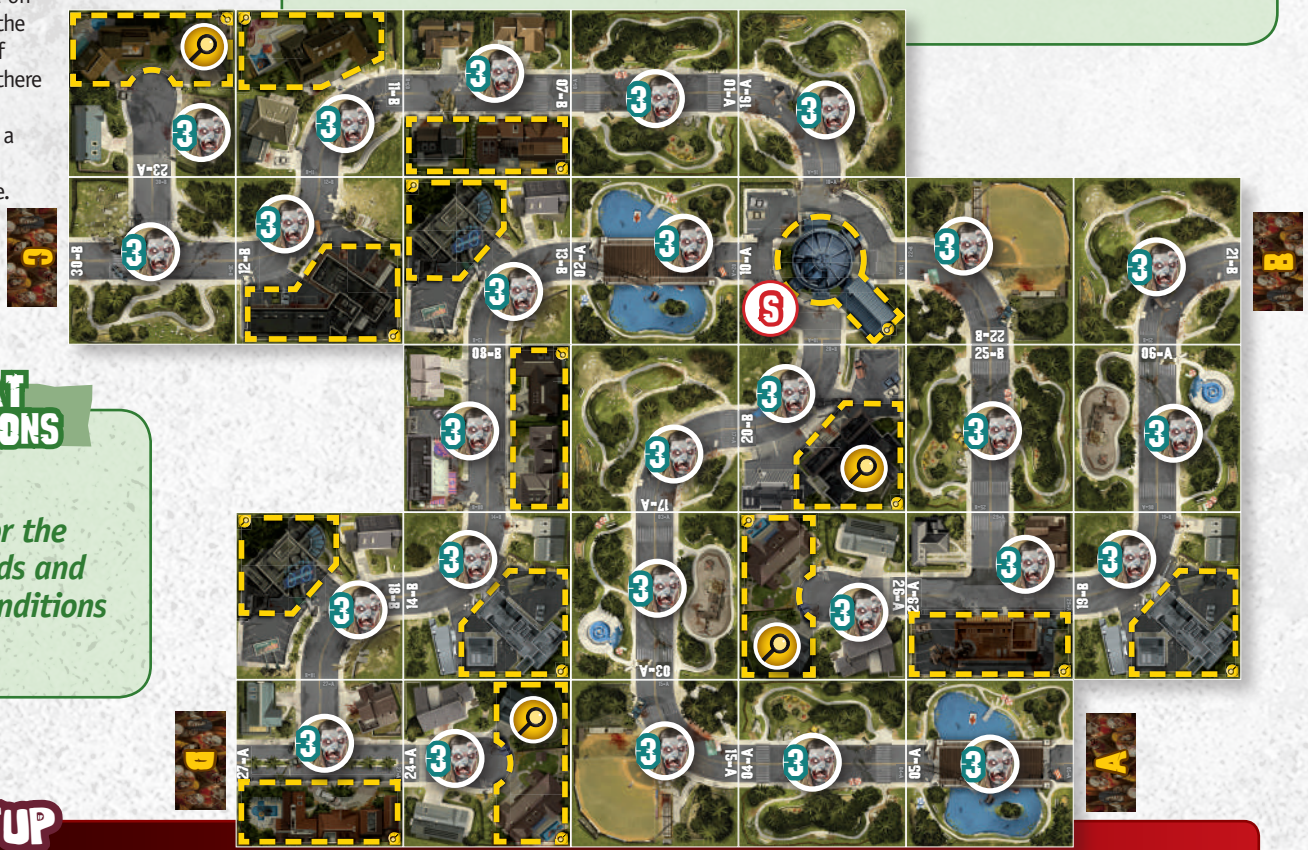
- At least 1 Hero is on the Observatory tile (10-A).

- No zombies are in the Street Areas between the Observatory and at least one of the Exits (A, B, C, or D).

(Please note through which Exit you escape at the end of the scenario (A, B, C, or D) because it has an effect on the next scenario.)

DEFEAT CONDITIONS

All Heroes are unconscious, or the soundtrack ends and the Victory Conditions are not met.



SETUP

SOUNDTRACK

Track 2 (a growl every 60 sec.).

HORDE

Put 3 zombies in the Horde box.

ZOMBIE DRAW PILE

Take the Zombie cards with values 1, 2, 3, and 4. Shuffle them and split them into two roughly equal stacks. Shuffle 4 Horde cards into each stack, then place one stack atop the other next to the game board to form the Zombie draw pile.

SEARCH DRAW PILE

Shuffle all the Search cards face-down into the Search draw pile.

STARTING ITEMS

Your Hero's Starting Items, or Items from the end of the previous scenario, plus a possible Special Item card.

GAME BOARD

Use the following tiles: 01-A, 02-A, 03-A, 04-A, 05-A, 06-A, 07-B, 08-B, 10-A, 11-B, 12-B, 13-B, 14-B, 15-A, 16-A, 17-A, 18-B, 19-B, 20-B, 21-B, 22-B, 23-A, 24-A, 25-B, 26-A, 27-A, 29-A, 30-B

ZOMBIE ENTRY POINTS

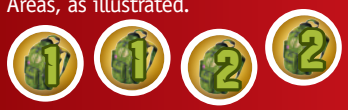
Place the tiles with the letters A, B, C, and D in front of each zombie entry point, as illustrated.

ZOMBIES

Place the zombies as illustrated: no zombies on the Observatory, and 3 zombies on the Street Area of every other tile.

SEARCH TOKENS

Randomly place four Item Bag tokens (two with a value of 1, two with a value of 2) on the Search Areas, as illustrated.



START (S)

All players start in the Street Area of the Observatory tile (10-A).

SCENARIO 10 Survivor

ZOMBIE 15'

THE OLD "OUT OF GAS" ROUTINE

"The Alpha is on Avalon Lane!" Professor Arlin has barely finished his sentence before you speed off in the pickup truck, just barely steering clear of the Horde. You zip along the streets of this high-security part of town.

You are about twenty miles from your destination when you run out of gas. You have fifteen minutes to find enough gas to fill the tank before the Horde catches up with you.

NEW RULES

ALARMS
page 7 of the Survival Guide

HEAVY OBJECTS
page 7 of the Survival Guide

SPECIAL RULES

GAS CANS
A Gas Can is a Heavy Object. When a player takes a Gas Can token, give him a Gas Can card to place on his Hero sheet. He puts the token on the card. If he drops or puts down the Gas Can, he discards the card and leaves the token on his tile.
Picking up a Gas Can token costs 1 Action. In order to fill up the tank, you need to be in the same Street Area as the Car token, spend 1 Action, discard the Gas Can card and slip the Gas Can token under the car.

SEARCH TOKENS
In this scenario, although the Search tokens are not in Search Areas, they can be collected normally if there are no zombies on the tile.

VICTORY CONDITIONS

At the end of the soundtrack:
- No zombies are on the same tile as the Car token.
- All Heroes are on the same tile as the Car token, and have dumped at least 3 Gas Cans into the tank.

(Please note how many Gas Cans you manage to empty into the tank, because it has an effect on the next scenario — the more the better.)

DEFEAT CONDITIONS

All Heroes are unconscious, or the soundtrack ends before the Victory condition is met.



SETUP

SOUNDTRACK
Track 2 (a growl every 60 sec.).

HORDE
Put 3 zombies in the Horde box.

ZOMBIE DRAW PILE
Take the Zombie cards with values 1, 2, 3, and 4. Shuffle them and split them into two roughly equal stacks. Shuffle 4 Horde cards into each stack, then place one stack atop the other next to the game board to form the Zombie draw pile.

SEARCH DRAW PILE
Shuffle all the Search cards face-down into the Search draw pile.

STARTING ITEMS
Your Hero's Starting Items, or Items from the end of the previous scenario, plus a possible Special Item card.

GAME BOARD
Use the following tiles: 01-B, 02-B, 03-B, 04-B, 05-B, 06-B, 07-A, 08-A, 09-B, 10-B, 11-B, 12-B, 13-B, 14-B, 15-B, 16-B, 17-B, 20-B, 24-B, 26-B, 29-B, 31-A, 32-A.

ZOMBIES
Place the zombies as illustrated: no zombies on the Start tile, and 3 zombies on the Street Area of every other tile.

ALARM TOKENS
Place four Alarm tokens as illustrated.

SEARCH TOKENS
Randomly put five Item Bag tokens (three of value 1, two of value 2) on the tiles as illustrated.



GAS CANS
Put five Gas Can tokens as illustrated. Put the 5 Gas Can cards within reach.

CAR
The location of the Car token depends on the road you took to flee during the previous scenario. Put the Car token on the appropriate tile for your Exit (e.g. if you used Exit A, put the Car token on tile (A)). If more than one Exit was available, put the Car token on the one of them closest to (A).

START (S)
All players start in the Street Area of the tile with the Car token. Remove the zombies from this tile.

SCENARIO 11 Hero

ZOMBIE 15'

THE GATES OF AVALON

You are nearing the entrance of Avalon Lane, a rich high-security neighborhood, when the Professor's old pickup truck breaks down. With no way to fix it, you must continue on foot. Attracted by the noise of the engine, the Horde is after you, more aggressive than ever, surely excited by the Alpha's proximity.

SPECIAL RULES

ARRIVAL OF THE ZOMBIES

This scenario does not use the usual rules for arrival of zombies:

- When you hear a growl, draw two cards from the Zombie draw pile.
- For each card, put the indicated number of zombies on the first Street Area without zombies (there may be Heroes on this space; if so, place the zombies with the Heroes), starting from the letter indicated on the card (A, B, C, D) on the road to the Active Hero.
- If all the tiles on the road to the Active Hero are already occupied, the new zombies are put on the Street Area of the Active Hero's tile, even if there already are zombies there.
- **Horde card:** When a Horde is drawn, use the normal rule.
- As soon as a character unlocks the red Locked Tile, move the zombie entry tiles A, B, and C to the entrance marked (2) in the illustration.

VICTORY CONDITION

All Heroes are on the Exit tile, Parking (24-B), before the end of the soundtrack (the Horde arrives).

DEFEAT CONDITIONS

All Heroes are unconscious, or the soundtrack ends before the Victory Condition is met.



SETUP

SOUNDTRACK

Track 3 (a growl every 40 sec.).

HORDE

Put 3 zombies in the Horde box.

ZOMBIE DRAW PILE

Take the Zombie cards with values 1, 2, 3, and 4. Shuffle them and split them into two roughly equal stacks. Shuffle 4 Horde cards into each stack, then place one stack atop the other next to the game board to form the Zombie draw pile.

SEARCH DRAW PILE

Shuffle all the Search cards face-down into the Search draw pile.

STARTING ITEMS

Your Hero's Starting Items, or Items from the end of the previous scenario, plus a possible Special Item card.

GAME BOARD

Use the following tiles: 01-B, 02-B, 03-B, 04-A, 05-A, 06-A, 07-B, 08-B, 09-B, 10-B, 11-B, 12-B, 13-B, 14-B, 15-B, 16-A, 18-A, 19-B, 21-A, 22-A, 23-B, 24-B, 25-B, 27-A, 32-A

ZOMBIE ENTRY POINTS

Put the tiles with the letters A, B, C, and D next to the two zombie entry points, as illustrated.

ZOMBIES

Place the zombies as illustrated.

ALARM TOKENS

Place three Alarm tokens as illustrated.

SEARCH TOKENS

Randomly place five Item Bag tokens (two of value 1, three of value 2) and a red Key token on the Search Areas as illustrated.



LOCKED TILES

Place a red Locked Tile token on the indicated tile.

START (S)

All players start in the Street Area of the tile (A), (B) or (C) depending on the number of Gas Cans they managed to use in the previous scenario. 3 Gas Cans: tile (A); 4 Gas Cans: tile (B); 5 Gas Cans: tile (C). Do not put any zombies on the Start tile.

SCENARIO 12 Hero

ZOMBIE 15

STOCKING UP

You are finally on Avalon Lane. The Alpha is probably close, but you have no idea where exactly to find it. You have no bearings in this vast neighborhood, you have no idea where to start looking, and above all else, you are famished and exhausted after your frenetic escape from the Observatory. You need to build your strength back up before you push on.

It seems you've put some distance between you and the Horde, which gives you time to search the surroundings for food.

NEW RULE

EVENTS
page 9 of the Survival Guide

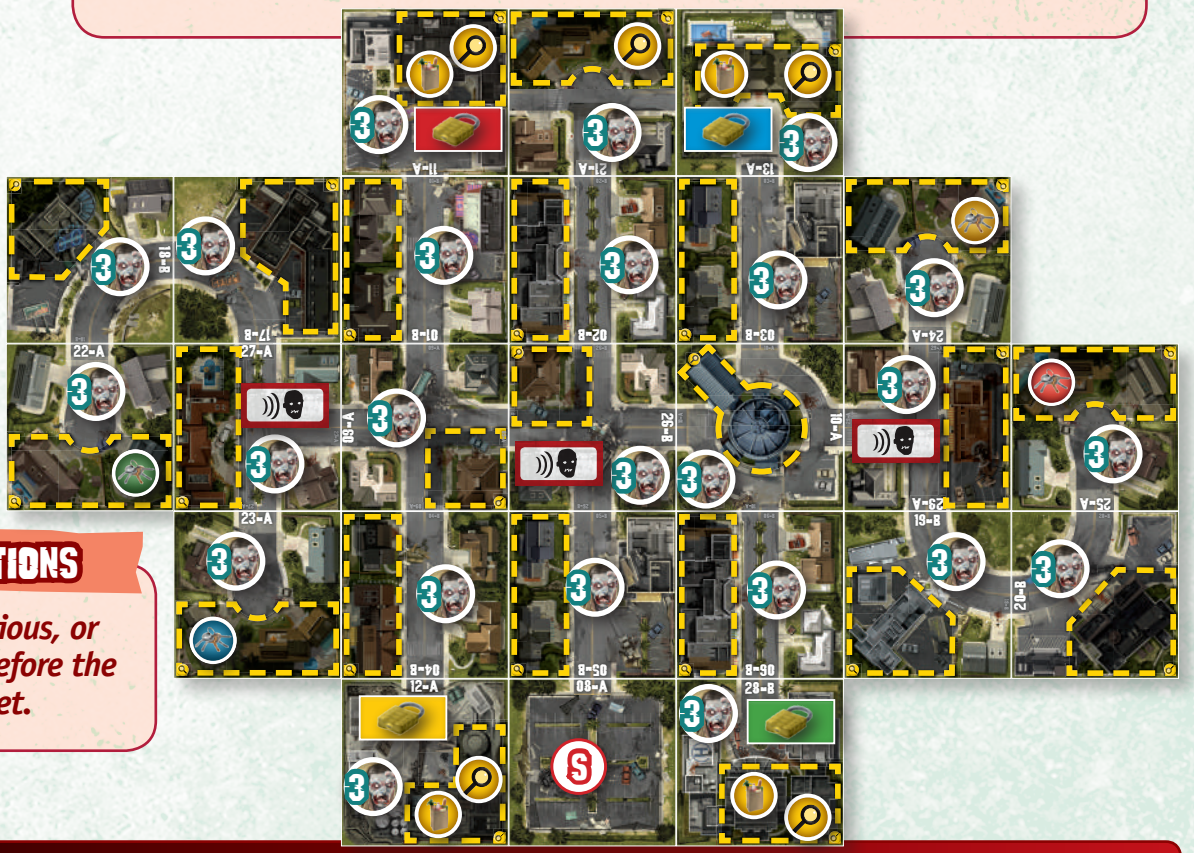


VICTORY CONDITION

All Heroes are on the Exit tile, Parking (08-A), before the end of the soundtrack (the Horde arrives). *(Note: The Exit tile is the same as the Start tile.)*

SECONDARY OBJECTIVE ***Each player can take one or more Provisions tokens, putting each on his Hero sheet in a Search slot.***

(Keep your Provisions tokens at the end of the scenario: You will use them in the next scenario. We recommend you collect as many Provisions tokens as players.)



DEFEAT CONDITIONS

All Heroes are unconscious, or the soundtrack ends before the Victory Condition is met.

SETUP

SOUNDTRACK

Track 3 (a growl every 40 sec.).

ZOMBIE DRAW PILE

Take the Zombie cards with values 1, 2, 3, and 4. Shuffle them and split them into two roughly equal stacks. Shuffle 4 Horde cards into each stack, then place one stack atop the other next to the game board to form the Zombie draw pile.

SEARCH DRAW PILE

Shuffle all the Search cards face-down into the Search draw pile.

STARTING ITEMS

Your Hero's Starting Items, or Items from the end of the previous scenario, plus a possible Special Item card.

GAME BOARD

Use the following tiles: 01-B, 02-B, 03-B, 04-B, 05-B, 06-B, 08-A, 09-A, 10-A, 11-A, 12-A, 13-A, 17-B, 18-B,19-B, 20-B, 21-A, 22-A, 23-A, 24-A, 25-A, 26-B, 27-A, 28-B, 30-A

ZOMBIES

Place the zombies as illustrated: no zombies on the Start tile, and 3 zombies on the Street Area of every other tile.

ALARM TOKENS

Place three Alarm tokens as illustrated.

SEARCH TOKENS

Randomly place five Item Bag tokens (one with a value of 1, two with a value of 2, two with a value of 3) on the Search Areas as illustrated.



Place the four Key tokens (red, blue, yellow, and green) face-up on the Search Areas as illustrated.



PROVISIONS TOKENS

Place a Provisions token in the Search Areas as illustrated.



LOCKED TILES

Place the red, green, yellow, and blue Locked Tile tokens as illustrated.

START

Players start on the Parking Lot tile (08-A).

SCENARIO 13 Hero

ZOMBIE 15'

TRAPPED

The break was short: As you attempt to flee the neighborhood, the Horde bears down on you! The zombies look raving mad and spring from all sides. You clench your weapons even more tightly, determined to make a stand, despite how little hope you have of making it out alive.

On a rooftop, a teen appears: "Hold on, I'm coming, I'll get you out of there. Try to kill as many as you can so I can get through!"

This is not the time for questions; it's survival time!

SPECIAL RULES

HUNGER

Fatigue and hunger take their toll on those who didn't find anything to eat… The Heroes can share the Provisions tokens from the previous scenario. Heroes who have no Provisions token have one Action fewer per turn (take a **"–1 Action"** token). Heroes who have a Provisions token discard it and play as normal.



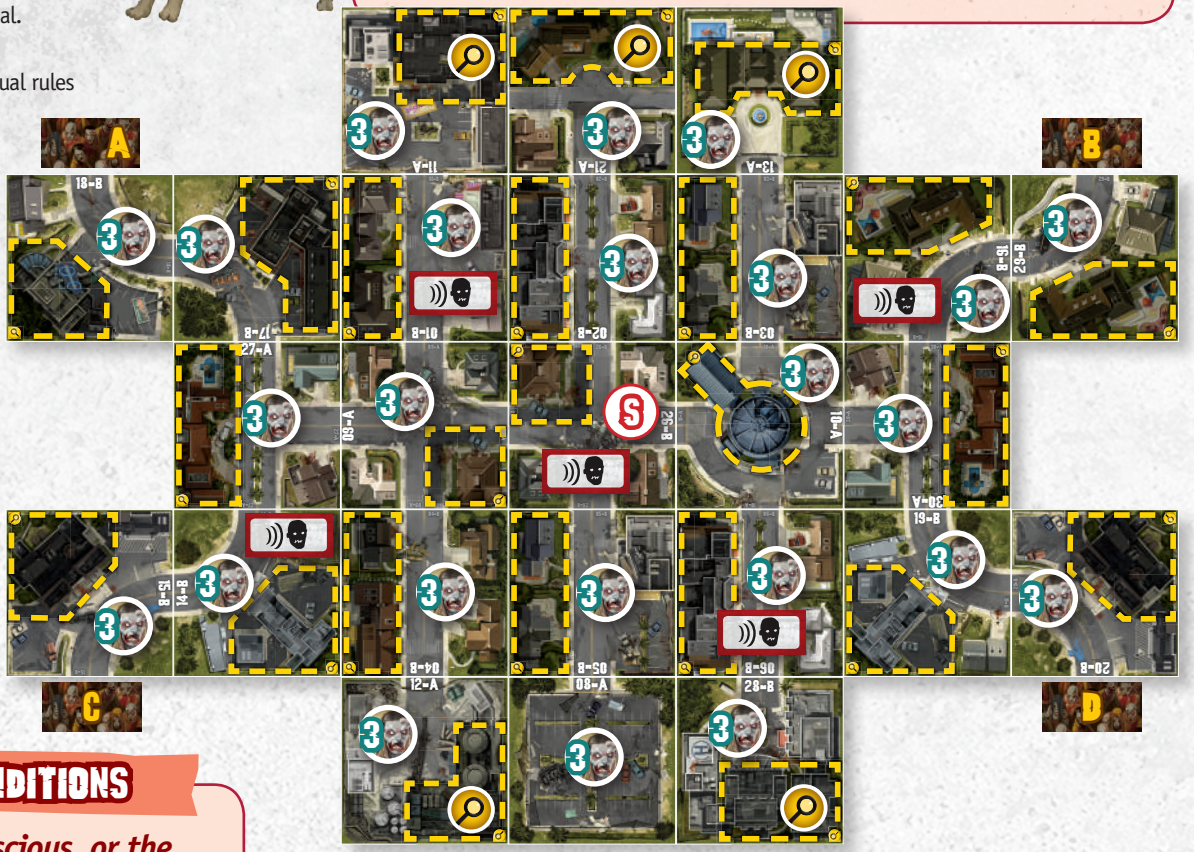
ARRIVAL OF THE ZOMBIES

This scenario does not use the usual rules for arrival of zombies:

- When you hear a growl, draw two cards from the Zombie draw pile.
- For each card, put the indicated number of zombies on the first Street Area without zombies (there may be Heroes on this space; if so, place the zombies with the Heroes), starting from the letter indicated on the card (A, B, C, D) on the road to the Active Hero.
- If all the tiles on the road to the Active Hero are already occupied, the new zombies are put on the Street Area of the Active Hero's tile, even if there already are zombies there.
- **Horde card:** When a Horde is drawn, use the normal rule.

VICTORY CONDITION

At the end of the soundtrack, at least 13 tiles, including the Start tile, Parking Lot (08-A), and the tile between them, must be clear of zombies.



DEFEAT CONDITIONS

All Heroes are unconscious, or the soundtrack ends before the Victory Condition is met.

SETUP

SOUNDTRACK

Track 2 (a growl every 60 sec.).

HORDE

Put 3 zombies in the Horde box.

ZOMBIE DRAW PILE

Take the Zombie cards with values 1, 2, 3, and 4. Shuffle them and split them into two roughly equal stacks. Shuffle 4 Horde cards into each stack, then place one stack atop the other next to the game board to form the Zombie draw pile.

SEARCH DRAW PILE

Shuffle all the Search cards face-down into the Search draw pile.

STARTING ITEMS

Your Hero's Starting Items, or Items from the end of the previous scenario, plus a possible Special Item card.



GAME BOARD

Use the following tiles: 01-B, 02-B, 03-B, 04-B, 05-B, 06-B, 08-A, 09-A, 10-A, 11-A, 12-A, 13-A, 14-B, 15-B, 16-B, 17-B, 18-B,19-B, 20-B, 21-A, 26-B, 27-A, 28-B, 29-B, 30-A

ZOMBIE ENTRY POINTS

Place the tiles with the letters A, B, C, and D in front of each zombie entry point, as illustrated.

ZOMBIES

Place the zombies as illustrated: no zombies on the Start tile, and 3 zombies on the Street Area of every other tile.

ALARM TOKENS

Place five Alarm tokens as illustrated.

SEARCH TOKENS

Randomly place five Item Bag tokens (two with a value of 2, three with a value of 3) on the Search Areas as illustrated.



START (S)

All players start in the Street Area of the Central Crossing tile (26-B).

SCENARIO 14 Hero

ZOMBIE 15

THE SAFEHOUSE

As you are weakening under the assault of the growing Horde, a teen rides up on a bike at full speed, bristling with weapons and mowing down any and all zombies in his path. He waves for you to follow and lobs a few smoke grenades to cover your escape. He leads you to what appears to be a quiet building a few blocks away. He is part of a group of children and teenagers who managed to survive and get organized in this area. When you tell him about the Alpha, his reaction is strong. "We'd almost succeeded in clearing up this neighborhood, but ever since this monster arrived, the sector is crammed with hyperactive zombies. I can take you to him if you really want. But be warned, he's an ugly sight, but more than that, he just won't drop dead. Going after him is suicide."

He stops, listens all around, and resumes nervously: "I gotta go, they're coming. The Alpha is a few streets from our safehouse. Follow me. I won't be waiting for slowpokes, though: I'm not leaving the door open for the zombies. If you can keep up, we'll hook you up with some hardware."

SPECIAL RULE

MOVING THE TEEN

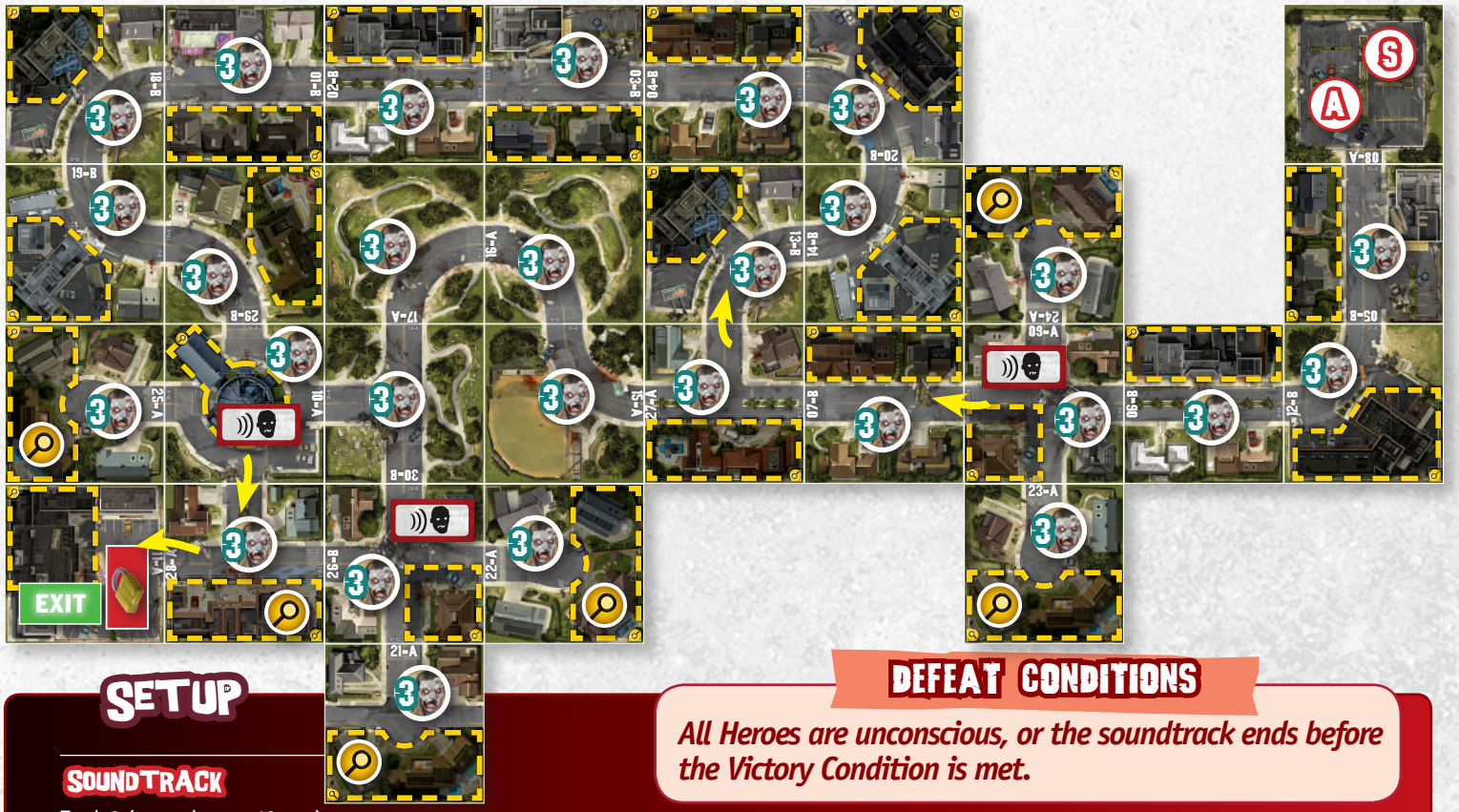
The Teen moves at the beginning of the first player's turn. He follows the arrows (➔) as illustrated. He moves two tiles every turn. Zombies do not interfere with his progress (he is used to slipping through them, and knows the neighborhood inside and out)

He stops when he gets to the Exit tile (he doesn't need the key). Players who catch up with him before his next turn — and only those — will be able to access his stock and share the wealth: one Weapon per Hero who got there in time.

VICTORY CONDITION

All Heroes are on the Exit tile, Mall (11-A), before the end of the soundtrack (the Horde arrives).

SECONDARY OBJECTIVE *Heroes who get to the Exit tile the same round the Teen does have access to part of his group's stash and can begin the next scenario with the following Weapons (one Weapon per character): Shovel, Banjo, Crowbar, Nail Gun (take them from the Scenario cards).*



SETUP

SOUNDTRACK

Track 3 (a growl every 40 sec.).

HORDE

Put 3 zombies in the Horde box.

ZOMBIE DRAW PILE

Take the Zombie cards with values 1, 2, 3, and 4. Shuffle them and split them into two roughly equal stacks. Shuffle 4 Horde cards into each stack, then place one stack atop the other next to the game board to form the Zombie draw pile.

SEARCH DRAW PILE

Shuffle all the Search cards face-down into the Search draw pile.

STARTING ITEMS

Your Hero's Starting Items, or Items from the end of the previous scenario, plus a possible Special Item card.

GAME BOARD

Use the following tiles: 01-B, 02-B, 03-B, 04-B, 05-B, 06-B, 07-B, 08-A, 09-A, 10-A, 11-A, 12-B, 13-B, 14-B, 15-A, 16-A, 17-A, 18-B, 19-B, 20-B, 21-A, 22-A, 23-A, 24-A, 25-A, 26-B, 27-A, 28-A, 29-B, 30-B

ZOMBIES

Place the zombies as illustrated: no zombies on the Start tile, and 3 zombies on the Street Area of every other tile.

ALARM TOKENS

Place three Alarm tokens as illustrated.

SEARCH TOKENS

Randomly place five Item Bag tokens (one with a value of 1, two with a value of 2, two with a value of 3) and the red Key token on the Search Areas as illustrated.

LOCKED TILES

Place the red Locked Tile token on the Exit tile.

START (S)

Players start on the Parking Lot tile (08-A).

THE TEEN (A)

Pick the figure of an unused Hero to represent the Teen, and place it on the Start tile.

DEFEAT CONDITIONS

All Heroes are unconscious, or the soundtrack ends before the Victory Condition is met.

SCENARIO 15 Hero

ZOMBIE 15

THE ALPHA



You are finally facing the Alpha!
You must take him down in order to get a sample from his body, and bring it back to Professor Arlin. It is the only hope of putting an end to this nightmare.
But the monster is tough and particularly dangerous: A single swipe from him, and you're history.
Prepare your weapons, and give it your best shot: You are the only ones who can save the human race!

SPECIAL RULE

THE ALPHA

As soon as a Hero enters the tile where the Alpha is, you must deal 25 damage to it in one round, starting with that Hero (Every Hero gets only one turn). If you do, you win! If you don't, he crushes you, and you lose the game.
The Alpha does not count for Fending Off purposes. If zombies appear on the Alpha's tile, you need to kill them first in order to be able to attack the Alpha.
If this is a 3-Hero game, you only need to deal 20 damage, instead of 25.

VICTORY CONDITION

The Heroes beat the Alpha.

DEFEAT CONDITIONS

All Heroes are unconscious, or the soundtrack ends before the Victory Condition is met, or the Heroes fail to deal enough damage to the Alpha in a single round.



SETUP

SOUNDTRACK

Track 3 (a growl every 40 sec.).

HORDE

Put 3 zombies in the Horde box.

ZOMBIE DRAW PILE

Take the Zombie cards with values 1, 2, 3, and 4. Shuffle them and split them into two roughly equal stacks. Shuffle 4 Horde cards into each stack, then place one stack atop the other next to the game board to form the Zombie draw pile.

SEARCH DRAW PILE

Shuffle all the Search cards face-down into the Search draw pile.

STARTING ITEMS

Your Hero's Starting Items, or Items from the end of the previous scenario, plus a possible Special Item card.

GAME BOARD

Use the following tiles: 01-B, 02-B, 04-A, 05-B, 06-B, 07-B, 08-A, 10-B, 11-B, 12-B, 13-B, 14-B, 16-A, 17-A, 18-A, 19-B, 20-B, 21-B, 22-A, 23-A, 24-B, 25-B, 26-A, 30-B

ZOMBIES

Place the zombies as illustrated: no zombies on the Start tile, no zombies on the Alpha's tile, and 3 zombies on the Street Area of every other tile.

THE ALPHA

Place the Alpha's figure on the tile at the end of the course.

ALARM TOKENS

Place four Alarm tokens as illustrated.

SEARCH TOKENS

Randomly place four Item Bag tokens (one with a value of 2, three with a value of 3) on the Search Areas as illustrated.
You can use these tokens for your next scenario.



START

All players start on the Parking Lot tile (08-A).

Victory! The Alpha is defeated and you get a sample from his body. But this is only the beginning of your journey…
How will the Horde react to the loss of the Alpha? Will you find your way back to Professor Arlin? Will he come up with a cure? And how did he survive the epidemic?
Join us at:
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