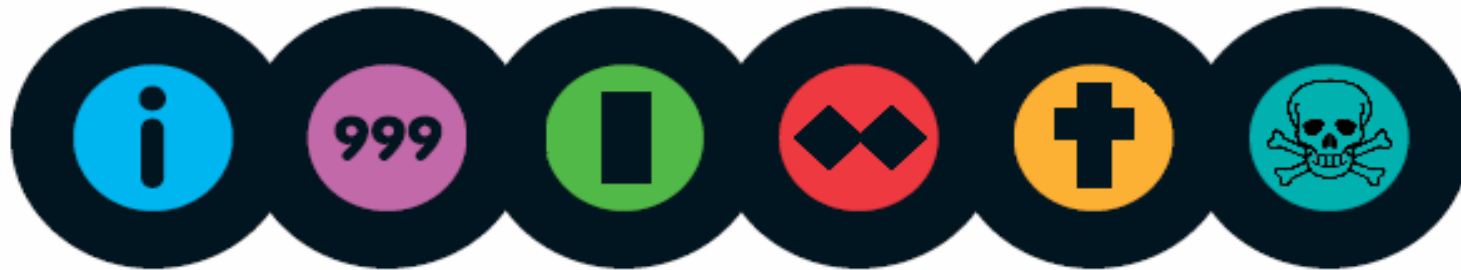




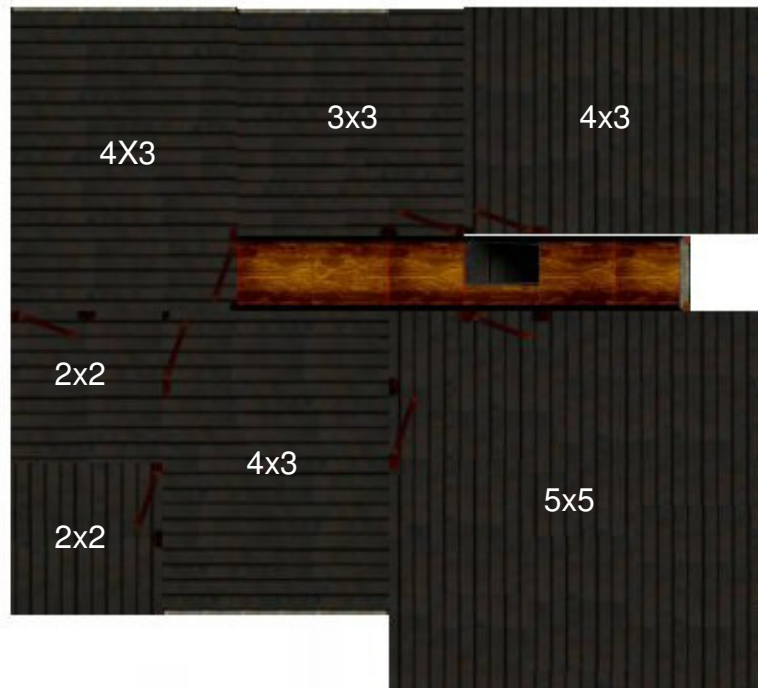
DEAD OF NIGHT

After a dramatic escape from the gatehouse, our heroes are back on the road. Speeding through the night, and growing tired, the driver fails to spot a burned out truck across the road. Our heroes barely escape with their lives as their vehicle rolls over and catches fire. They manage to scramble out and escape the explosion, but much of the equipment they had gathered is lost in the flames. Luckily they spot a light through the trees. There is a house, but the light is from a fire which has begun to engulf the ground floor. There are a few zombies in the vicinity, and if our heroes' luck changes they should be able to re-supply and find a new vehicle without too much trouble...

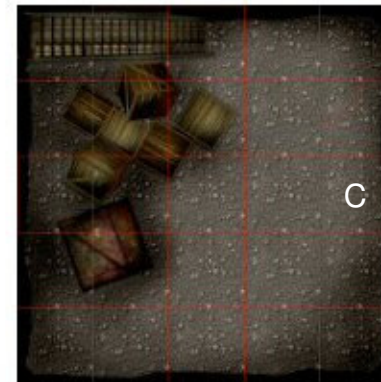


SCENARIO 3: DEAD HEAT

1st Floor



Cellar



Setting up the Board

Set up the board as shown in the illustrations above. Rooms placed face down should be selected randomly from the set of rooms of the correct size. The 1st Floor and Cellar should be placed near to the main board where all players can reach them. Ensure all players are aware of the access to the 1st Floor (A), and where they will land if they jump out of a 1st Floor window (X). Also ensure all players are aware that space A also leads to the cellar, and the cellar hatch (B) leads to space C in the cellar. If players have surviving characters from a previous scenario they may be used, but they may keep only one item of equipment, and any ammo they had. Any new characters begin with one randomly selected 1-handed item. If you get a firearm, you get 6 ammo. All players roll a die. This is how much energy you start the scenario with. (Energy can still be restored to a maximum of 6)

All players begin at the 2 adjacent zombie markers at the bottom right of the board. Place a zombie on all the other zombie markers. Place a fire marker on the 8 marked spaces in the Lounge. Each time a player has to move the zombies, they also have to add one fire marker to the fire. This fire acts just like normal fire except once it has filled a room, it will continue to spread into an adjacent room. It will not spread out of the building, but it may spread upstairs (via space A). If you run out of fire markers, remove one of the older markers and re-use it.

Players may use any of the doors or windows to enter the house. Each time an unexplored room is discovered, turn the tile over to show its contents.

The Cards

Separate the AI and All cards into 2 decks. Remove the cards titled `Found a Set of Keys` and `The End`. Shuffle the 2 decks and cut the `Keys` card in towards the bottom of AI, and `The End` toward the bottom of All. Then place the AI deck on top of the All deck, to form one deck. Do not shuffle them again. Cards used by the players on their turns are discarded (not put back into/under the deck).

The End of the Game

- 1: The End card is drawn
- 2: Somebody escapes in a fully fuelled vehicle (a car can leave the board through the two space wide gap in the wall bottom right of the board)
- 3: Only one player is left alive

Victory Points

- +1 for each zombie killed
- +10 for escaping
- +10 for making it alive to the end of the game

The Winner is the player with the most Victory Points at the end of the game

