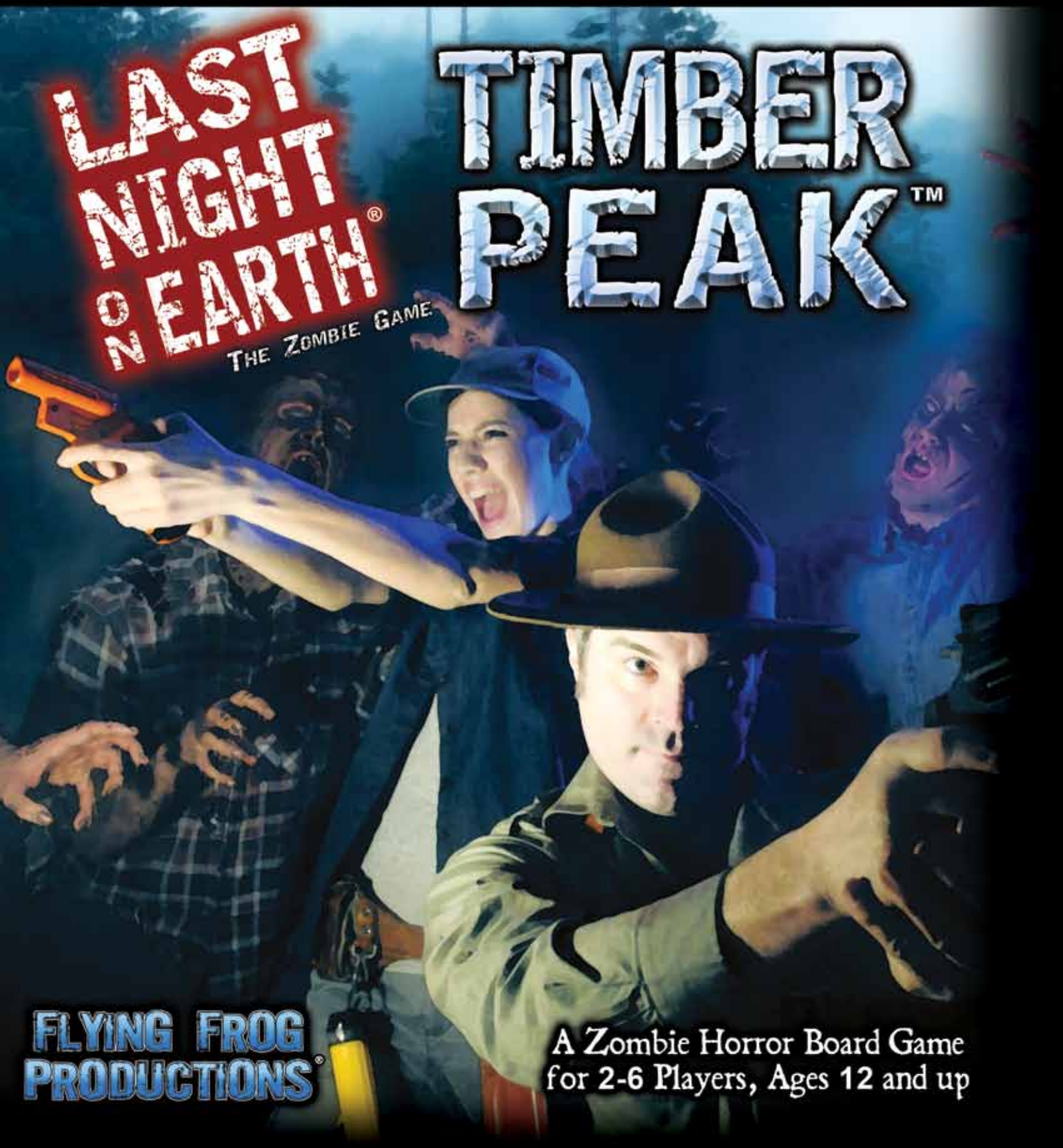
RULEBOOK


LAST NIGHT ON EARTH®
THE ZOMBIE GAME
TIMBER PEAK™
FLYING FROG PRODUCTIONS®
A Zombie Horror Board Game
for 2-6 Players, Ages 12 and up

Last Night on Earth
Timber Peak

By
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Escaping from the zombie-overrun town of Woodinvale, a handful of survivors make their way up into the mountains. But as they reach the small logging and mining town of Timber Peak, they discover that a new nightmare has just begun!

Game Overview

Last Night on Earth: Timber Peak is a fast-paced game of brain-eating Zombies, small town Heroes, and horror movie action. It can be played as a Stand Alone game, or can be combined with the original *Last Night on Earth* or any of its expansions. Players take on the role of either the Heroes or Zombies. To survive, Hero players must work together and use their cunning and ingenuity (as well as a bit of luck) to make it through the night, while the Zombie players control unending waves of undead, spreading over the town to feed their hunger.

With a cast of horror movie archetype Heroes and hordes of bloodthirsty Zombies, 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.

So put down that popcorn, grab your shotgun, and hide your brain; the Zombies have taken Timber Peak and this could be your Last Night on Earth!

Gameplay Breakdown

Each Game Round is split into two Turns, the Zombie Turn and the Hero Turn. During the Zombie Turn, the Zombie player(s) get to move and attack with their Zombies as well as possibly spawn new Zombies. During the Hero Turn, the Hero Player(s) get to Activate each of their Heroes (in any order they wish), taking a Move Action (move, or Search if in a building) and attacking, . The game ends when either the objectives of the current Scenario being played are complete, or when the Sun Track Marker reaches the end of the track.



Mature Theme and Learning Curve

Timber Peak contains some graphic horror-movie imagery (though it is most often depicted in a tongue-in-cheek fashion). For this reason, the game is aimed at an audience aged 12 and up. It is also worth mentioning that playing as the Heroes generally has a slightly steeper learning curve than playing as the Zombies. Don't get discouraged. The more you play, the better your Hero strategies will become and the more likely you are to send those Zombies back to the grave. The most important thing is for the Heroes to always work as a team and support one another.

Game Contents

- 1 Full Color Rulebook
- 1 Town Center/Radio Station Game Board
- 6 L-Shaped Outer Boards
- 6 Unique Hero Figures (Grey)
- 14 Zombie Figures (7 Green, 7 Brown)
- 45 Card Hero Deck
- 45 Card Zombie Deck
- 10 Card Melee Hero Upgrade Deck
- 10 Card Ranged Hero Upgrade Deck
- 10 Card Special Hero Upgrade Deck
- 10 Card Zombie Upgrade Deck
- 3 Reference Cards
- 6 Large Hero Character Sheets
- 4 Large Scenario Cards
- 3 Full Color sheets of Die-Cut Counters
- 16 Dice

Players

Timber Peak can be played by 2-6 players (there is always at least 1 Hero Player and 1 Zombie Player). The total number of players determines how many will play as Heroes and how many will play as Zombies. Consult the chart below:

2 Players	1 Zombie player 1 Hero player with all four Heroes
3 Players	1 Zombie player 2 Hero players with two Heroes each
4 Players	2 Zombie players 2 Hero players with two Heroes each
5 Players	1 Zombie player 4 Hero players with one Hero each
6 Players	2 Zombie players 4 Hero players with one Hero each

Note that there are always 4 Hero characters, regardless of the number of Hero Players.

Stand Alone Expansion

Timber Peak is a Stand Alone Expansion for *Last Night on Earth®. The Zombie Game.* As such, it can be combined with the *Last Night on Earth* base game or any of its other expansions, or it can be played on its own as a separate experience. *Timber Peak* is designed to be a bit more aggressive than the original game; the Zombies are more vicious and the Heroes have more tricks up their sleeve, creating an exciting and deadly, fast game.

All of the Scenarios in *Timber Peak* are specifically balanced for this deadly Stand Alone play, but are great fun with the combined game as well.

WHAT'S NEW IN TIMBER PEAK

For players already familiar with *Last Night on Earth*, the *Timber Peak* Expansion has tons of new cards, several new mechanics, and a few rule tweaks to the main game.

Experience System

Timber Peak adds a new Experience System to the game that allows for the Heroes and Zombie horde to collect Experience Tokens for wounding their opponents, and then spend that Experience to get Upgrade cards during the course of the game. Rules for the Experience System can be found on page 20.

Survivor Heroes

Of the six new Heroes, three of them are Survivor versions of existing Heroes that have escaped Woodinvale and have become more adept at fighting Zombies and staying alive. Sally, Sheriff Anderson, and Jake Cartwright have traveled to Timber Peak together, looking for help. What they have found is more than they bargained for.

When combining the *Timber Peak* Heroes with the original *Last Night on Earth* Heroes, 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 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.

Fire

Originally introduced in *Invasion From Outer Space®, The Martian Game*, rules for Fire breaking out and spreading are now officially added in *Timber Peak* and are covered on page 18. Exploding Gas Markers now start Fires as well.



Items with Markers

One new element in *Timber Peak* is Hero Items that have markers placed on them when they come into play. These markers act as extra uses for that Item as described on the card.

New Town

The town of Timber Peak adds 6 new L-shaped Outer Boards and a new Town Center. When combining the game with the original Last Night on Earth, all of the boards can be mixed together to create the town. Sometimes this will mean having 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.

Also note that there are two additional Road Out of Town spaces on the Timber Peak boards. Although the art is made to look as if these roads are fairly long, the Road Out of Town space is only the one that is actually named as such.

Rule Tweaks

In *Timber Peak*, all of the Scenarios use the Scenario Special Rules for **Always Zombie Heroes** and **Heroes Replenish** (covered on page 22). The intent is that these two rules are simply now part of the game and should always be used (as they tend to make the game more fun all around).

The other change is in terminology. Previously the word 'Turn' was used to describe the full Hero Turn as well as each of the individual Hero's Turns. To reduce confusion, individual Heroes are now 'Activated' during the full Hero Turn (so the term Hero Turn now only ever refers to the full Turn with all Heroes).

A few more specific notes about combining *Timber Peak* can be found on page 25.

GAME COMPONENTS

Dice

The game comes with 16 standard six-sided dice. These dice should be divided between 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:

D6 Roll	Result
1 – 2	1
3 – 4	2
5 – 6	3

Wound Markers

Several red Wound markers are included to keep track of damage that characters take during the game. These markers are placed on the Hero Character Sheet to show when they have been wounded.



Sun Track/Objective Markers



The Sun Track marker is placed on the Sun Track at the start of the game and moved down the track one space at the start of each Zombie Turn to keep count of how many turns have been played (and how many turns are left). Objective markers are the other donut-shaped markers used to track Scenario Objectives when needed.

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.





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.

Sun Track

This long track marks the turns of the game and counts down to 0 which is shown as the Timber Peak mountain at the bottom of the track.

Lights Out

When the Zombies cut the power (usually by tripping over something), 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 movement and has no impact on Searching or Ranged Attacks.



Experience Tokens



These tokens are used to track the Experience gained by each Hero or the Zombies. On the backside of the token is a Boost marker to indicate when the Boost effect of an Upgrade has been activated.

Fire Markers

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





Gas Markers

Gas Markers are extremely explosive and are placed on the board by a Hero with a *Fuel Can* Item.

Item Markers

Several Hero Items come into play with markers on them giving the Item a limited number of uses.

Zombie Hero Markers

When a Hero is killed, they rise back up as a Zombie Hero. A Zombie Hero marker is placed under the figure and moved with them as a reminder that the former Hero is now a brain-hungry Zombie.





Infected Markers

Sometimes a Hero will become Infected by the Zombie plague. An Infected marker is placed on the Hero, and from that point forward they are in trouble.

Assorted Counters

Several additional counters have been provided. These are not needed for the main game but can be used for house rules or future official Scenarios.

Playing Pieces

There are 6 unique Hero figures (Grey), each matching one of the Hero Character Sheets. There are also 14 Zombies (7 Green, 7 Brown). If there is one Zombie Player, all of the Zombies form a single Zombie Pool. If there are two Zombie Players, each player gets their own Zombie Pool of 7 Zombies each (one player gets Green, one player gets Brown).



Sally | *Ed Baker* | *Alice* | *Sheriff Anderson* | *Jake Cartwright* | *Nikki*

CARDS

Hero Cards

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

HERO CARD BREAKDOWN



Items (Green bordered, or Grey-Blue bordered for Weapons) are cards that are played face-up on the Hero who found them. These are discussed in greater detail later on.

Events (Gold bordered) are taken into the player's hand and kept secret from the Zombies. They can be strategically played on any Hero to give them an edge or to save them from serious trouble. When played, Event cards are discarded after they take effect.

Zombie Cards

Zombie Cards work a little bit differently than the Hero Cards. The Zombie Player(s) have a hand of cards at their disposal to use against the Heroes as they see fit. They also get to draw back up and refill their 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.

ZOMBIE CARD BREAKDOWN



Play Immediately

Some Event cards are marked as Play Immediately. As it sounds, these cards must be played as soon as the player is finished drawing cards. If more than one 'Play Immediately' card is drawn at the same time, the player may choose in what order they resolve.

Remains in Play

Event cards marked Remains in Play at the bottom of the text box, are set out on the table face-up when played. These cards continue to have their game affect until they are canceled somehow (usually by another card or ability). 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.

Keywords

All Hero and Zombie Cards have Keywords listed just below the card image. Hero Character Sheets 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**).

Hero Upgrade Cards

Hero Upgrades are a new set of cards that represent a Hero learning new skills as they fight, to help keep them alive. The Hero Upgrades are split into 3 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.

HERO UPGRADE BREAKDOWN



Zombie Upgrade Cards

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

Hero Character Sheets

Each of the different Heroes is represented by a Hero Character Sheet that lists their unique abilities and information.

CHARACTER SHEET BREAKDOWN





Scenario Cards

There are four different Scenarios to play, each represented by a large Scenario Card that lists all of its important information and objectives.

GAME BOARDS

There are two types of board sections, the square Center Board and the L-shaped Outer Boards.

The Center Board

The Center Board is placed in the center of the table and has larger spaces to allow for faster movement across the middle of the board. These spaces work just like the smaller spaces on the other board sections, there are just fewer of them. Also, the Center Board has two different sides, the open Town Center and the Radio Station. As a default, Scenarios use the open Town Center side of the Center Board, unless the Scenario is specifically marked as using the Radio Station board.

Outer Boards

There are 6 L-shaped Outer Boards. These boards represent the various buildings and areas that make up the town of Timber Peak. At the start of each game, 4 of the Outer Boards are chosen at random and placed around the outside of the Center Board to form the complete, square game board.

Spaces

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

> There is no limit to the number of models that can be in a space at once (Heroes and/or Zombies).

Walls



Walls run along the edge of certain spaces to show the border of a building. Walls block Hero movement as well as Line of Sight for Ranged Attacks (more on that later), but do not block Zombie movement.

Doors



Doors are marked by a break in the Wall and allow Heroes to move through that Wall in a given space. When moving through a Door, Heroes must always go directly through from one side to the other, they may not move diagonally through the Door.

Zombie Spawning Pits



The red X's on the L-shaped Outer Boards 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). Each Outer Board has one Zombie Spawning Pit on it.



Building Abilities and Pick Up:

Although the Heroes can Search in any building to draw a Hero Card, some buildings are noted as having a 'Pick Up:' ability that can be used instead of simply drawing a card from the top of the deck. If a specific card is listed (or type of card), that card may be pulled from the Hero discard pile if it is there.

For example, the Saw Mill building has Pick Up: Chainsaw. A Hero Searching there could either draw a card from the top of the Hero Deck as normal, or they could instead take the Chainsaw from the discard pile if it is there.

> It is important to note that for a Hero to use a Pick Up: like this, the card must already be in the Hero Cards discard pile (you do not get to pull it out of the deck).

YOUR FIRST GAME

For your first game, we suggest that you start by playing the ***Learn to Survive*** Scenario. It is a fairly straightforward objective for both sides and gives a good introduction to the game and to the Experience System.

SETTING UP

Create the Game Board

Place the Town Center Board on a large table and randomly (face down) choose four of the six L-shaped Outer Boards to be placed around the Center Board. Once placed, flip these boards over to create the full game board as shown in the diagram on page 8. Place the Sun Track near the board where everyone can see it.

Draw and Place the Hero Characters

The Hero Players then randomly draw 4 Hero Character Sheets to form the Hero team. Note that the Hero team is always made up of 4 Heroes, regardless of the number of Hero Players. Place these character sheets face up on the table so everyone can see them and take the appropriate Hero playing pieces out of the box. Note that some Heroes start the game with one or more Hero/Zombie cards already in play on them, as noted in the character's abilities. Look through the Hero and/or Zombie Decks to find the named cards and place them face up next to the Hero's character sheet. Be sure to shuffle the decks afterwards.

Each of the Hero playing pieces is now placed on the board in their Start location, listed in the upper right corner of their character sheet. The model may

be placed in any space of the listed building (Hero Player's choice). If a Hero's Start location is not present on the board, the model is instead placed in the center space of the Town Center Board and, as a bonus, they start with a free Hero Card drawn from the top of the Hero deck. If it is an Item, it is placed face up near the Hero's character sheet. If it is an Event, it is taken into the Player's hand as normal.

Note that if the Radio Station center board is used in the Scenario being played, a Hero without their Start Location instead starts in any space of the Radio Station buildings, but does not get a free Hero Card.

Create the Zombie Pool

If there is only one Zombie Player, take all 14 Zombies (Green and Brown) and set them in a group off to the side. This is the **Zombie Pool**. You may go through any number of Zombies during the game, but may not have more than these 14 Zombies on the board at once (plus any Zombie Heroes).

> When Zombies are removed from the board, they are placed back into the Zombie Pool.

If there are two Zombie Players, each of them has a separate Zombie Pool of 7 Zombies each. One player takes all of the Green Zombies and the other takes all of the Brown Zombies. Players may never use Zombies from the other player's pool (color).

Shuffle and Place the Card Decks

Shuffle the Zombie and Hero Decks and place them near their respective players. It is very important to thoroughly shuffle each deck of cards before every game.

Place Starting Zombies

The Zombie Player starts the game with 2 D6 Zombies on the board (or 1 D6 each if there are two Zombie Players). Place the rolled number of Zombies on the board from your Zombie Pool. Zombies are placed on the board at the Zombie Spawning Pits (the big red X's on the L-shaped Outer Boards).

When placing Zombies, you must divide them as evenly as possible amongst all of the Zombie Spawning Pits. No Spawning Pit may have 2 Zombies until every pit has at least 1, etc. If there are two Zombie Players, they are only limited in this way 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).

Prepare Counters and Dice

Place all of the Wound markers, Experience Tokens, and other counters in a pile near the board that all of the players can reach. Also distribute the dice between the players.

You are now ready to begin the game.



THE GAME ROUND

Each Game Round is split into two Turns, the Zombie Turn and the Hero Turn. During the Zombie Turn, the Zombie Player(s) get to move and attack with their Zombies, as well as to possibly spawn new Zombies. If any Fires have broken out, they are handled in a special Fire Phase that occurs directly after the Zombie Turn. During the Hero Turn, each Hero is Activated in any order they wish. Once the game is set up, the first Game Round begins and the Zombies take their Turn first. The game ends when either the objectives of the Scenario are completed or when the Sun Track Marker would move off the the end of the Sun Track.

Game Round
I) Zombie Turn
II) Hero Turn

THE ZOMBIE TURN

Each Zombie Turn has 6 Phases that must be completed in order. After the Zombie Turn, there is also a Fire Phase which only occurs if there are one or more Fires on the board at the time.

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

Fire Phase (covered on page 18)

1) Move the Sun Track Marker

In the first turn of the game, instead of moving the Sun Track Marker, simply place it on the track at the number listed for 'Turns:' on the Scenario card. So for instance, in the Learn to Survive Scenario, place the marker at number 12 on the track.

At the start of each of the following Zombie Turns the Sun 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 Mountain at the bottom of the track, the game immediately ends. This usually represents the sun setting on the horizon and the Zombies coming out in full force (though for some Scenarios, it represents the Heroes trying to survive until sunrise).



2) Draw New Zombie Cards

The Zombie player has a hand of 4 Zombie Cards (2 cards each if there are two Zombie Players). During this phase, the Zombie Player(s) draw new Zombie cards until they have a full hand. These cards are secret from the Hero players but if there are more than one Zombie Player they may show each other their cards and discuss strategy. Note that all cards are drawn before any *Play Immediately* cards are played.

Before drawing new cards, each Zombie Player may discard up to 1 card from hand if they wish.

3) Roll To Spawn New Zombies

To see if any new Zombies Spawn this turn, roll 2 D6 and add them together.

> If you roll higher than the number of Zombies you have on the board, then you get to spawn additional Zombies at the END of your turn.

If there are two Zombie Players, then each of them should roll only 1 D6 and are trying to roll higher than the number of Zombies on the board that they control (Zombies of their color as well as any Zombie Heroes they control this turn).

Note that this roll is always made after any *Play Immediately* cards are played as it may affect the number of Zombies on the board.

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.

You may move each of your Zombies one space on the board in any direction (forward, back, sideways, or diagonally). Unlike Heroes, Zombies may even move through Walls (crawling through windows or up through floor boards).

> **Zombie Hunger** - The only restriction to Zombie movement is that Zombies have an unquenchable appetite for human flesh. As such, a Zombie may never move out of a space with a Hero, and if adjacent to a Hero, the Zombie must move into the Hero's space (if there is more than one adjacent Hero, the Zombie player may choose).

Sometimes a card will allow a Zombie to move more than one space (such as the card *Shamble*). Zombies moving more than one space are still restricted by Zombie Hunger above (if during their move they become adjacent to a Hero, any additional movement may only take them into the space with that Hero, etc).

Once all Zombies have been moved, it's time to fight.

5) Fight Heroes

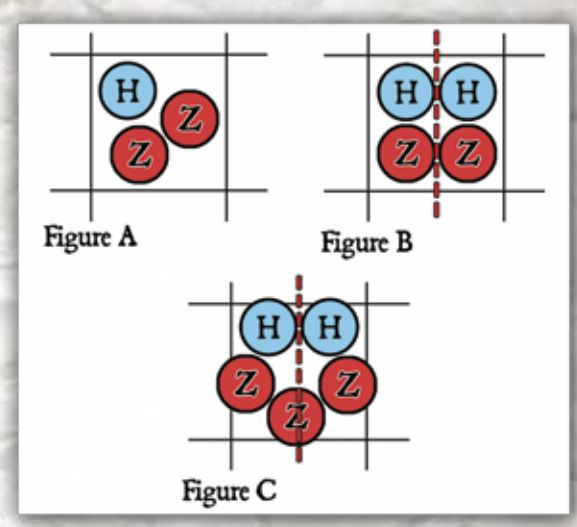


Any Hero in a space with one or more Zombies must now fight. (See the section **Fights** on page 13 for specific details on how combat is resolved).

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 above, 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).

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 earlier in the turn to get more Zombies, then skip this phase).

Roll a D6 (or a D3 if there are two Zombie players). You may now place up to that many Zombies from your Zombie Pool onto the board at the Zombie Spawning Pits. Remember, as with the initial set up of the game, when placing new Zombies, you must divide them as evenly as possible amongst all of the Zombie Spawning Pits on the board.

Fire Phase (See page 18)

THE HERO TURN

During the Hero Turn, each Hero is Activated once to go through the following Phases. The Heroes may be Activated in whatever order you wish, and it may change from turn to turn. When a Hero is Activated, they must complete all of the Phases below, in order, before the next Hero can be Activated.

1) Move Action
2) Exchange Items
3) Ranged Attack
4) Fight Zombies

1) Move Action (Move or Search)

The Hero's Move Action allows them to either move around the board, or Search if they are already in a building.

Move -

To Move, the Hero Player rolls a D6 and may then Move the Hero a number of spaces up to the number rolled (you do not have to move the full amount). Heroes have no facing and may move in any direction or combination of directions (forward, back, sideways, or diagonally).

> Note that the Hero always rolls for movement to see how far they could move before deciding if they want to Move or Search.

Only two things stop a Hero's movement - Zombies and Walls.

If a Hero enters a space with one or more Zombies 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 may move away.

Also, 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.

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. If the card is an Event, it goes into the Player's hand and may be played whenever it is appropriate. If the card is an Item, it is placed on the table face-up next to the Character Sheet of the Hero that found it.

Note that Events are NOT associated with any one Hero, but are instead held by the Player to be played when appropriate.

There is no limit to the number of Event Cards a player may have in hand. There is a limit to the number of Items that a Hero can carry though, as detailed below in the section on Items.

Some Events are marked as *Play Immediately*. These cards often have an effect that is used for the Hero currently being Activated.

2) Exchange Items

After a Hero has completed his Move Action, he may give and/or receive any number of Items with other Heroes in the same space. This does not have to be a one for one exchange, and may simply be one Hero giving or taking a number of Items from the other. Experience Tokens and Hero Upgrades may not be exchanged.

One important note is that no copy of an Item card may be used by more than one Hero in the same turn.

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. Choose a target within a number of spaces equal to or less than the **Range:** of the Item being used and that is within Line of Sight (as detailed below). Follow the instructions on the card to see if the attack is successful. Range may always be counted using the shortest possible number of spaces.

A Hero may make a Ranged Attack with an Item that they got this turn, either through Searching or Exchanging. It is important to note though that a Hero may only make one Ranged Attack per Activation, regardless of the number of Items with **Range:** that they possess.

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

Hit - The Target Takes one Wound
(Enough to remove a normal Zombie from the board).

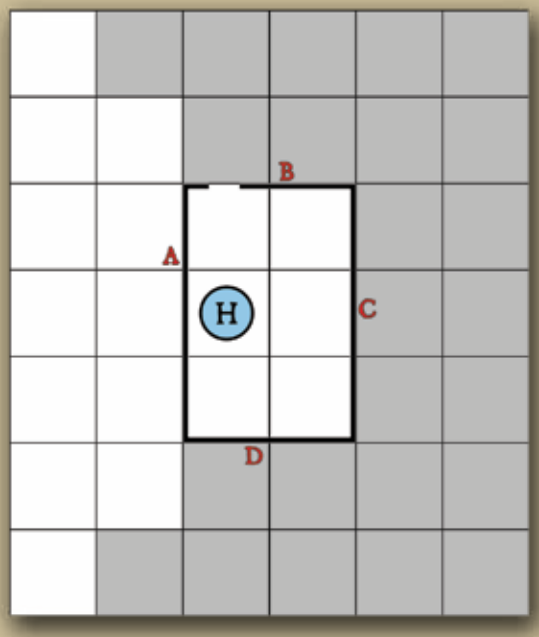
Killed - Fills up all remaining Health boxes of the Target with Wound markers.
(This only matters if the Target has more than one Health box such as with a Zombie Hero).

Line of Sight -

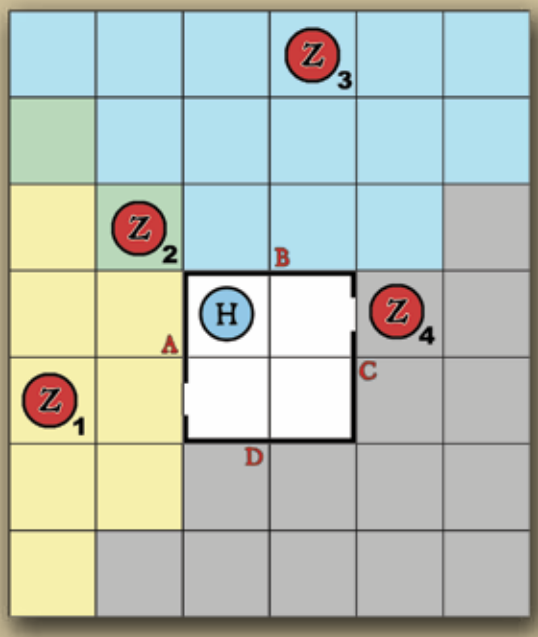
A Hero must be able to see the enemy or space that they are going to target with a Ranged Attack. Other models do NOT block Line of Sight, but building Walls do (even if there is a Door – as shown in the Line of Sight diagrams below). A model may however see through any building Wall they are touching (it is assumed that there are windows or holes in the Wall that the model can see through if close enough).

A Hero may always make a Ranged Attack at a target in the same space as they are.

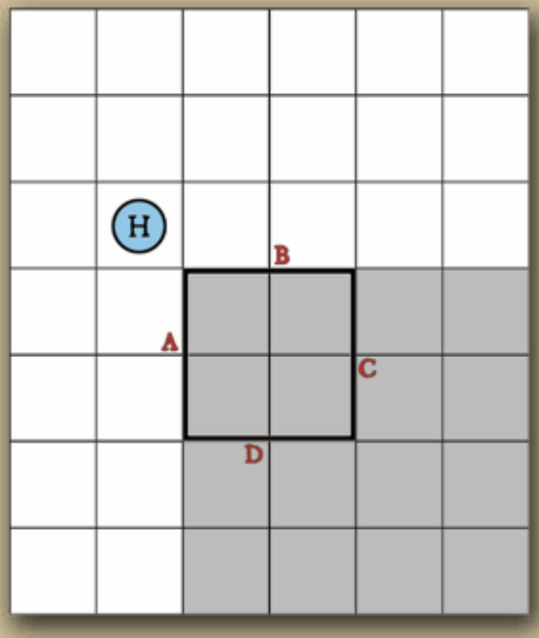
LINE OF SIGHT FOR RANGED ATTACKS



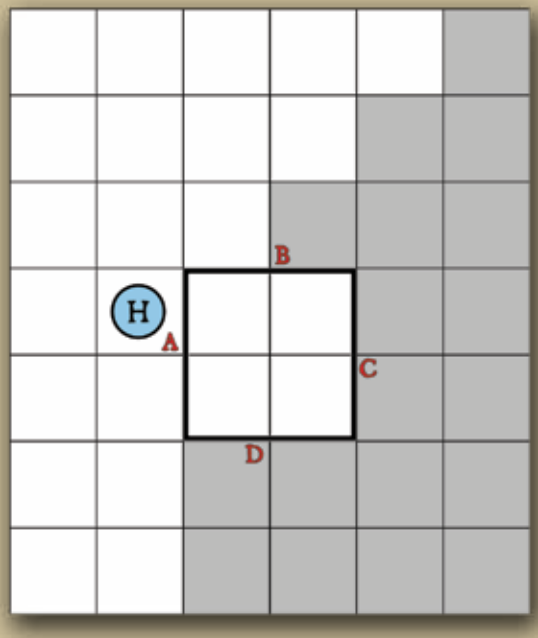
A Hero may see out of any wall they are touching. Only walls not touched block line of sight. Note that doors block line of sight just like any other wall.



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).



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



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

4) Fight Zombies

At the end of a Hero's Activation, they must fight EVERY Zombie in their space.

(See the section Fights below for specific details on how combat is resolved).

> Note that unlike in the Zombie Turn, a Hero will have to fight ALL of the Zombies in their space (after all, the Hero chose not to move somewhere else).

ITEMS

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

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

> A Hero may only carry up to 4 Items at a time. Only 2 of these Items may be Weapons (Hand Weapon and/or Ranged Weapon). Note that there is no limit to the number of Event Cards a player can have.

If a Hero ever has more Items than they can carry (or more than 2 Weapons), they must immediately discard down to their limit. If there is another Hero in the same space, they may Exchange Items (out of the normal turn sequence) first before discarding (in effect, dropping the Item to another Hero in their space rather than to the discard pile).

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).

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.



FIGHTS

The term 'Fight' is only used to refer to hand-to-hand combat, not Ranged Attacks. It also always means one Hero versus one Zombie. As noted above, if a Hero and a Zombie end their Move in the same space, they are going to have to Fight one another. This happens in both the Zombie Turn and the Hero Turn.

Who has to Fight?

As noted above, when a Hero and Zombie end in the same space, they will need to fight. This happens both in the Zombie Turn and the Hero Turn (so it is possible that a model will have to fight twice before they get to move again).

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.

During the Zombie Turn, it works a little bit differently. Heroes and Zombies in a single space are paired off as evenly as possible. If there is an uneven amount, the Hero Players choose which Heroes in the space will have to fight the extra Zombie(s).

The Fight

To Fight, both players roll a number of dice for their model involved as listed below. These are called **Fight Dice**. When Fight Dice are rolled, they are NOT added together, but rather players select their highest individual roll to determine who has won the Fight.

- Heroes roll 2 Fight Dice and pick the highest
- Zombies roll 1 Fight Dice
- Zombies win on a tie.

Using Cards and Abilities

Many cards and 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 before the Fight is Resolved

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

> A Zombie may NOT use more than one **Fight:** card per fight.

Hero Combat Bonus: Cards

Many Hero Cards (usually Hand Weapons) have a **Combat Bonus:** as part of their game text. A Hero may use any number of these cards that they have for the listed Combat Bonus: effects. Unless stated otherwise, a Combat Bonus: may only be used once per Fight.

Resolving the Fight

A Fight is only Resolved after all players have chosen their highest single Fight Dice rolled and decided not to use any more cards or abilities to modify the Fight. The Fight is Resolved as follows:

- If the Zombie wins (has a higher roll or is tied for highest), the Hero takes one Wound.
- If the Hero has a higher roll, the Zombie is ***Fended Off***. The fight ends and both the Hero and Zombie remain in the space, unaffected.
- If the Hero has a higher roll <u>and</u> has rolled doubles on ANY of their Fight Dice (two 5's for instance), the Zombie takes one Wound (enough to remove a normal Zombie from the board).

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 - Alice is fighting a single Zombie and rolls a 3 and a 5 on her two Fight Dice. The Zombie rolls a 4 on its single Fight Dice. Alice 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, Alice had a Hand Axe allowing her to roll 2 extra Fight Dice using its Combat Bonus:. Seeing that she is already winning, Alice decides to go for the kill. Rolling the 2 extra Fight dice, she gets a 1 and a 3. Success! The Zombie will now take a Wound and be removed as Alice has won the Fight using her roll of 5 and also having rolled the double 3's.

TAKING WOUNDS AND HEALING

Zombies only have a single Health Box so anytime they take a Wound, they are simply removed from the board and returned to the Zombie Pool. Heroes (and Zombie Heroes) on the other hand have multiple Health Boxes. Anytime a Hero takes a wound, place a Wound marker in one of their Health Boxes. When the last Health Box is filled, the Hero (or Zombie Hero) is killed and removed from the board.

Sometimes an ability or card effect will 'Kill' a target outright. This means that the target takes a number of Wounds equal to their remaining number of Health Boxes. This is especially effective against Zombie Heroes that usually have more than one Health Box.

Sometimes a Hero will be able to **Heal** a Wound. When this happens, just remove a Wound marker from their Character Sheet. If they are allowed to **Fully Heal**, remove ALL Wound markers instead. It is important to note that a model may not Heal during a Fight. They may however Heal before or after a Fight. This can be important as a Hero does have the opportunity to use a card or ability to Heal after one Fight with a Zombie, but before the next Fight starts.

DEATH OF A HERO

When a Hero is killed, any Items they had are immediately discarded. Any Event cards the player has in hand are unaffected. The Hero himself immediately rises back up as a **Zombie Hero** under the control of the Zombie Player (unless the Hero was killed by an *Explosive*, in which case there is not enough left of them to become a Zombie Hero). This rule is referred to as ***Always Zombie Heroes***. Zombie Heroes are covered in greater detail on page 17.

The Hero Player that controlled the killed character may immediately draw a new Random Hero from the unused Hero Character Sheets to enter play. This rule is referred to as ***Heroes Replenish***.

(Note - Always Zombie Heroes and Heroes Replenish were optional rules in the original Last Night on Earth, but are now intended to always be used in all Scenarios. Because of this, both Heroes Replenish and Always Zombie Heroes are listed on all of the Timber Peak Scenario Cards in the Scenario Special Rules list at the top).

When a new Hero enters play mid-game, 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 with a bonus free Hero



Card, or in any space of a Random Building (without a 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.

A Hero entering play mid-game like this does not participate in the current Phase of the turn. Once the current Phase 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 Phase, the new Hero that enters play does not need to Fight any Zombies during the current Zombie Turn.

When a Zombie Hero is killed, it is removed from the board (and removed from the game). It is not placed in the Zombie Pool.

PLAYING EVENT CARDS AND TIMING

Event cards (whether Hero or Zombie) should be fairly clear as to when they can be played. Cards listed as *Play Immediately* should be played as soon as they are drawn. Some other cards say to 'play at the start of a Turn'.

'Start of the Turn'

The Start of a Turn is defined as:

Any point up until the first model moves in the *Move Zombies* Phase or takes a Hero *Move Action*.

Thus, in the Zombie Turn, Moving the Sun Track marker, Drawing Zombie Cards, and Rolling to Spawn New Zombies are all considered part of the 'Start of the Turn'. And in the Hero Turn, the 'Start of the Turn' lasts until the first Hero is Activated and either Moves or Searches as part of their Move Action.

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 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.

Using Cards and Abilities

Unless stated specifically otherwise, cards and abilities may always be used or played after the fact to alter the results of a roll, Fight, etc. The only exception to this is that a card may NOT be canceled after it has already caused dice to be rolled (or Re-rolled).

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. If a card marked **Remains in Play** is canceled, any markers on the board placed by that card are also removed.

As noted above, a card may not be canceled after it has already caused dice to be rolled or Re-rolled.

If a Fight is canceled, the Fight immediately ends without being Resolved. There is no winner or loser of the Fight.



ROLLING A RANDOM BUILDING OR RANDOM HERO

Frequently a player will need to roll a **Random Building** or a **Random Board Section**. To do this, roll a die and look at the arrows arrayed around the edges of the Center Board. This roll determines the random L-shaped Outer Board Section. If looking for a Random Building, roll another die. Each building on the board section has a set of numbers in one corner. The building number that corresponds to the second die roll is the Random Building.

Note that if the initial roll is 1, it is Hero's Choice, while if it is 6, it is Zombie's Choice as listed on the Center Board. This allows the Heroes or Zombies to choose the Random board section or specific building. Only a building with a 'random number' set may be chosen as a valid target.

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

When a Random Hero needs to be determined, shuffle up the Hero Character Sheets of all Heroes currently in play and draw one.

WINNING THE GAME

When one side completes their Objectives as listed on the Scenario Card (Heroes or Zombies), they win and the game immediately ends. It is now time to feast on the hapless humans, or to breathe a sigh of relief as the Zombie horde begins to fall apart.

In addition to the normal Objectives in any Scenario (unless specifically stated otherwise), the Zombies automatically win the game if:

- They kill 4 Hero characters.
- They discard the last Hero Card from the deck.

RUNNING OUT OF CARDS

If the Zombie Deck ever runs out of cards, simply reshuffle the discard pile to reform the deck. Unlike the Zombies, if the Hero Deck runs out of cards, the Heroes do NOT get to reshuffle. Also as noted above, the Heroes automatically lose if the Zombies discard the last Hero Card (or try to discard a Hero Card while there are none remaining).

ADVANCED ELEMENTS

The following section covers some of the more advanced aspects of the game that are not part of the main game flow, but will still likely crop up during most games.

SCENARIO SEARCH ITEMS

Some Scenarios have **Scenario Search Items** listed at the bottom of the Objectives text box. 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.

Scenario Search Items and Starting Cards

Occasionally Heroes will get one or more of the Scenario Search Items for the Scenario in their starting Cards (for not having their Start Location on the board, etc). If a Hero gets a Scenario Search Item (or a card that lets them take a Scenario Search Item from the deck such as *Hopeful Discovery*) in their starting cards, they must shuffle it back into the deck and draw again. If one of them is drawn a second time as part of the re-draw, the Hero may keep it is normal.

ZOMBIE HEROES

When a Hero is killed, they will be turned into a Zombie Hero controlled by the Zombie Player. Place a Zombie Hero marker under the playing piece to remind everyone that the model is now a filthy Zombie.

The Zombie Player who killed the Hero gains control of the newly formed Zombie Hero (Zombie Heroes DO count when determining how many Zombies you have on the board).

Zombie Heroes work just like normal Zombies with the following exceptions:

- Zombie Heroes move D3 spaces instead of just one.
- Zombie Heroes also have a number of Health boxes equal to what the Hero had when they were alive.
- Note that Zombie Heroes do NOT retain any of the Hero's special abilities, Upgrades, or Items, and are never considered to be a Hero in any way.

If a card used on a Zombie Hero says that the Zombie is 'Killed', automatically fill all of their remaining Health boxes with Wound markers.



EXPLOSIVES

One of the more powerful types of Items that Heroes can find are **Explosives**, such as *Crate of Dynamite* or *Fuel Can*. These can be very powerful, but usually require other cards to make them work (usually a **Fire** Item like *Lighter* or a *Survival Torch*).

Crate of Dynamite

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

Fuel Can

Fuel Can allows a Hero to place Gas Markers on the board while moving, which can then be blown up in a massive explosion. Gas Markers work as follows:

Gas Markers

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

Any Zombies or Heroes in the space are immediately Killed; any in adjacent spaces are Killed on the roll of 3+. Then, remove the Gas Marker from the board and place a Fire marker in the space, which immediately spreads twice (out of the normal Turn Sequence).

FIRE

Fires often break out and spread around the board causing havoc. At the end of each Zombie 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 are one or more Fires on the board.



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).

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).

There may never be more than one Fire marker in a single space.

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 or Zombie Turns, or if existing Fires spread during the Fire Phase itself.

Hero Fire Items

Any Hero Item with the Keyword **Fire** may be discarded by a Hero in their Ranged Attack Phase to automatically start a Fire in an adjacent space. This is a good way to attack a group of Zombies 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 from the 'Hero Pack 1' Expansion*) may NOT 'discard' their ability in this way.



Damage From Fires

Anytime a Fire starts in a model's space, or when a model 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, 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 4, part of them simply catches fire or burns off. They don't really notice).*

So for example, if a Zombie moved into a space with a Fire marker, it 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.

The Fire Phase

In the Fire Phase, the Zombie Player should roll a D6 for <u>each</u> 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 Roll	Effect
1	Fire Goes Out.
2 - 4	No effect.
5 - 6	Fire Spreads.

Fires Going Out

When a Fire Goes Out, simply remove its marker from the board.

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 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).

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 Players may choose which of the possible squares the 'New' Fire is placed in.

Fire Limit

There may never be more than 8 Fires on the Board at any time (there are only 8 Fire markers in the game). If all 8 Fire markers are already on the Board and a 'New' Fire needs to be placed, the Player who started the 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 Players always choose which Fire marker is removed if this occurs during the Fire Phase.

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).

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. This helps to avoid confusion later when the Fires start to spread out in Random directions.

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.

Explosives and Fires

If a Hero has an **Explosive** Item with a Ranged Attack that requires a **Fire** Item to use (such as Dynamite), 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.

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).



DESTROYED BUILDINGS

Sometimes an entire building will be destroyed. When this happens, place one of the large circular counter (Lights Out / Taken Over) face down in the building to show that it is destroyed. No models may enter a destroyed building. 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). Any Zombie in a building when it is destroyed is automatically crushed (Killed). If the building destroyed had any cards or Fires played on it, they are discarded. If the building was part of an objective, roll a new **Random Building** for that objective. Fires may not start or spread into a destroyed building.

ROAD OUT OF TOWN

There are two different L-shaped Outer Boards with a *Road Out of Town* space on them. Multiple Heroes (specifically the Woodinvale Survivor Heroes) start at the *Road Out of Town* space. If both of these are on the board, each of these Heroes may choose which space they start in.

Also note that although the artwork shows an extended road, only the space actually named is considered to be the *Road Out of Town* space.

EXPERIENCE SYSTEM

One of the new aspects introduced in *Timber Peak* is the Experience System. This allows the Heroes and Zombies to gain experience during a game (marked by Experience Tokens) and get Upgrades along the way.

Gaining Experience

A Hero gains 1 Experience Token any time they do a Wound to a Zombie. Place an Experience Token on that Hero's character sheet.

The Zombies gain 1 Experience Token any time they do a Wound to a Hero. 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(s). If there is more than one Zombie Player, they share a single pile of Experience.

Wounds that are prevented, in any way, cancel any Experience Token that the Hero/Zombies would have gained. There is no limit to the number of Experience Tokens a Hero/Zombie may gain during a turn, and no limit on how many they can have at a time.

Note that no Experience Tokens are gained by an individual Hero for Wounds done indirectly to Zombies (using cards such as *Miles, the Blast Miner* or if a Zombie moves itself into a Fire marker). At the same time, the Zombies do not gain Experience for Heroes doing Wounds to themselves (such as blowing themselves up with an Explosive or using an ability that requires taking a Wound).

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 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).

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**. 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.

Hero Upgrades are NOT considered Hero cards and may not be affected or canceled as such.



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.

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.*

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.

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.

Just like Hero Upgrades, Zombie Upgrades are NOT considered Zombie cards and may not be affected or canceled as such.

Experience Tokens and Other Abilities

Some abilities or cards require the Hero or 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.

INFECTED MARKERS



Sometimes a card will call for an Infected marker to be placed on a Hero. This is not good for the Hero. It basically means that they have been infected by the Zombie plague. Place an Infected marker on that Hero.

> From now on, anytime the Hero 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. *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.*

Also, a Wound caused by the Infected marker DOES NOT trigger an additional roll.

In addition, if a Hero ever has 2 Infected markers at the same time, they immediately become a Zombie Hero.

There are not many ways to remove an Infected marker, so once a Hero has one, their days are likely numbered!



THE RADIO STATION

Some Scenarios use the Radio Station side of the Center Board. Where this is the case, it will be listed in the Scenario Special Rules at the top of the Scenario card. 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.

The Radio Station is actually 2 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.

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

The Radio 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.

Starting in the Radio Station

When a Hero's Start Location is not on the board (or when a Hero is entering play mid-game), they normally have the choice to start in the center space of the Town Center board with a free Hero card, or in a Random Building with no free card. When the Radio Station board is in play, this choice instead becomes starting in a Random Building, or in any space of the Radio Station (either building). No free Hero card is drawn for either choice.

Corner Wall



You will also notice that there is a special little 'plus-shaped' wall in one half of the Radio Station. This is a Corner Wall. It does not have any doors associated with it and is only there to block Hero movement diagonally across it. It has no effect on Line of Sight or Zombie movement. This Corner Wall simply represents a large pillar in the middle of the building.

Radio Station 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). To the right is a diagram that shows the various thematic rooms of the Radio Station. These are **Reception**, **Break Room**, **Sound Booth**, **Weather Room**, and **Storage**.

This diagram also 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 independant of one another, and are considered two separate buildings in every way.



TREES

Another 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 from moving diagonally through them. They DO NOT block Line of Sight or Zombie movement in any way.

SCENARIO SPECIAL RULES

Some Scenarios in *Timber Peak* use one or more of the following Scenario Special Rules. These are listed in red text at the top of the Scenario Objectives box on the Scenario Card and are a convenient way to standardize recurring special rules as well as to make it easier for players to make their own new Scenarios.

Radio Station

Scenarios with this Special Rule simply use the Radio Station side of the Center Board instead of the Town Center side. The Radio Station is covered in detail above.

Heroes Replenish/Always Zombie Heroes

These are covered as part of the main rules (drawing a new Hero when a Hero is killed and dead Heroes always turning into Zombie Heroes). These are included in the Scenario Special Rules for players already familiar with the *Last Night on Earth* base game.

Zombies Auto Spawn

The Zombie Player(s) may ALWAYS Spawn new Zombies at the end of the Zombie Turn (during the *Place Newly Spawned Zombies* phase). Because of this, you may skip the *Roll to Spawn New Zombies* phase, as there is no need to roll.

Number Counters (8)



When a scenario uses the Number Counters (8) special Rule, take the number counters marked 1-8 and shuffle them up, placing them face down in 8 Random Buildings without looking (limit 1 per building). Note that in the *Radio for Help* Scenario, these are specifically placed 2 on each of the Outer Boards (a total of 8), rather than purely Random across the entire board.

These counters are on the entire building, not just a single space. A building with a number counter on it may NOT be Taken Over (Re-roll).

A Hero may give up their Search to reveal a number counter on the building they are in. The effects of a number counter when revealed should be described in the individual scenario they appear in.

Generators (X)



Some Scenarios use electric power Generators as objective points that the Heroes must protect, and that the Zombies want to destroy (*for some reason Zombies 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*).

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.

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.

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).

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

A Zombie in a space with a Generator, and no Heroes there, may attack that Generator during their *Fight Heroes* phase. The Zombie 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 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.

Generators do NOT get to roll any Fight Dice and can never hurt the Zombie that is attacking it.

Note that if there are any Heroes in the space with the Generator, Zombies there must Fight the Hero, not the Generator. Also note that the Zombies only Fight Generators in the Zombie's *Fight Heroes* phase, NOT during the Hero Turn.

Generators have 2 Health Boxes When a Generator has taken 2 Wounds, it is destroyed and removed from the board.

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.

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

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.

If a building itself is destroyed, any Generator in that building is also destroyed.



SCENARIO SPECIFIC NOTES

Learn to Survive

Learn to Survive is the most straightforward Scenario in *Timber Peak*. The Heroes and Zombies move their Track marker one step everytime 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).

Mountain of the Dead

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 turn (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).

Blow Up the Town

In this Scenario, the Heroes must find Explosives and then plant them in at least one building on each of the Outer Boards to blow up the town. 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.



Radio for Help

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 page 22 for diagram). The Generator must be placed in one of these 2 Sound Booth spaces.

Hero Profiles

Sheriff Anderson, Woodinvale 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.

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.

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.

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.

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.

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.

NOTES FOR COMBINING WITH OTHER EXPANSIONS

Last Night on Earth

There are a few tweaks to existing *Last Night on Earth* cards and rules when combining *Timber Peak* with the *Last Night on Earth* base game or other Expansions. The *Fire Extinguisher* Hero Item has the additional ability – 'Discard to remove any number of Fires from the same and/or adjacent spaces to the Hero.' (just like the copy of *Fire Extinguisher* from *Timber Peak*)

Also, while the Zombie Card *Heavy Rain* is in play, Fires will Go Out during the Fire Phase on the roll of 1 or 2 (instead of only on a 1).

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*.

Growing Hunger

When using the Free Search Markers from the *Growing Hunger* Expansion with the Radio Station board, one marker should be placed in each of the 'Rooms' of the Radio Station buildings (similar to the Manor House as described in the *Growing Hunger* rulebook).

Survival of the Fittest

When using the Grave Weapons from the *Survival of the Fittest* Expansion, Generators do NOT prevent a Zombie from having a Grave Weapon Spawned onto them (like nearby Heroes do).

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.

CLARIFICATIONS AND F.A.Q.

Q - Does a Fire inside a building negate the effects of Lights Out on that building?

A – No. Any benefit of being able to see slightly better where you are going is offset by the out of control blaze that is threatening to burn you alive.

Q - Are Zombies affected by Lights Out at all?

A – No.

Q - Can a Zombie play *Vicious Attack* to do an extra Wound to a Generator?

A – Yes.

Q - Can the Zombies play *Infected* on a Generator?

A – No... of course not. That would be silly.

Q - Does a Zombie moving with *Shamble* have to use the entire amount rolled?

A – No. 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.

Q - When playing the *Infected* card, do you get to roll for the Infected marker based on the Wound that gave you the marker?

A – No. The Hero doesn't get the Infected marker until the Fight has been resolved and any Wound already applied.

Q - Is a Ranged Attack considered a Fight?

A – No. Only hand-to-hand combat is considered a Fight.

Q - When using *Samantha, the Radio DJ* to shuffle the Hero discard pile back into the deck, does this include Samantha herself?

A – Yes. When played, the Samantha card is discarded, and then the discard pile is shuffled back into the deck.

Q - When *Miles, the Blast Miner* kills some Zombies, who gets the Experience for that?

A – No one does 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).

Q - What happens if *Unrelenting Attack* is played by a Zombie to let it Fight again after being fended off, but the Heroes play *Get Back you Devils* to kill the zombie?

A – The Zombie is killed and the *Unrelenting Attack* is wasted.

Q - Are all of the other Heroes from Woodinvale dead?

A – No. Some others made it out. Some did not.



CREDITS

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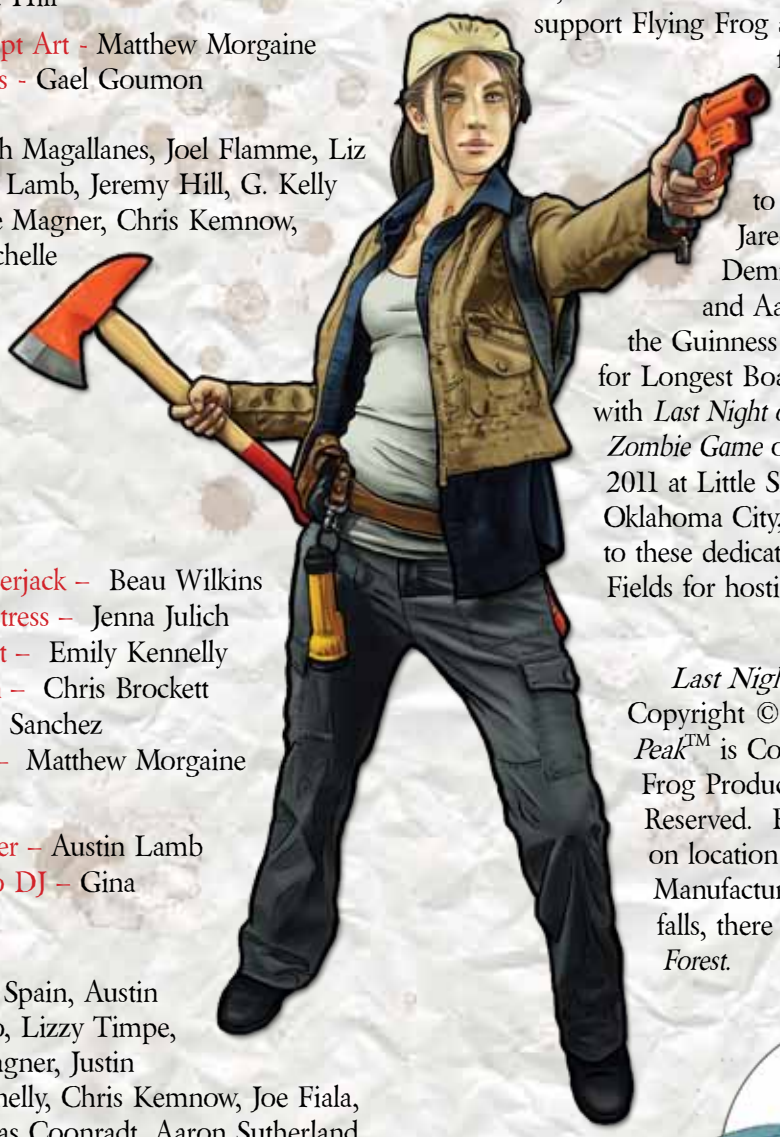

Cast

Heroes:

Ed Baker, Lumberjack – Beau Wilkins
Alice, Diner Waitress – Jenna Julich
Nikki, Bush Pilot – Emily Kennelly
Sheriff Anderson – Chris Brockett
Sally – Michelle Sanchez
Jake Cartwright – Matthew Morgaine

Townsfolk:

Miles, Blast Miner – Austin Lamb
Samantha, Radio DJ – Gina Corpening

Zombies:

Jeremy Hill, Liz Spain, Austin Lamb, David Peixoto, Lizzy Timpe, Amy Stone, Kate Magner, Justin Tidwell, Daniel Kennelly, Chris Kemnow, Joe Fiala, Joel McCone, Thomas Coonradt, Aaron Sutherland, and Mark Brown.

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GLOSSARY

Boost - An enhancement on a Hero Upgrade card.

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.

Combat Bonus: - A Hero Card's special ability for use during a Fight.

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, counts as **2** Weapon Items.

'Except during a Fight' - May be used between Fights.

Fended Off - If a Hero beats a Zombie in a Fight, but does not roll doubles. The Zombie is left in the space.

Fight - A single hand-to-hand combat between a Hero and a Zombie.

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.

Fire - 'New' - A Fire marker that has been created since the previous Fire Phase ended. Plain Fire side up (no arrows).

Hit - A single Wound caused to a target (usually from a Ranged Attack). Enough to remove a normal Zombie from the board.

Kill - Placing a Wound Marker in all remaining Health boxes of a target. This will usually defeat a Zombie Hero outright.

Pick Up: - The ability in certain Buildings to take a specific Item from the Discard Pile rather than draw from the top of the Hero Deck.

Scenario Search Items - Specific Cards or Card Keywords needed to win a Scenario.

Start of the Turn - Any time until the first model moves in the Zombie Move Phase 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**), and onto the image of the mountain on the horizon.

Wound - A marker placed in a Hero's Health box to show damage. One Wound is enough to remove a normal Zombie from the board.

Zombie Fight: Card - A Zombie Card used to gain a bonus during a Fight. Zombies are limited to one per Fight.

Zombie Hunger - Zombies must move into an adjacent Hero's Space and may not move away if already with a Hero.

Hero Upgrades

Cost **3 Experience Tokens** plus an extra **1 Experience Token** for <u>each</u> Upgrade the Hero already currently has.

Zombie Upgrades

Cost **3 Experience Tokens** each.

NOTES

Gas Markers



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

Any Zombies or Heroes in the space are immediately Killed; any in adjacent spaces are Killed on the roll of 3+. Then, remove the Gas Marker from the board and place a Fire marker in the space, which immediately spreads twice (out of the normal Turn Sequence).

Fire

Roll a D6 for any model when a Fire starts in its space, the model Moves into a Fire space, or if the model ends its Move in a Fire space. A Hero takes a Wound on the roll of 4, 5, or 6; a Zombie takes a Wound on 5 or 6.

Roll for each 'Existing' Fire during the Fire Phase.

D6 Roll	Effect
1	Fire Goes Out.
2 - 4	No effect.
5 - 6	Fire Spreads.

At the end of the Fire Phase, flip over any 'New' Fires.

Generators

A Generator has 2 Health Boxes.



A Zombie in a space with a Generator (and no Heroes there) during their *Fight Heroes* Phase may Fight the Generator as though it were a Hero. If at least one 5 or 6 is rolled, the Generator takes a Wound.

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

A building with a Generator in it ignores Lights Out and Taken Over markers.

A Generator is damaged by Fire on the roll of 5 or 6. Roll once when the Fire starts/spreads into its space and once at the start of each *Fire Phase*.

Infected



When a Hero has an Infected marker on them, any time they take a Wound, roll a D6. On the roll of 1 or 2, they take an additional Wound.

If a Hero ever has 2 Infected markers, they immediately become a Zombie Hero.

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