

# *Dead of Night*

## *Board sections - Rooms*

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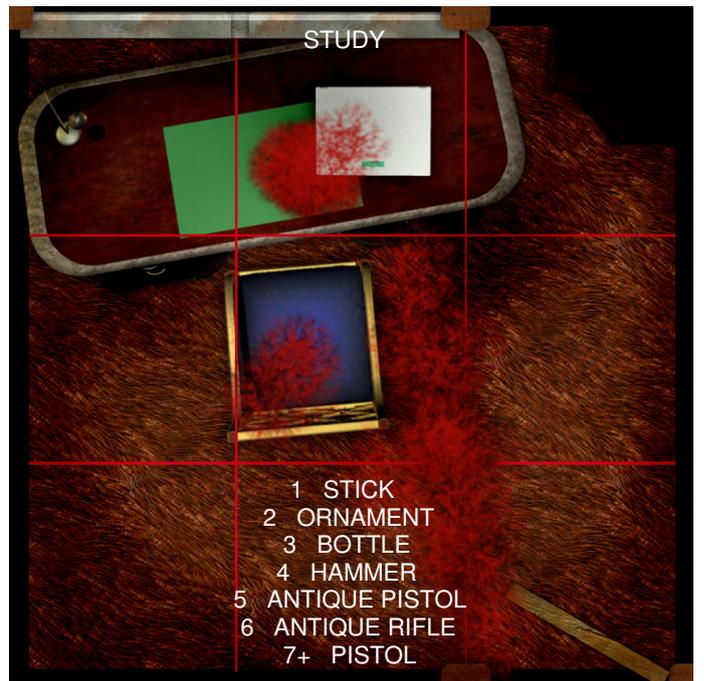
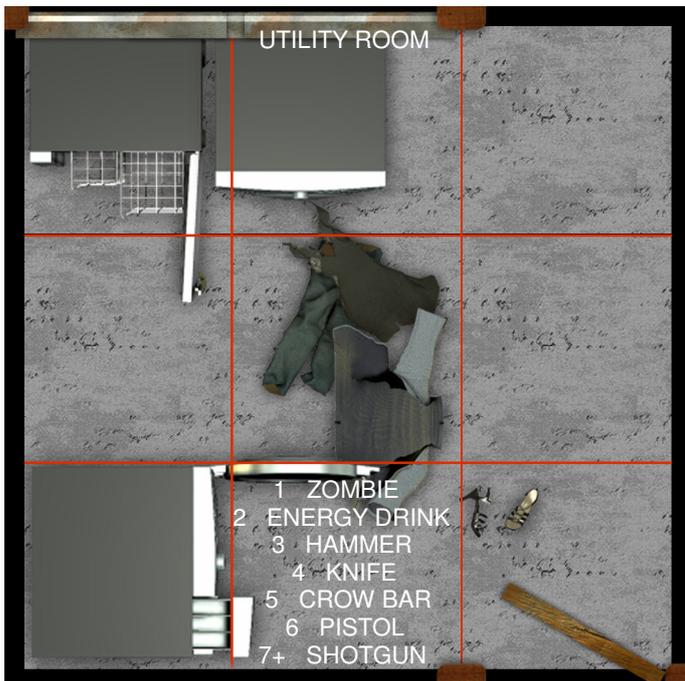
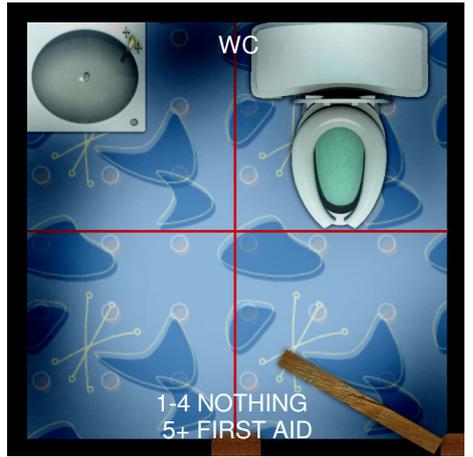
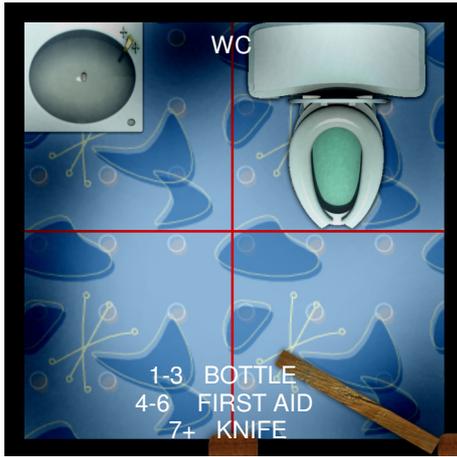
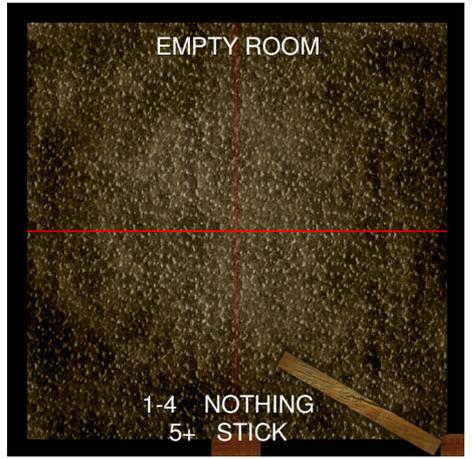
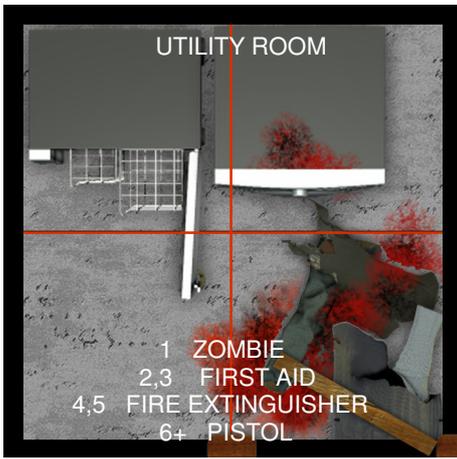
Print out these images on to stiff card, or onto paper which should be stuck to card.

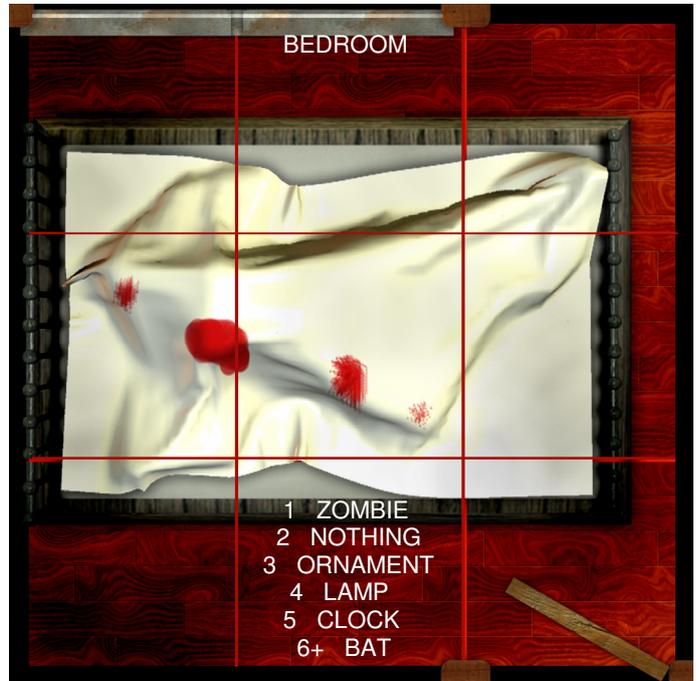
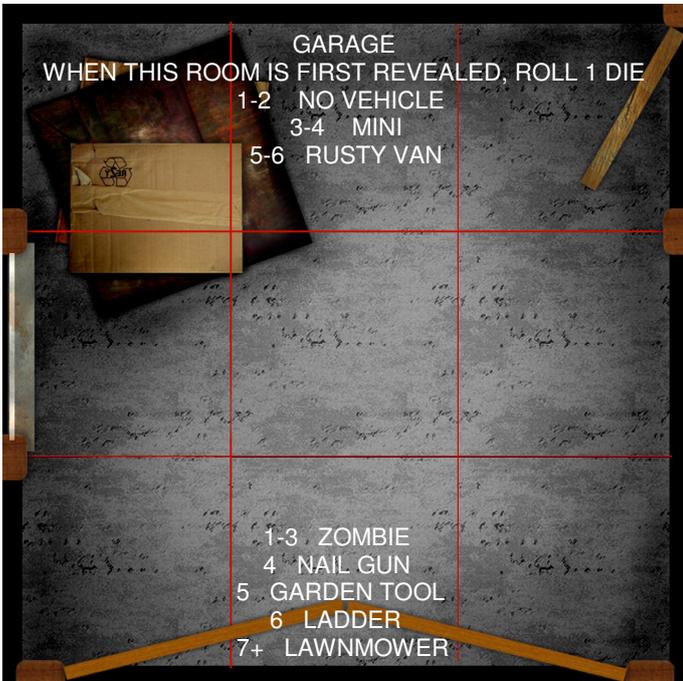
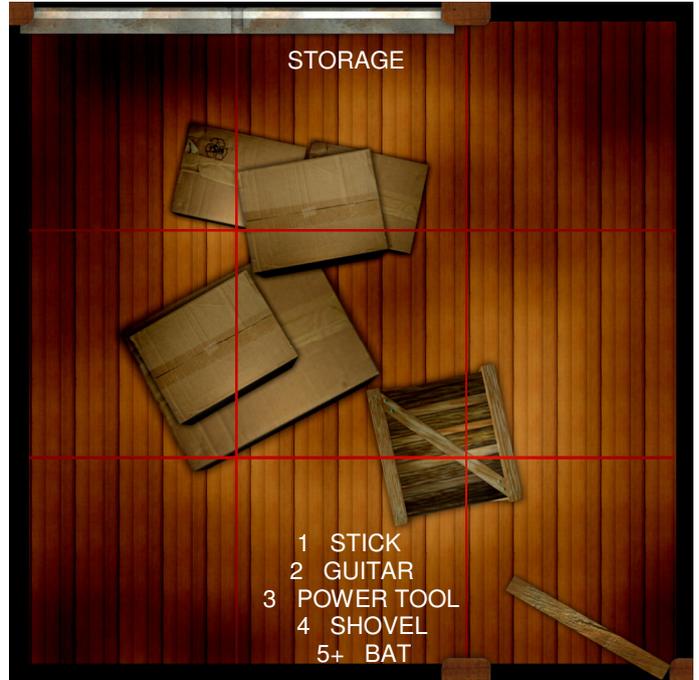
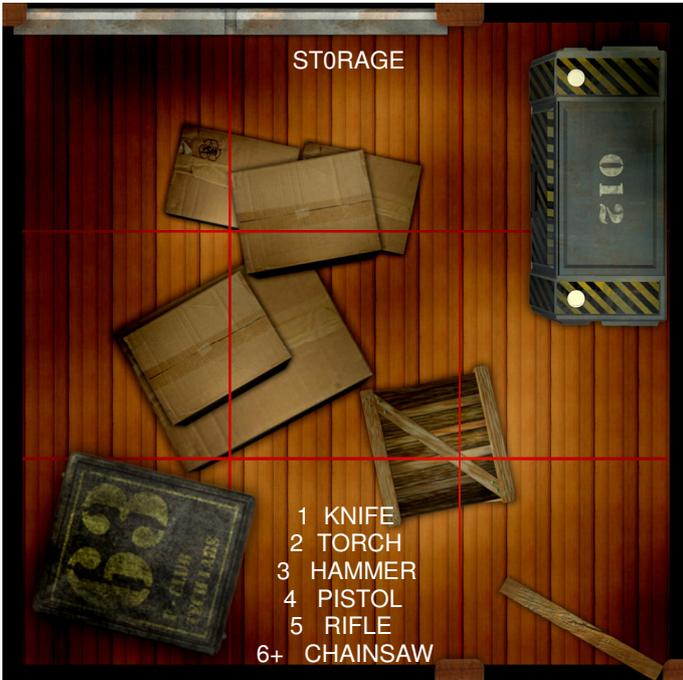
The rooms should be cut out individually. *If you are using the optional **room backing images**, follow the directions in that file for finishing the room tiles.*

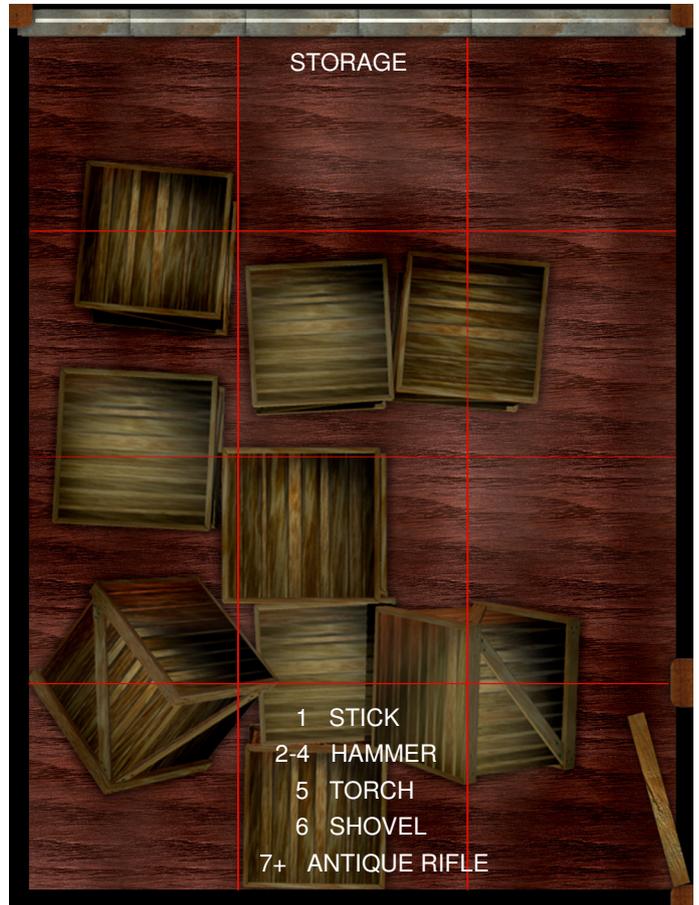
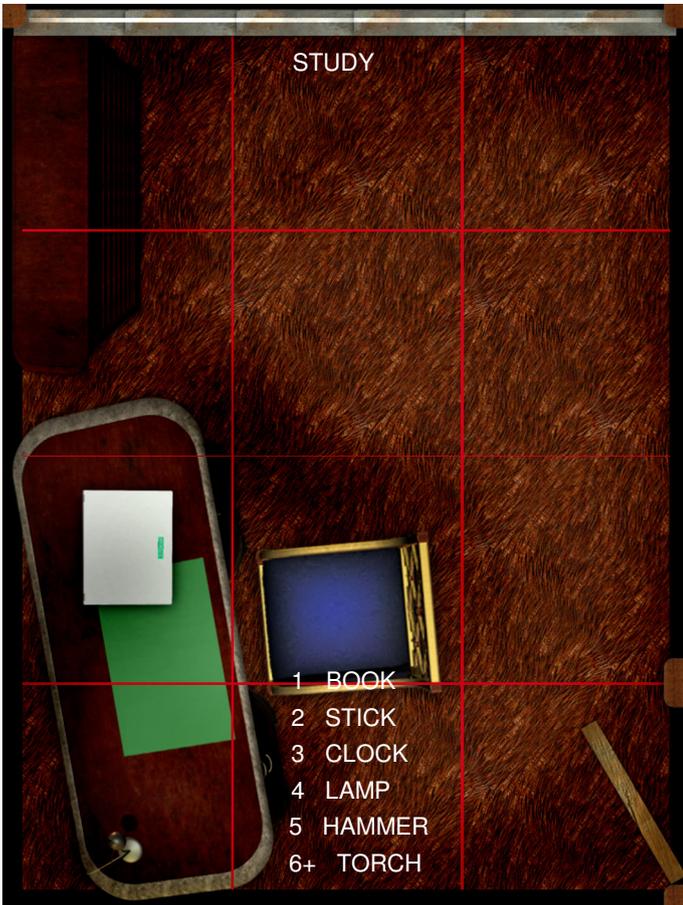
The scenario rules will show a map of how the rooms are to be placed on the board. Use the grass as the main board (to give a large exterior area), and place the rooms upon the grassy area as directed for the scenario. Any further floors used in the scenario should be placed next to the grassy area where all players can reach them. Ensure all players are aware of where upstairs windows are relative to the grassy exterior, in case anybody uses a ladder or jumps out of a window.

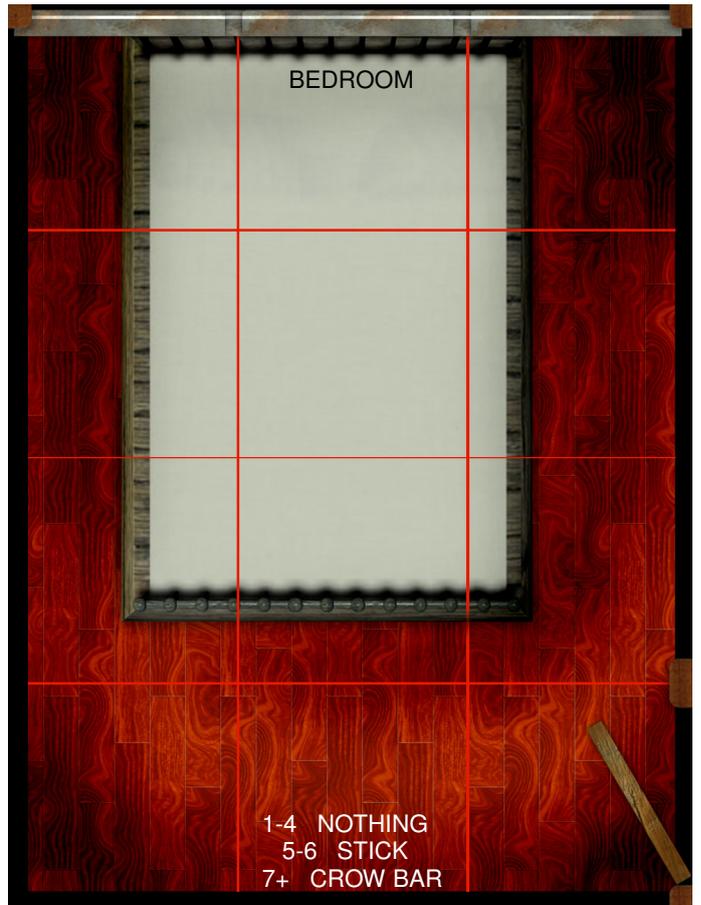
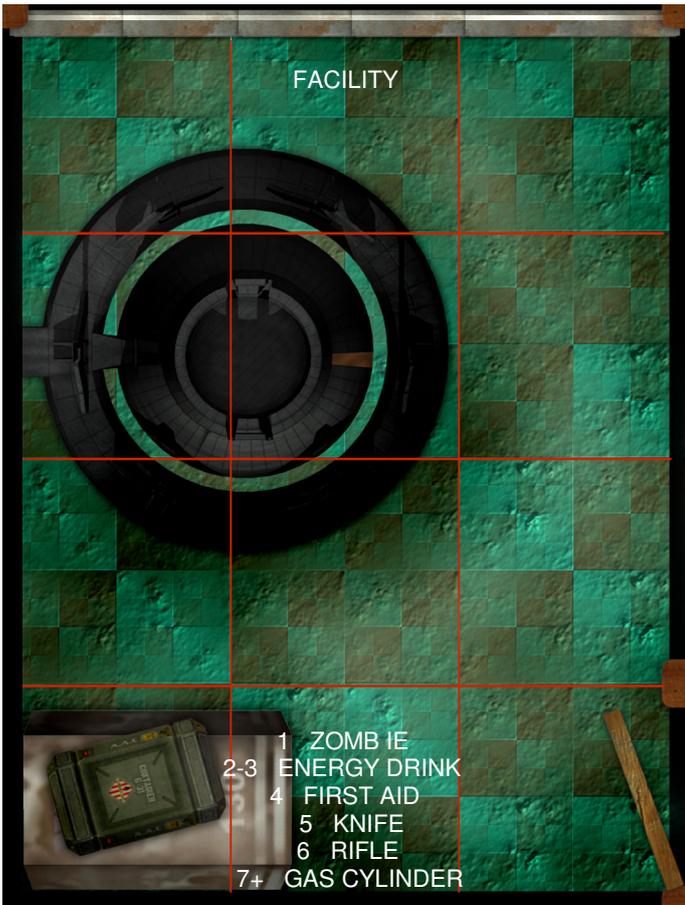
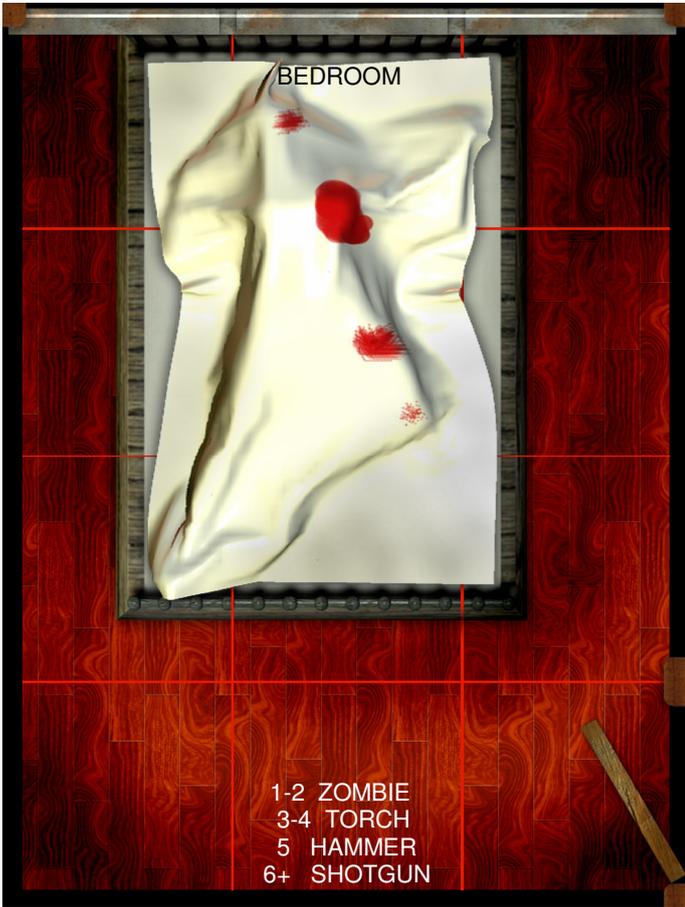
There are also some vehicle markers, a Generator, and a trap door for use during the game.

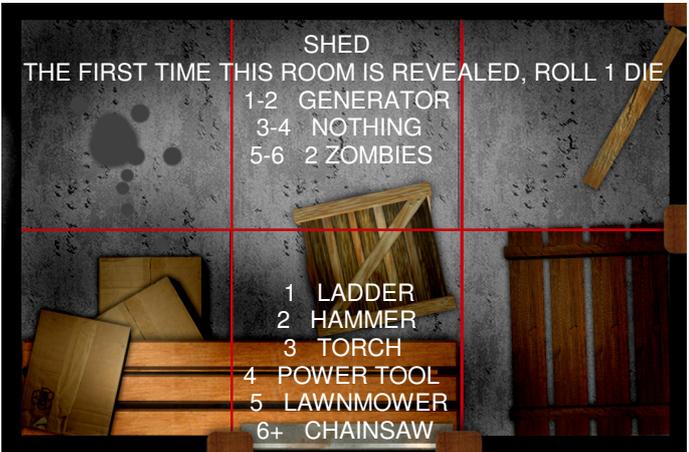
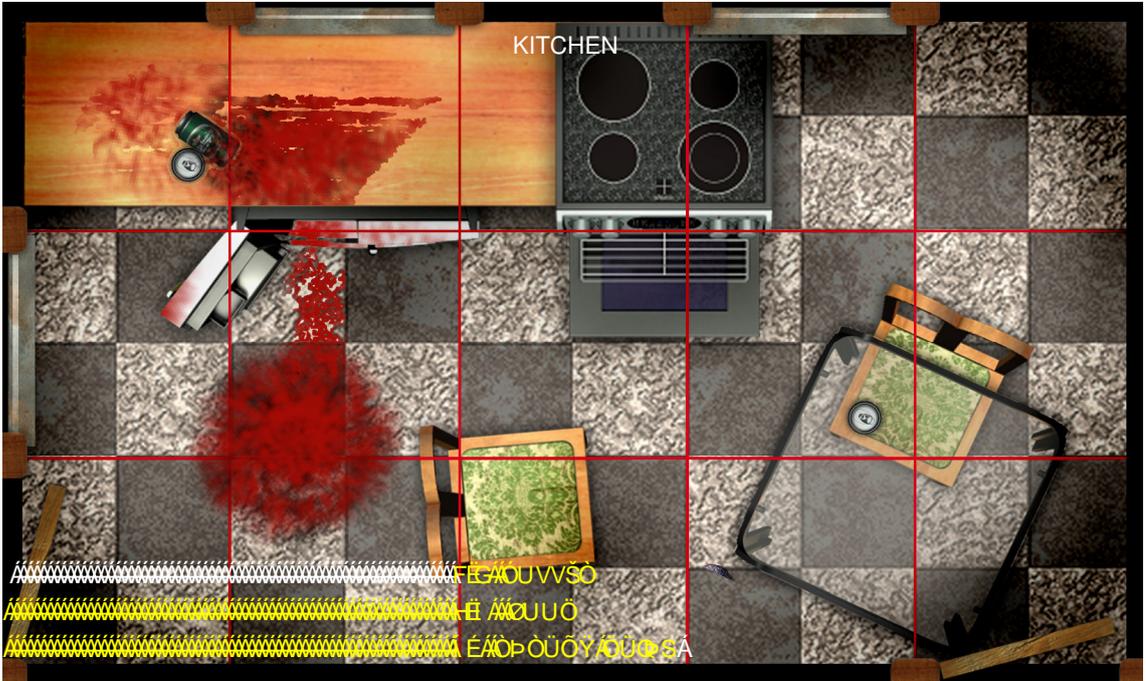
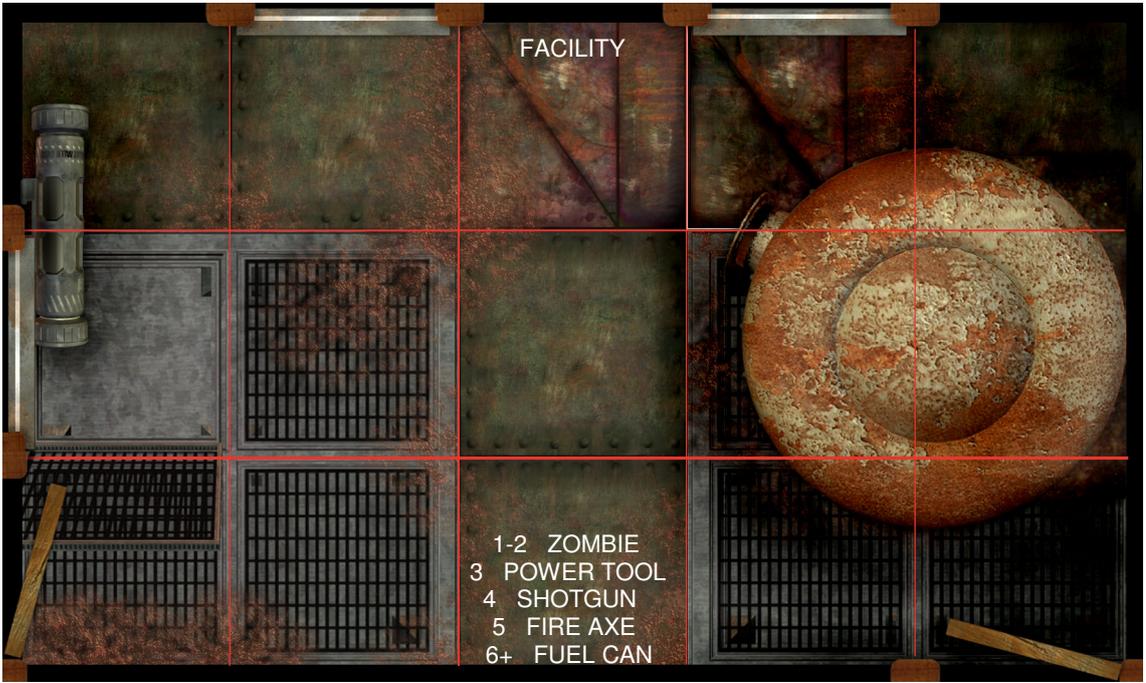


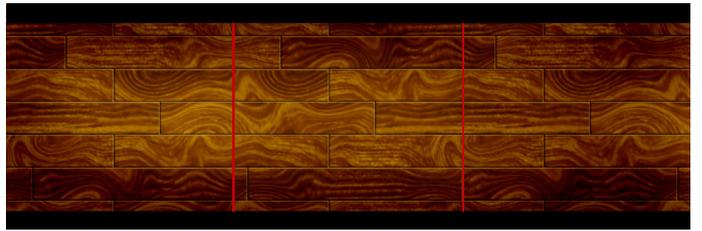
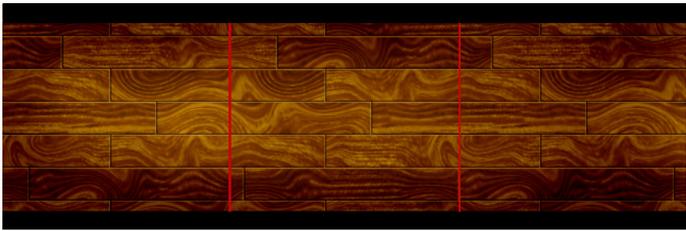
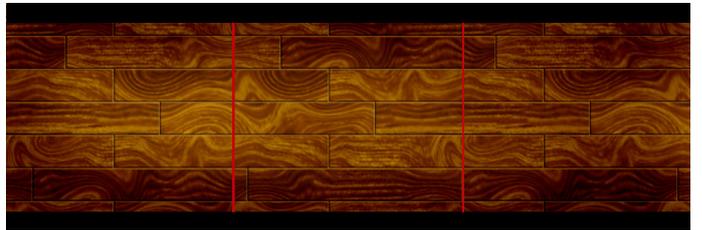
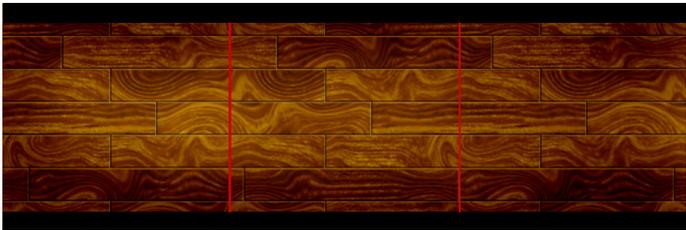
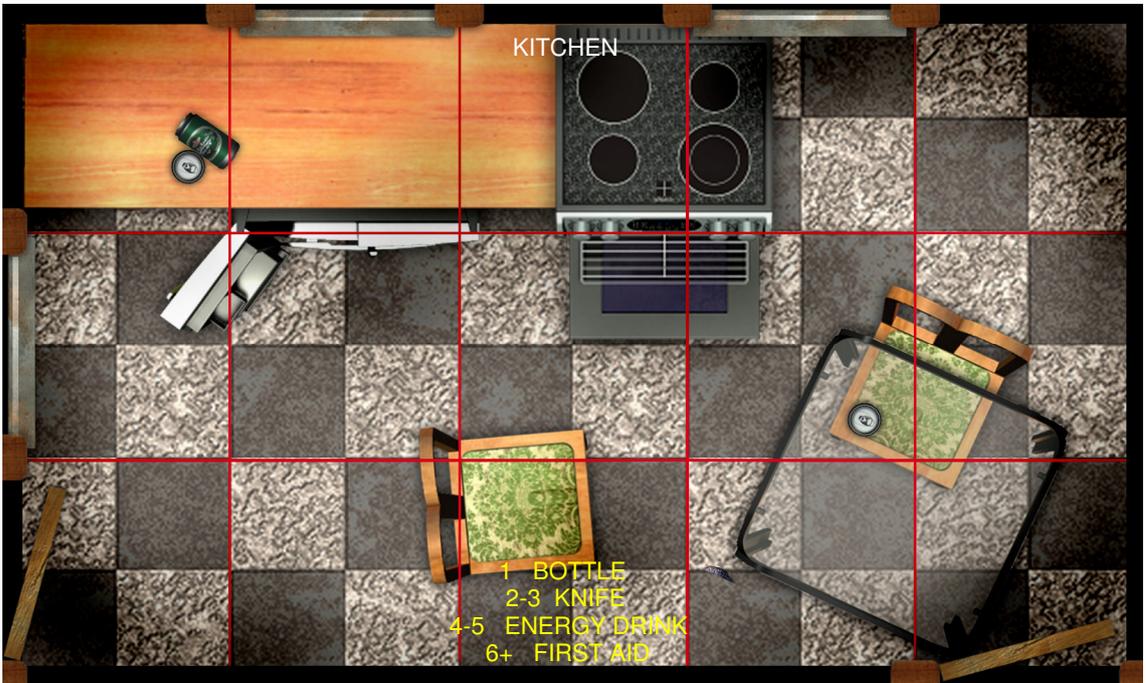
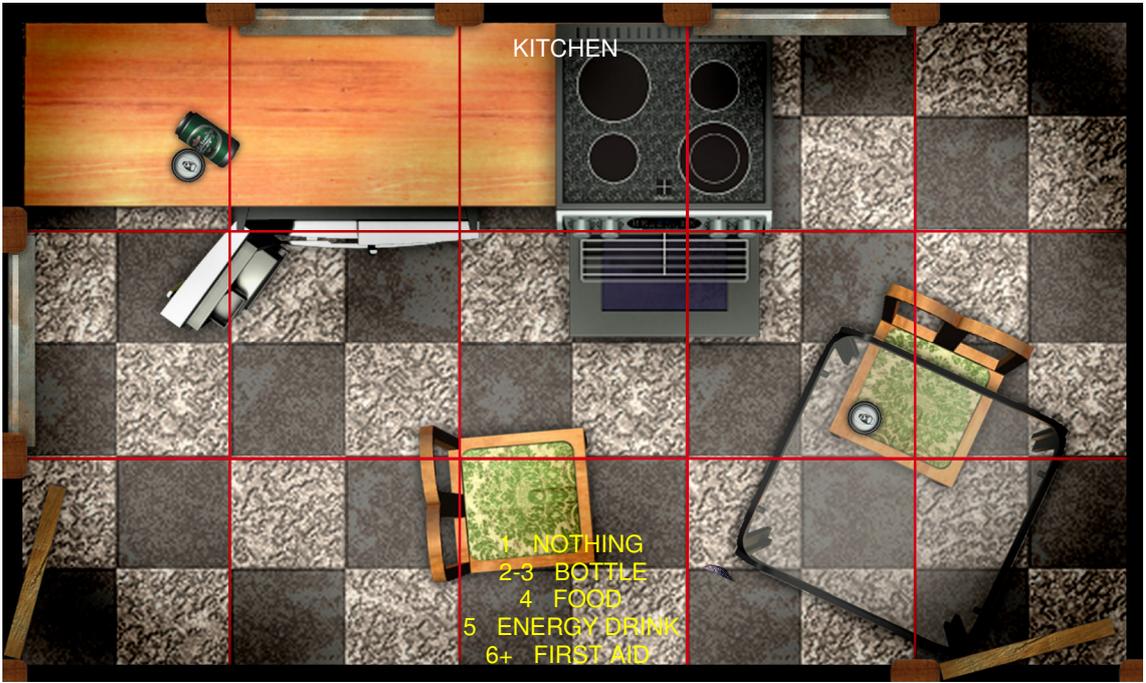


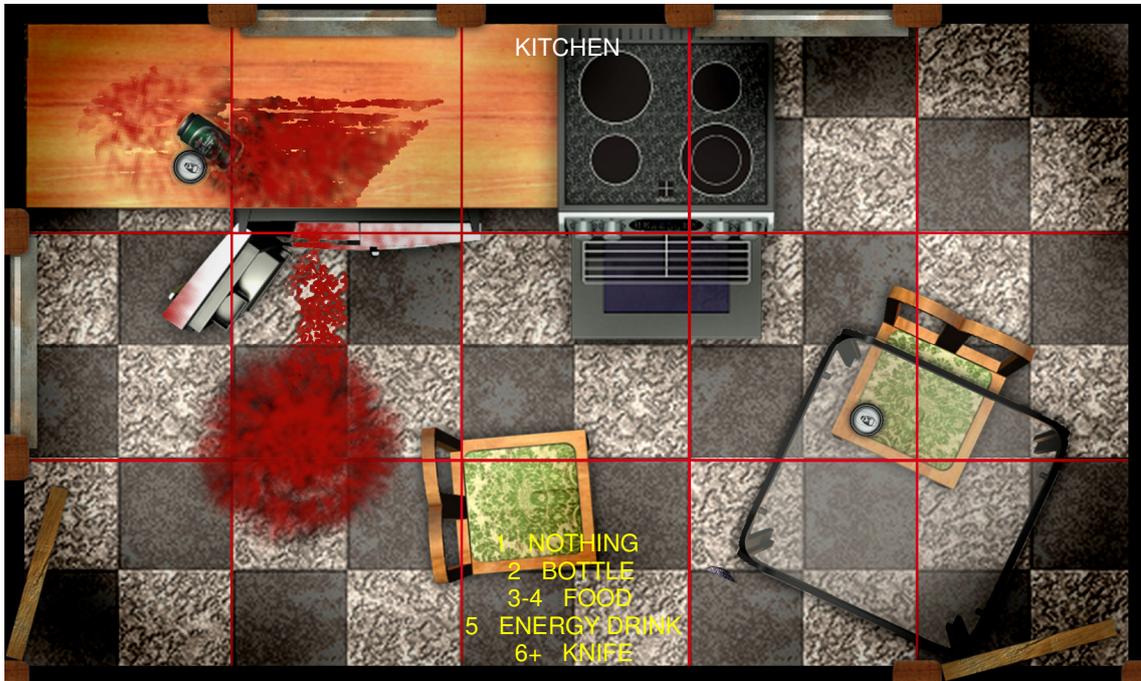
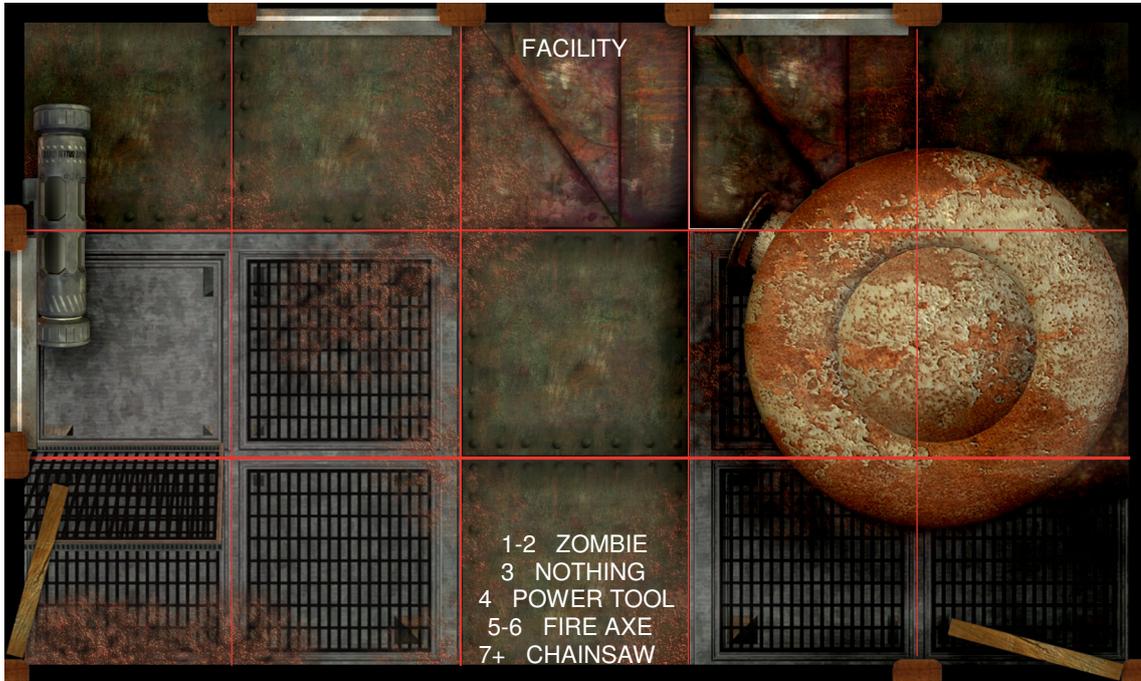


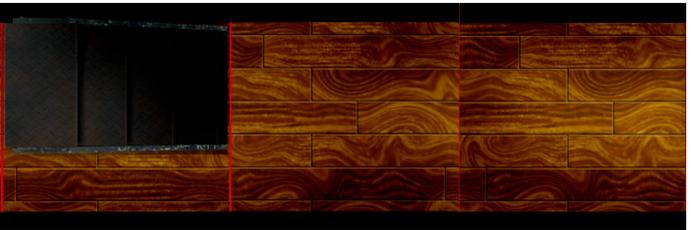
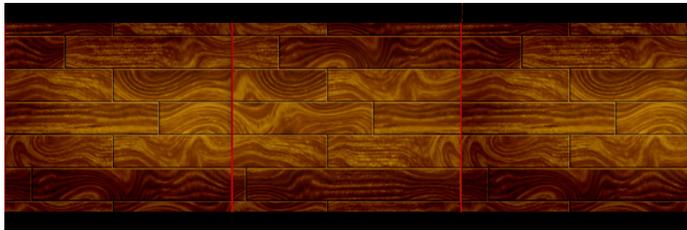
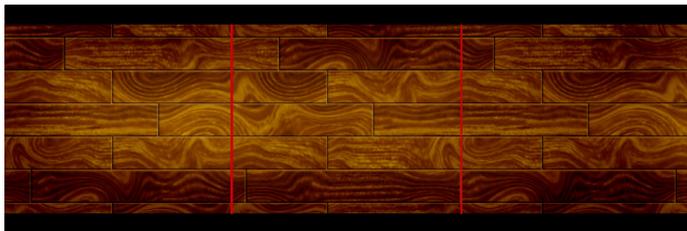


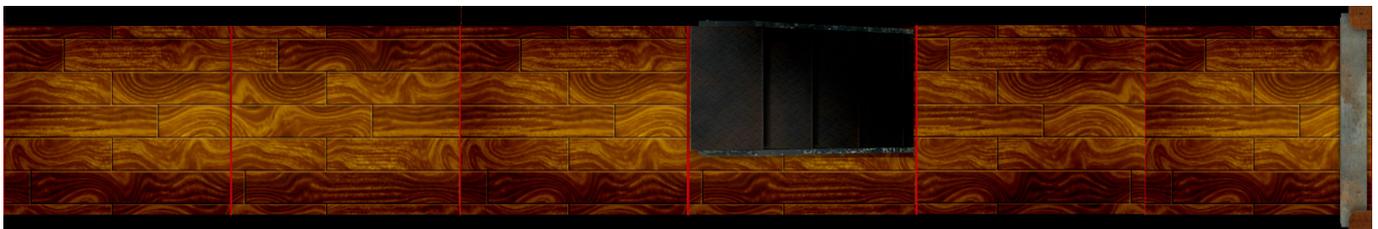
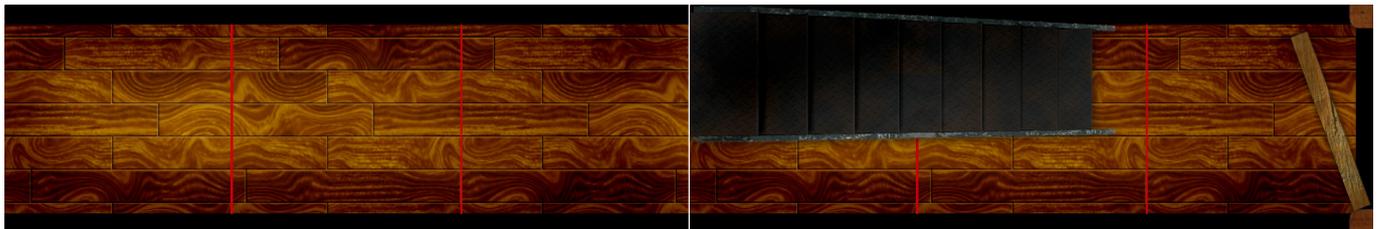
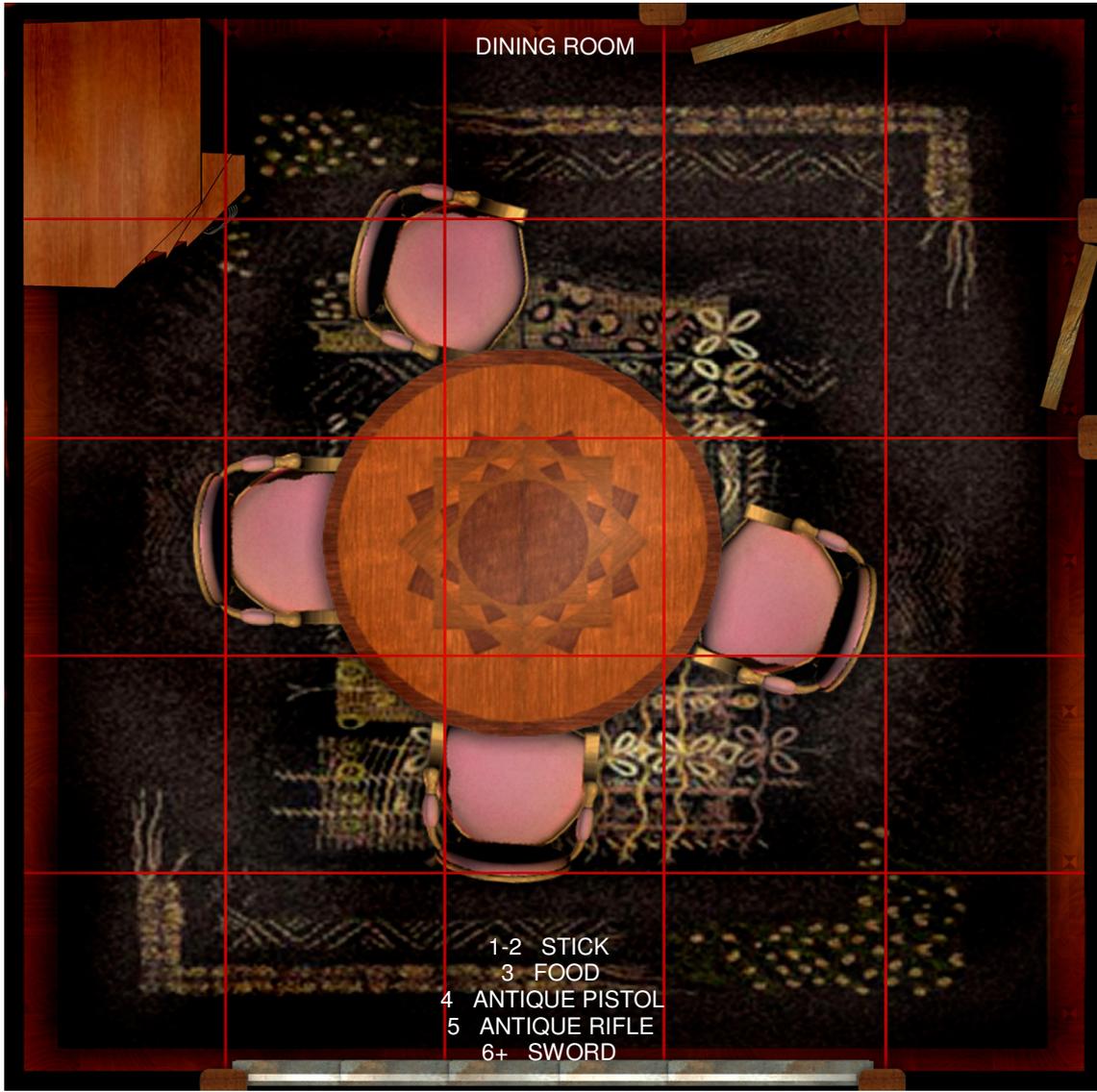


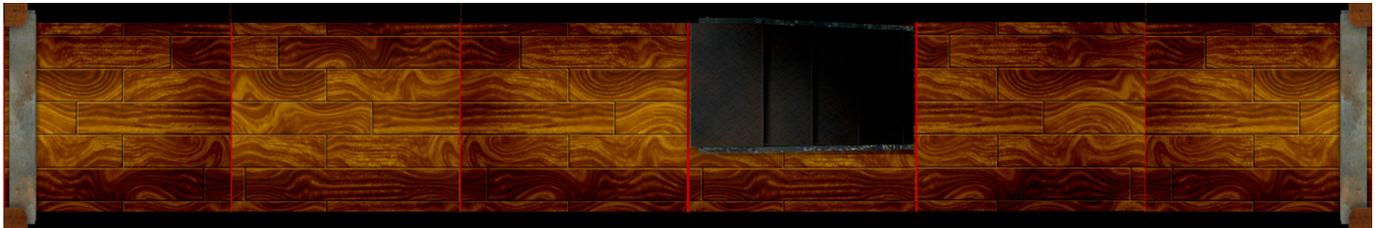
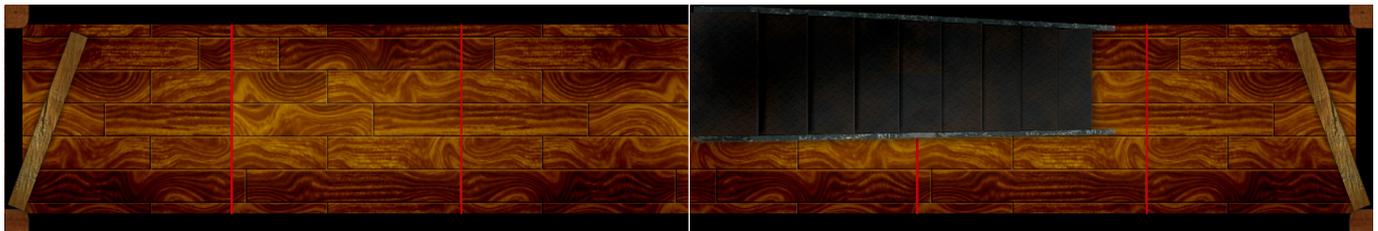
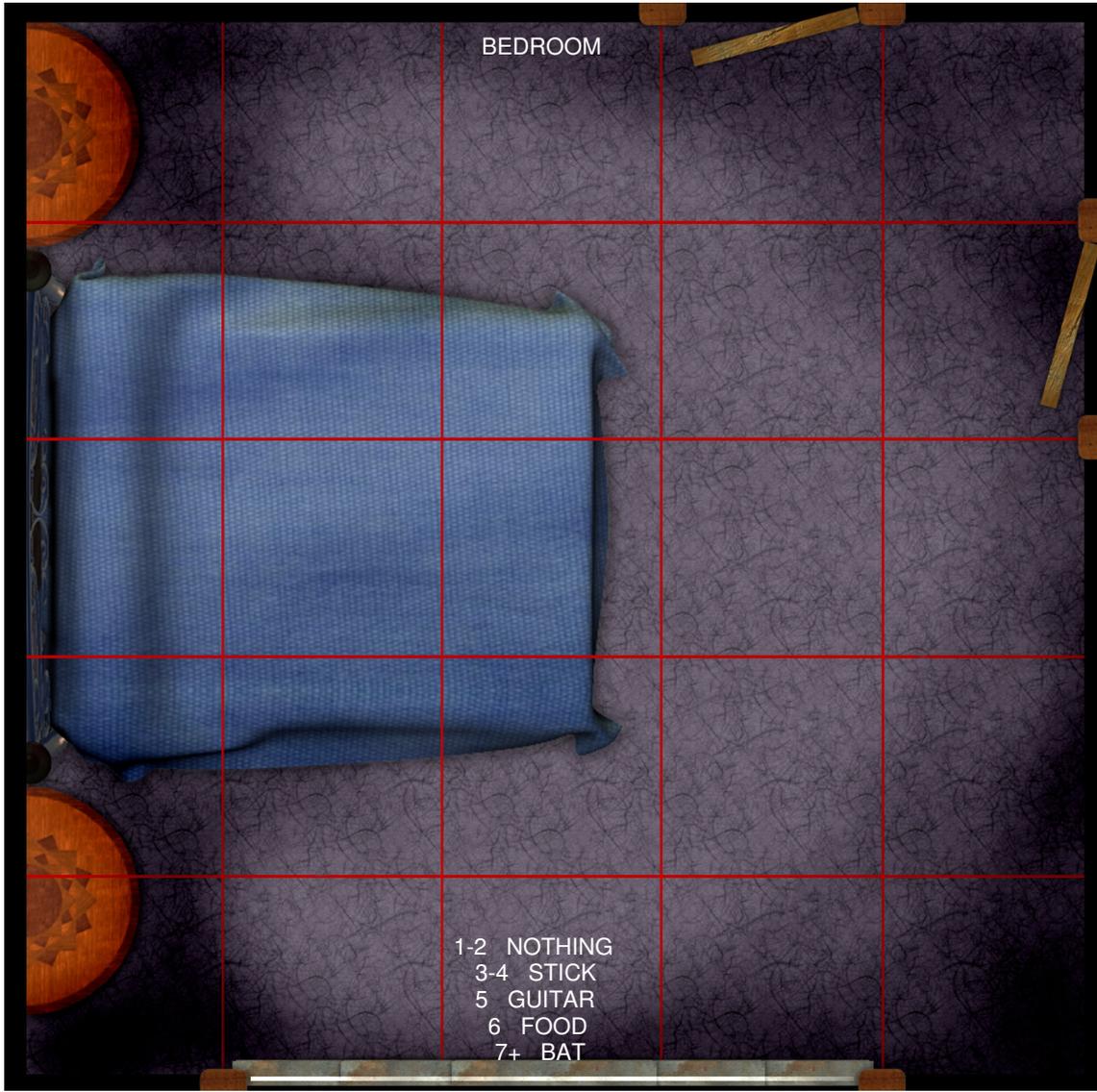


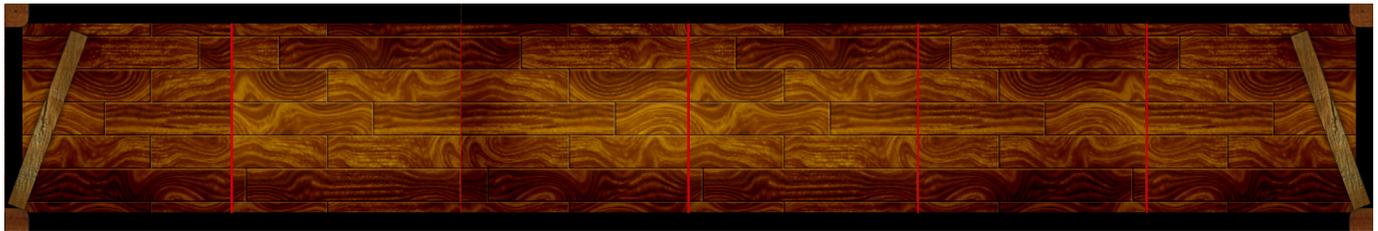
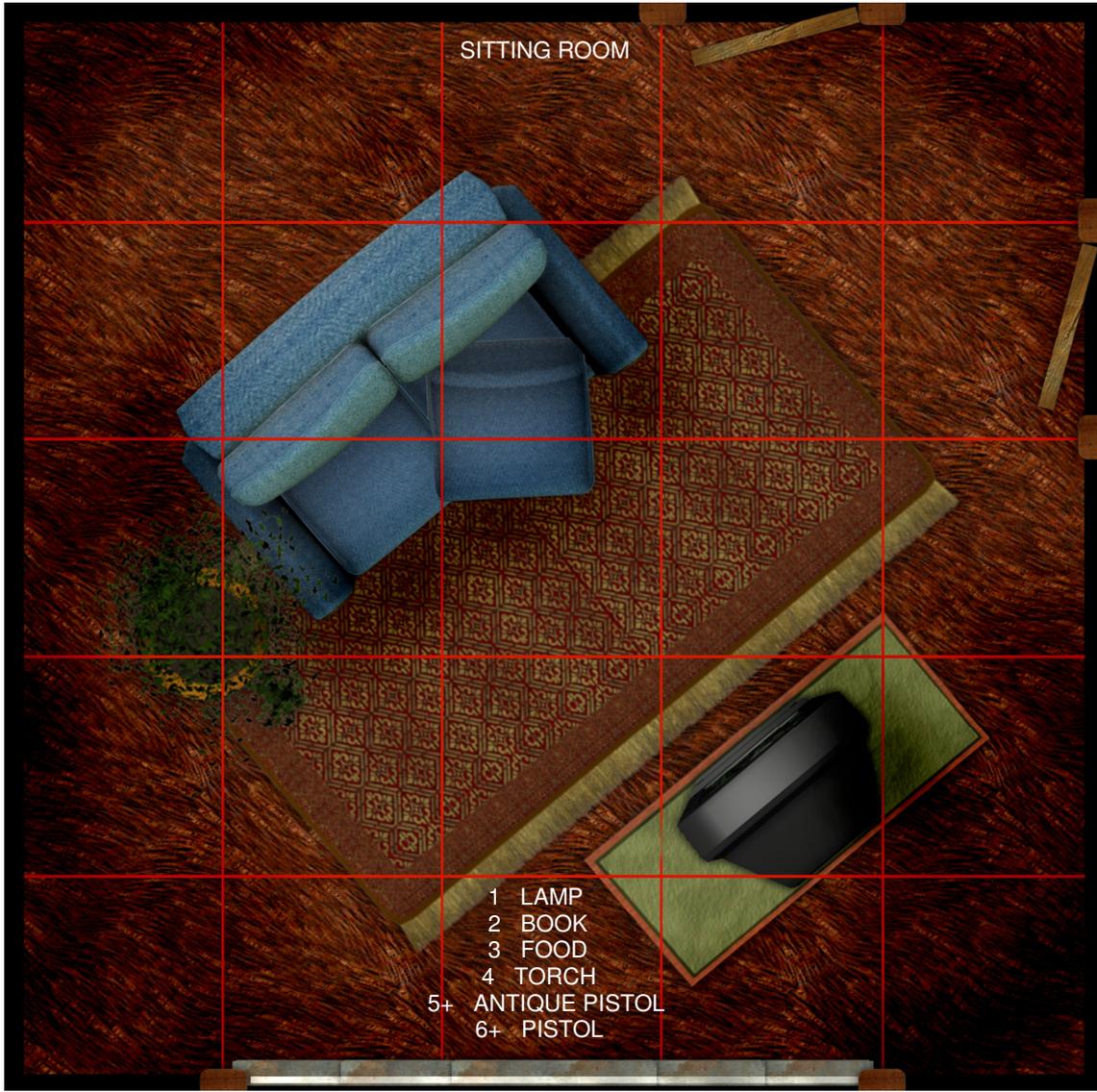


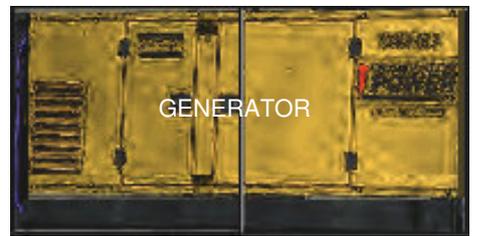
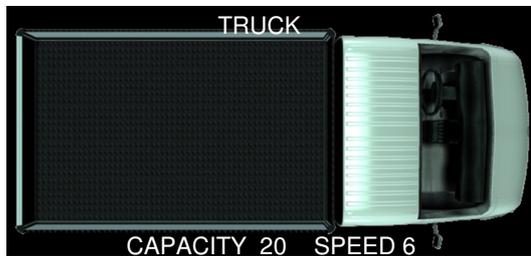
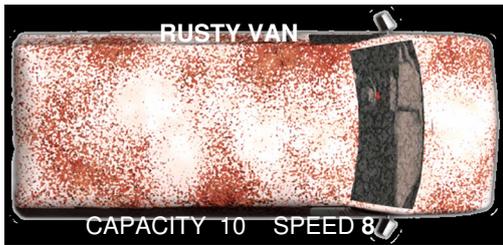
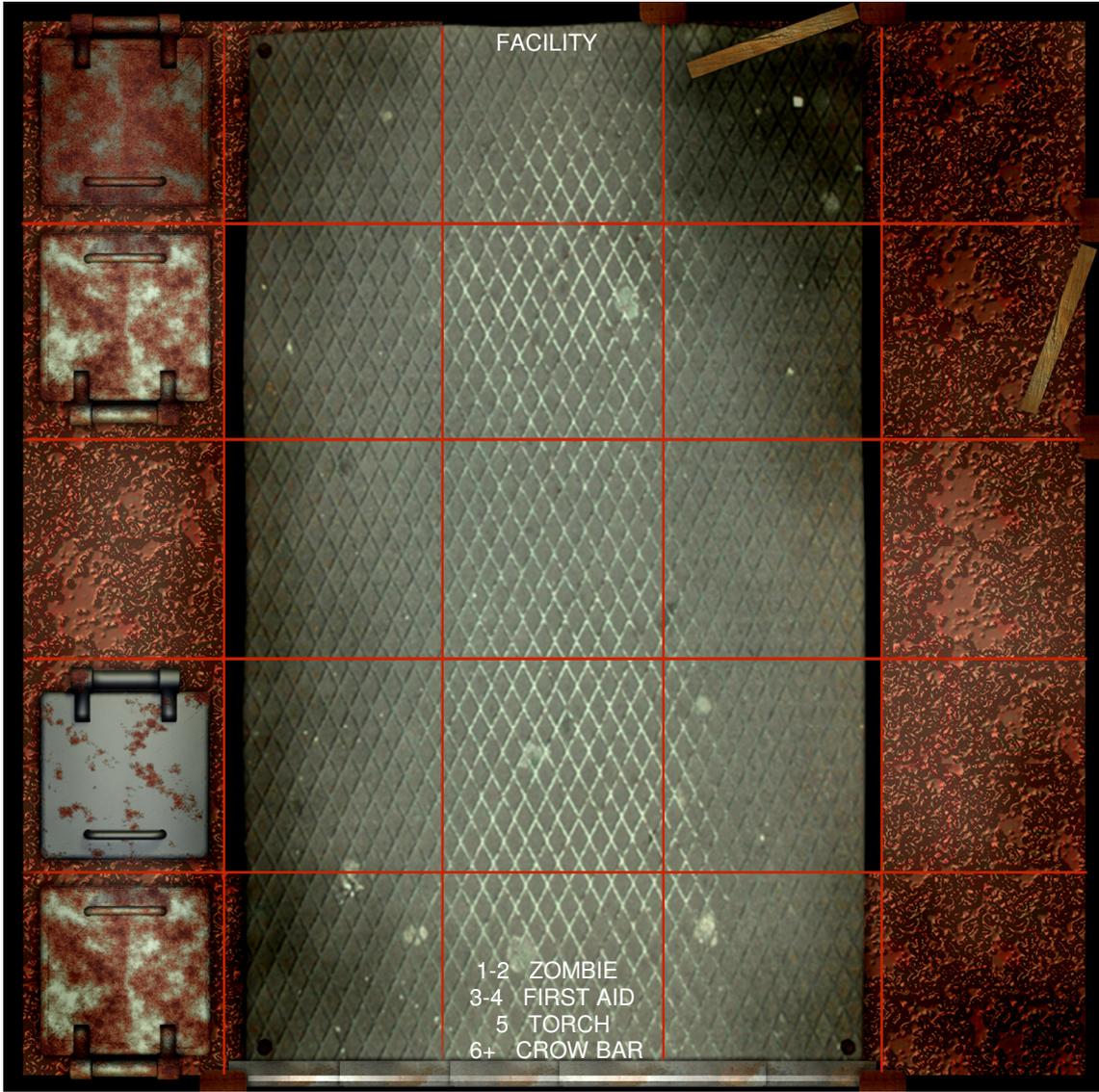


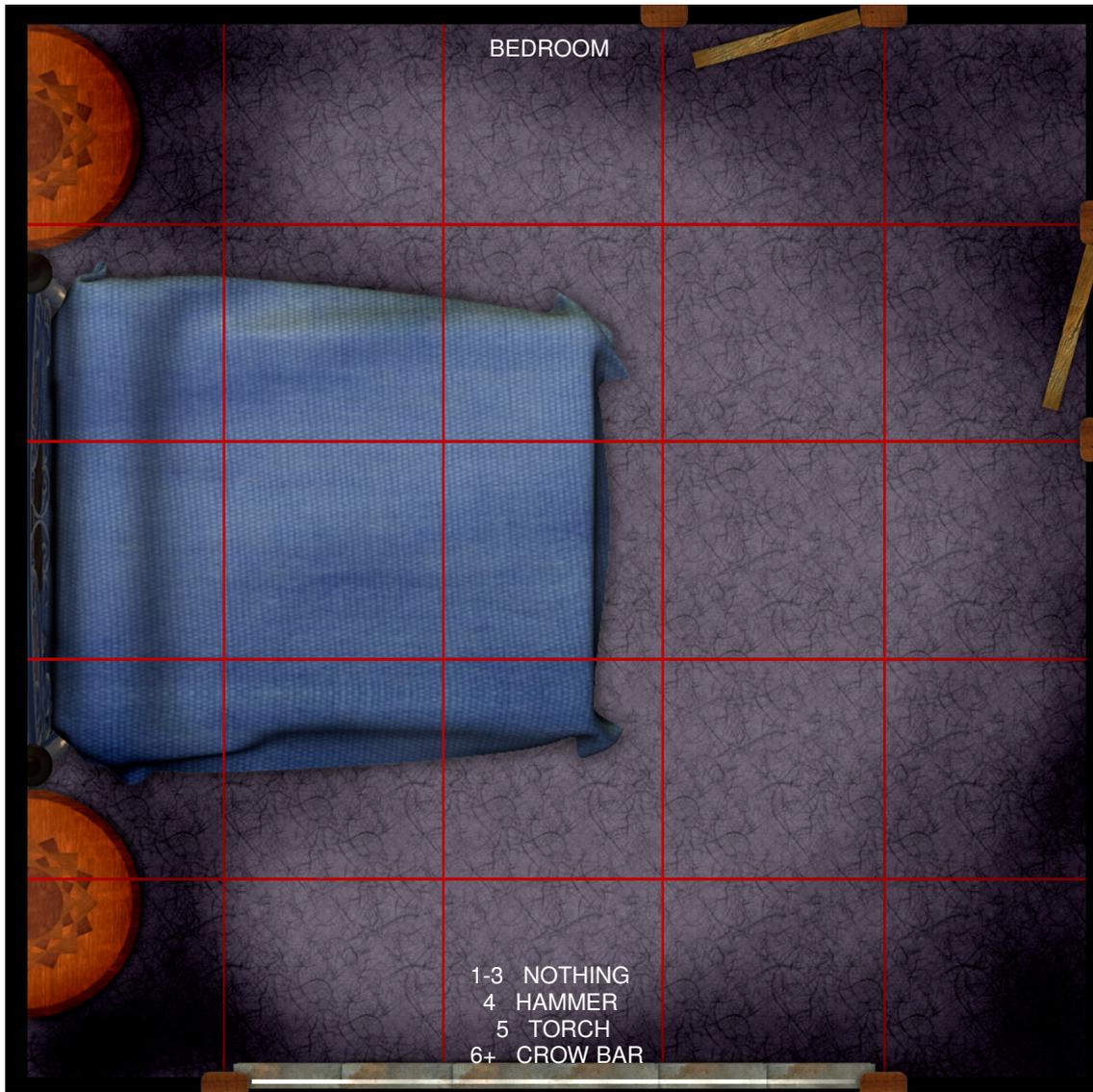


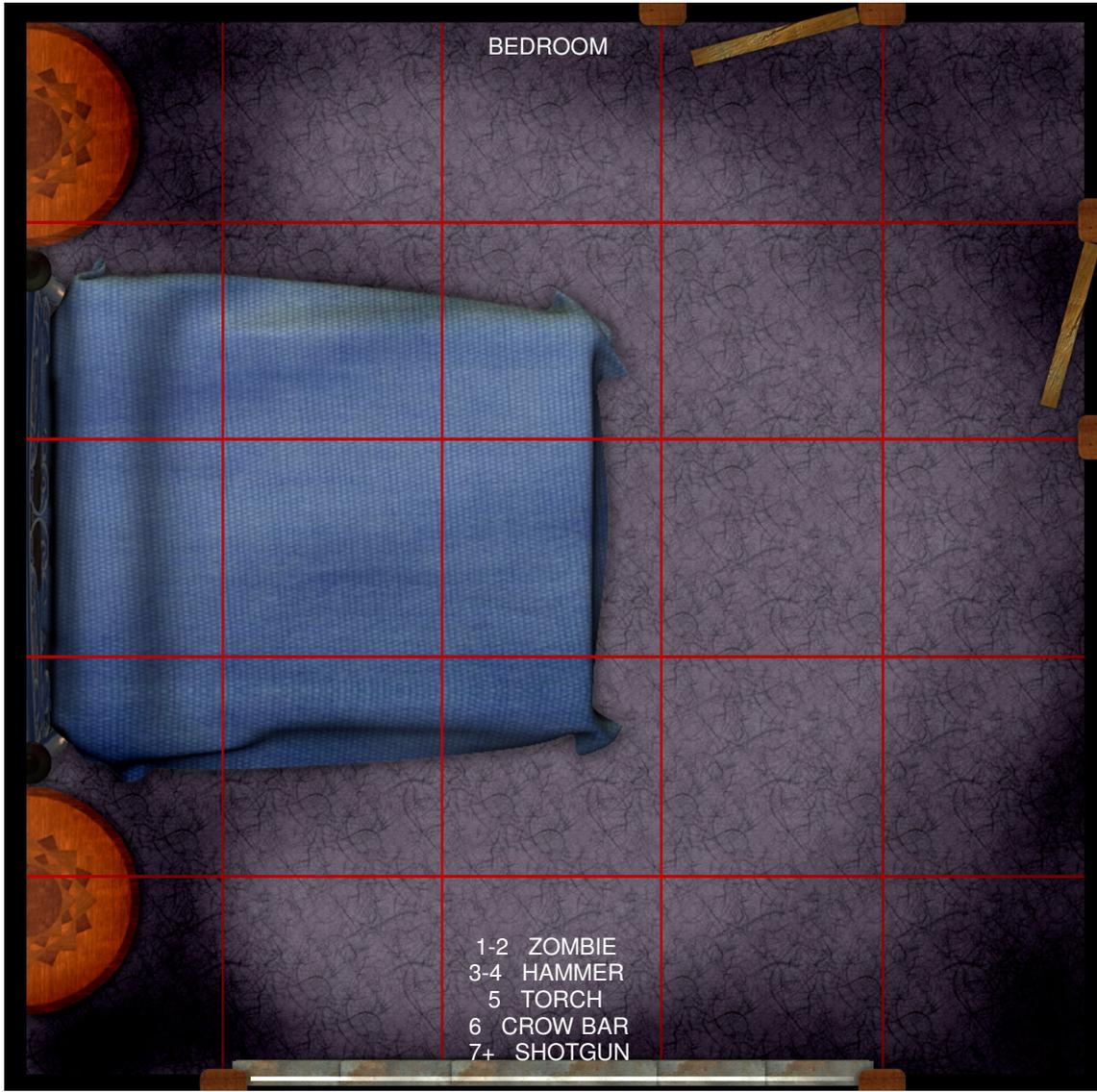












BEDROOM

- 1-2 ZOMBIE
- 3-4 HAMMER
- 5 TORCH
- 6 CROW BAR
- 7+ SHOTGUN