

SCENARIO 3: FUEL RUN

After the first most dangerous days passed, the survivors started planning, what to do next. The most logical step seemed to be escaping from the city – a real death trap full of ravenous zombies. They thought that small towns up north or nearby farms with fields reaching as far as the eye could see offered a chance to spot incoming danger. However, leaving the city safely was only possible with a big reserve of fuel and getting it meant another expedition into the streets full of bloodthirsty creatures...

GOAL OF THE GAME

The Human Player: Find the fuel token and carry it off the board through one of the side edges.

The Zombie Player: Stop the Human Player from fulfilling his goal.

GAME SETUP

- Place the board with its **B** side face-up.
- Next, players prepare the board based on the illustration on the right, placing on the board **obstacle tokens (including 3 barrel tokens and 2 radioactive goo tokens)**, **2 guard booth tokens**, **bus tokens** and **2 escape car tokens (the large and the small one)**. Additionally, set aside **2 radioactive goo tokens** next to the board - they may be placed on the board during the game. **Important:** In this scenario the game is played on a smaller area of the board (11x12 spaces), not divided into two halves. **The area of the board located behind the buses is excluded from the game.**
- The Zombie Player takes all zombie markers (excluding special zombie tokens) and places them in front of himself – this is the zombie pool.
- The Human Player takes all human markers and places them in front of himself, with their “healthy” side face-up (so that the wound icon is not visible).
- Each player takes 6 special cards of his group. In this scenario players return some special cards into the box: the Human Player returns the “Sewers” special card, while the Zombie Player returns the “Zombie Horde” special card. Then, each player thoroughly shuffles his cards, draws 4 into his hand and keeps them secret from his rival. The remaining cards should be returned to the box without looking at them.
- Each player takes 1 reference sheet of his group. The Human Player takes 6 ammo tokens and the briefcase token and places them next to his reference sheet. The Zombie Player places the terror marker in front of himself.
- The Human Player takes 3 tokens with a key illustration printed on one side - these are the weapon tokens (see “Weapon Tokens” below). Next, he chooses any 3 humans and assigns 1 weapon token to each of them by placing it on the reference sheet next to their portraits.
- Next, players prepare 8 tokens with a closed can printed on one side - these are the scavenging tokens. Choose from them 1 closed can/fuel token and 2 closed can/opened can token. Turn over these 3 tokens so that the closed can side is visible, shuffle them thoroughly and place randomly 1 token on each barrel token on the board.
- The Zombie Player takes the 5 remaining tokens with a closed can printed on one side (2x closed can/zombie, 2x closed can/biohazard, 1x closed can/fuel) - these are the scavenging tokens. He turns them over so that the closed can side is visible and shuffles thoroughly - this is the scavenging pool (see “Scavenging Phase” below).



- Next, the Zombie Player takes 3 tokens with a zombie printed on one side. He places these tokens in front of himself with the zombie side face-up - these are crawler tokens (see “Crawlers” below).
- The Zombie Player places 8 zombie markers on the board. Zombie markers cannot be placed adjacent to other zombie markers or to human markers. Additionally, these markers cannot be placed on spaces with radioactive goo tokens (see “Radioactive Goo” below).
- The Human Player places all his markers on any empty spaces in the first row on his side of the board (i.e. the side showing the supermarket).

All remaining game components should be returned to the box – they will not be used in this scenario.

PLAYING THE GAME

The game is played using the normal rules. Additionally, there are some exceptions, changes and new rules described below.

In this scenario the game is played on a smaller area of the board (11x12 spaces) **that is not divided** into two halves.

SCAVENGING TOKENS

In this scenario scavenging tokens appear on the board. All such tokens have a common back, but different icon on the front.

During the game, humans may reveal scavenging tokens - depending on the icon on a given token's back resolve a corresponding effect from the table below.

Scavenging tokens do not block movement, line of shooting or marker line of sight.



Scavenging token back



Empty can: No effect. Return this token to the box when revealed.



Fuel: It enables the Human Player to win the game.



Zombie: This is a crawler token. This scavenging token is left on the space where it was revealed with the zombie side face-up.

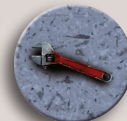


Biohazard: The human who revealed this token is immediately wounded (if this is the second wound, the human will turn into a zombie at the end of the round). Replace this biohazard token with a radioactive goo token and return the replaced token to the box (see “Radioactive Goo” below).

HUMANS

WEAPON TOKENS

Each human with a weapon token gains a new special ability: he can discard his weapon token to eliminate an adjacent zombie. This zombie cannot be facing him. Any zombie eliminated this way is returned to the zombie pool.



Weapon token front

REVEALING SCAVENGING TOKENS

During the game, humans may reveal scavenging tokens (see “Scavenging tokens” on the left) located on barrels and placed on the board by the Zombie Player. When a human marker enters a space with a scavenging token, he must immediately reveal the token.

When a human marker is on a space adjacent to a barrel with a scavenging token, he **may** choose to reveal the token. When a scavenging token on placed on a barrel is revealed, the barrel token is left on the board.

Revealing a scavenging token costs 0 AP, but is considered activating a human (or must be a part of an ongoing activation).

If there is a face-up fuel token on the board, a human marker on the space with the token may pick it up (**exception: a human marker may pick up a fuel token that is on an adjacent barrel with the fuel marker on top**). Picking up a token costs 0 AP, but is considered activating a human (or must be a part of an ongoing activation). The token is placed on the reference sheet, next to the portrait of the human who picked it up.

If a human carrying a fuel token is turned into a zombie, the token should be placed on the space, where a given human died. Other human markers may pick up the token discarded this way according to normal rules. Human carrying a fuel token cannot voluntarily discard it/place it back on the board.

Picking up a fuel token causes the terror marker to be placed on the space of the terror track marked with number 6 (see “Zombie Terror” below).

The Human Player wins if he manages to carry a fuel token off the board through one of the side edges of the board (side edges are the ones indicated by the traffic cones). In order to do this, the a human with a fuel marker must move off one of the spaces along the sides of the board. It is considered then that a given human has safely escaped from zombie.

Important: A human carrying a fuel token can perform his personal actions (and use a weapon token) only if he is adjacent to a different human marker. The Kid cannot pick up a fuel token, but can still reveal it.

ZOMBIES

SCAVENGING TOKENS

Zombie cannot reveal any scavenging tokens and move through spaces with the tokens according to normal rules.

ZOMBIE PLAYER TURN

In this scenario, the Zombie Player Turn is changed: two phases are added and one modified. Each Zombie Player Turn is divided into 5 or 6 phases:

* Zombie Terror Phase (see “Zombie Terror” below)

1. Scavenging Phase
2. Crawler Phase
3. Movement Phase
4. Spawning Phase
5. Clean-up Phase

1. Scavenging Phase

The Zombie Player draws one random scavenging token from the pool, checks its icon and places it (with the closed can side face-up) on a chosen space that does not contain any zombie marker, human marker, nor any other game component. If all scavenging tokens are already on the board, the Zombie Player skips this phase of his turn (i.e. does not place any more scavenging tokens).

2. Clawler Phase

In this phase, the Zombie Player places a clawler marker on each space with a clawler token and returns all clawler tokens replaced this way to the box. If there is a human marker or any zombie/clawler marker on a space with a clawler token, this token is blocked and cannot be replaced with a new clawler. In such case, the token is left on the board until the next Clawler Phase. A clawler token cannot be eliminated by any effect. During the whole game up to five clawler tokens/markers can appear on the board (three placed by the Zombie Player in the Clawler Phase and two revealed from scavenging tokens).

CLAWLER MARKER

Each clawler marker is represented by a normal zombie marker, but is placed on the board standing in upright position. The flat edge is now a base of a marker. Markers representing clawlers are part of the zombie pool.

A clawler is considered a normal zombie in all respects, with some exceptions described below.

A clawler has 1 AP and can move horizontally or diagonally without turning. It has no facing, so it can be eliminated by playing the *Courage* card, performing the Logger's special action or using a weapon token by a human on any space adjacent to a clawler's space. A clawler can bite any adjacent human (not necessarily the one standing in the direction of a given clawler's movement). A clawler ignores all forced movement, but is counted towards the number of activated zombies.

4. Spawning Phase

During this phase the Zombie Player spawns only one zombie (in addition to any effects of special cards, abilities etc.), because this scenario is considered to be played on one half of the board. During this phase the Zombie Player may also place on the board one clawler token. The token can be placed on any empty space (a space with radioactive goo is considered empty for this purpose).

* Zombie Terror

The terror marker is used to track the number of turns left until the end of the game and is used similarly to the basic game, with the following exceptions.

The Zombie Player places the terror marker on the space of the terror track marked with number 6. The terror marker is placed on the track in two situations: when the last zombie marker is spawned thus emptying the zombie pool (just like in the basic game) or when a fuel token is picked up by a human marker (in this case the zombie terror is placed on the terror track immediately).

RADIOACTIVE GOO

Radioactive goo tokens do not block movement, line of shooting or marker line of sight.

Whenever a human enters a space with a radioactive goo token, he is immediately wounded. A human marker starting his activation on such space is automatically wounded.

Any zombie (both a normal one and a clawler) gains 1 additional AP (but can still make one turn as normal) to use during a given turn each time it enters a space with a radioactive goo token and when it starts its activation on such space.

ENDING THE GAME

One group wins immediately if any winning condition described below is met.

The Human Player wins if:

- He locates a fuel token, takes it and carries it off the board through one of the side edges (i.e. the ones indicated by a traffic cone).

The Zombie Player wins if:

- There is only the Kid left on the board **OR**
- At the beginning of the Zombie Player Turn, during the Zombie Terror Phase, the terror marker moves off the terror track.

