

SCENARIO 4: SURVIVAL OF THE FITTEST

The parking lot resounded with heavy footsteps and hollow moans of zombies.

- *We must outrun them!* - yelled Norman pointing with the butt of his fire axe at the van parked on the other side of the square.
- *That car is working!*

Frank and his charges running a few dozen feet to the right did not even lose their breaths to yell. One quick gesture of the six-shooter-armed, policeman's hand was enough to know where to go. They found the optimal path between broken wrecks and monsters slowly awakening from their undead slumber and sped forward.

Everyone knew that only one group would leave alive. Everyone was determined to turn their rivals into zombie feed...

Important: This is a 3-player scenario for 2 Human Players and 1 Zombie Player.

GOAL OF THE GAME

THE HUMAN PLAYERS: Leave the board through any of the escape car spaces with as many controlled humans as possible.

THE ZOMBIE PLAYER: Stop both Human Players from fulfilling their goal OR have 21 zombie markers (20 regular zombie markers and 1 special zombie token) on the board.



GAME SETUP

- Place the board with its **A side** face-up.
- The Zombie Player takes all zombie markers, 1 special mutated zombie token and 1 special zombie dog token and places them in front of himself with one color facing up - this is the zombie pool.
- The Human Players randomly choose, which group they will lead and then randomly choose the first player. The Human Player to start the game takes the token with the gas can printed on one side - this is the first player token.
- One Human Player takes the human markers of the characters he controls: the Mechanic, the Nurse and the Cop. The other Human Player takes the human markers of the characters he controls: the Kid, the Banker and the Logger. Both Human Players place their markers in front of themselves, with their "healthy" side face-up (so that the wound icon is not visible).
- The Zombie Player takes 6 special cards of his group. He takes the "Zombie Mob" special card into his hand, then thoroughly shuffles his cards and places them as a face-down pile next to himself.



First Player
Token

- In this scenario, the Human Players place all of their special cards face-up next to the board - this is the special cards pool.
- The Human Players place all of their markers and the dog token as shown in the illustration on a previous page.
- The Zombie Player places 10 zombie markers on the board. He places 5 of them on any empty spaces on the half of the board showing the escape car and 5 of them on the half of the board showing the supermarket (the halves are marked with 2 traffic cones). Zombie markers cannot be placed adjacent to other zombie markers or to human markers.
- Each player takes 1 reference sheet of his group (the Human Players place their sheet in front of themselves and use it together). The Human Player controlling the Cop takes 4 ammo tokens, while the Human Player controlling the Banker takes the briefcase token. Both of them place their tokens next to their reference sheet. The Zombie Player places the terror marker on the space of the terror track marked with number 1.
- Each Human Player takes 1 token with the radio icon printed on one side - these are the support tokens (see "Support Tokens" below). They place these tokens in front of themselves.
- The Zombie Player takes 2 tokens with the brain icon printed on one side - these are the blocking tokens (see "Blocking Tokens" on page 4). He chooses 2 different cards from the special cards pool and places 1 blocking token on each of them.
- The Zombie Player takes 2 tokens with the closed can printed on one side (closed can/zombie and closed can/biohazard) - these are the scavenging tokens. He places them with the closed can face-up and shuffles them - this is the scavenging pool (see "Scavenging Tokens").

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.

The most important is the change of the round order. Each round is divided into the Human Players Turn and the Zombie Player Turn. The Human Players Turn is started by the first Human Player, then the second Human Player resolves it and finally the Zombie Player resolves his turn. After the Zombie Player Turn the current round ends and a new one starts, with the Human Players changing the order in which they resolve their turns (i.e. the second Human Player becomes the first Human Player).

HUMAN PLAYERS

The Human Players Turn is divided into two phases:

- Choosing Cards
- Resolving Actions

1. Choosing Cards

In this phase the players choose, which of the available cards from the special cards pool they wish to use this turn. Cards marked with a blocking token (see "Blocking Tokens" below) cannot be chosen by any Human Player this turn (except when a support token is spent - see "Support Tokens" below).

The first Human Player chooses one of the available special cards and rotates it 90 degrees clockwise to mark that this turn he controls a given card. Then the second Human Player chooses one of the remaining special cards and rotates it 90 degrees counter-clockwise to mark it as

his own. The players repeat this process so that each of them controls 2 special cards rotated to the right and to the left, respectively. The chosen cards are treated as if a given Human Player had them in his hand (although they are physically on the table) and they can only be played during his turn according to normal rules. Then the Human Players proceed to the Resolving Actions phase.

Important: Special cards can only be played on characters controlled by a given Human Player, ex. the "Courage" special card could be used only to eliminate a zombie adjacent to a human controlled by the same Human Player who is currently controlling the "Courage" special card, the "First Aid Kit" special card could be used to heal a human from its controller's group etc. Once played, a given card is returned to its original, upright position.

Exception: The "Regroup" special card can be used to switch a human marker of the card's controller with a human marker of another Human Player.

2. Resolving Actions

The first Human Player resolves all of his actions (activating markers, playing special cards etc.). Once he is done, the second Human Player resolves all of his actions. Then the Zombie Player Turn starts.

SUPPORT TOKENS

Any time during a given Human Player's turn (but not when choosing cards), he may choose to spend his support token by placing it on a chosen special card with a blocking token. Only one support token can be placed on a special card with a blocking token. The player who spent his support token this way has an opportunity to use the special card, on which he placed his support token (in addition to any 2 special cards he chose for this turn).



Support Token

If the Human Player chooses not to spend his support token, when checking for winning conditions (see "Ending the Game") he will be able to add 1 VP to his score (i.e. any unspent support token is treated as 1 star).

CONTROLLING THE DOG TOKEN

The Human Player who resolves his actions as the second player has the opportunity to control the dog token representing Russel the Dog. The dog token is considered a human marker in all respects (ex. it increases the number of zombie activations, causes zombies to spawn on its half of the board, blocks the line of shooting, provokes forced movements of zombies etc.), with the following exceptions: it cannot be a condition or a target of any special card (including "Regroup" and "Horror") or any personal action (ex. the Nurse cannot heal the dog, the Mechanic cannot push it etc.), the dog cannot push zombies and has 3 AP to spend for the following actions:



Dog Token

- **Move (Cost: 1 AP):** The dog moves to an adjacent, empty space (vertically, horizontally or diagonally). A space is considered empty if it contains no human or zombie marker and no obstacle.
- **Harass (Cost: 0 AP):** The dog may harass any 1 zombie on an adjacent space. Harassing a zombie marker ends the dog's activation. The marker of the harassed zombie should be turned over to the other (inactive) side - during the next Zombie Player turn this zombie cannot be activated and is counted towards the overall number of zombies activated this Zombie Player turn. The harassed zombie stays inactive even after it is pushed.

Once the dog suffers a wound, its token should be turned over to its other side. If the wounded dog is bitten, at the end of the Zombie Player turn it should be replaced with the special zombie dog token (see "Zombie Dog" below).

If the dog leaves the board through any of the escape car spaces, its VP value should be added to the VP value of any characters who left the board who are controlled by the same character that controls the dog.

ZOMBIE PLAYER

In this scenario, the order of the Zombie Player Turn is not changed. However, three phases are slightly modified:

*Zombie Terror Phase

1. Movement Phase
2. Spawning Phase (spawning new zombies and the mutated zombie, placing a scavenging token)
3. Clean-up Phase

USING SPECIAL CARDS

At the beginning of his turn, the Zombie Player always draws one card from the top of his special cards deck and takes it into his hand (he can use it according to normal rules for special cards). Once played, special cards should be placed in one discard pile. If the deck is ever depleted, the Zombie Player should shuffle all of his already played cards (if there are any) and form a new special cards deck, placing it within easy reach.

SPAWNING PHASE

1. SCAVENGING TOKENS

In this scenario scavenging tokens appear on the board. All such tokens have the common back, but a different icon on the front. During the Spawning Phase, in addition to spawning new zombies, the Zombie Player may choose to place on the board one of his available scavenging tokens. When he does, he places it (with the closed can side facing up) on a chosen space without any zombie marker, any human marker, any token or any other object.

During the game, humans may enter spaces with scavenging tokens. When a human marker or the dog token enters a space with a scavenging token, this token is immediately revealed and depending on an icon on its front one of the following effects is resolved:



*Back of the
Scavenging
Token*



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



Biohazard: The human or the dog that revealed this token is immediately wounded (if this is the second wound, the human or the dog will turn into a zombie at the end of the round). Then return the token to the box.

Revealing a scavenging token costs 0 AP, but is considered activating a human (or must be a part of an ongoing activation). Scavenging tokens do not block movement, line of shooting or marker line of sight.

During the Spawning Phase, a new zombie should be spawned on the space of the board with a zombie scavenging token (it does not count towards the general number of zombies that should be spawned this Zombie Turn). Then return the scavenging token to the box. If there is a human marker, a zombie marker, the dog token or a special zombie token on the space with a zombie scavenging token, it precludes spawning a zombie marker. In this case, the scavenging token should be left on the board until the next Spawning Phase. Scavenging tokens cannot be eliminated by any effect in the game.

2. MUTATED ZOMBIE

During the Spawning Phase the Zombie Player may choose to spawn the mutated zombie instead of a normal zombie. The mutated zombie is considered a normal zombie in all respects, with the following exceptions: it has 2 AP and can turn once per activation. Additionally, it has **2 Health Points**. If the mutated zombie suffers a wound (thanks to the Cop's or the Logger's personal action or by using some special card), its token should be removed from the board (it returns to the zombie pool) and replaced with a normal zombie marker facing the same direction as the mutated zombie. The Zombie Player will be able to spawn the mutated zombie again during the next Spawning Phase.



*Mutated
Zombie Token*

CLEAN-UP PHASE

During this phase, besides normal activities, there are some additional ones that also affect the Human Players.

All spent support tokens should be removed from the special cards and returned to the box.

All human special cards (no matter if they were played or not) should be returned to their original state (i.e. all cards turned by 90 degrees should be turned upright).

The first player marker should be passed to the second Human Player.

ZOMBIE DOG

If the wounded dog is bitten, during the Clean-up Phase it should be replaced with a special zombie dog token. The zombie dog is considered a normal zombie in all respects, with the following exceptions: it has 3 AP and can turn any number of times when moving (as long as its available AP allow). If the zombie dog is killed, its token should be removed from the board and returned to the box - it is not returned to the zombie pool.



*Zombie Dog
Token*

DEATH OF A HUMAN OR THE DOG

During the Clean-up Phase the Zombie Player moves the terror marker one space to the right of the terror track for each human and dog turned into a zombie. If the terror marker is on the space of the terror track marked with number 6, the game ends immediately and the Zombie Player wins.

BLOCKING TOKENS

At the end of the Clean-up Phase the Zombie Player must remove both blocking tokens from the human special cards they were currently placed on and move them to two other human special cards from the special cards pool. During the next Human Players Turn any special cards blocked this way cannot be chosen by the Human Players.



*Blocking
Token*

ENDING THE GAME

Considering the fact that this scenario is for three players, each Human Player must simultaneously fulfill the winning conditions towards two opponents (both the second Human Player and the Zombie Player). If, during the game, it turns out that one of the Human Players fulfills the winning condition towards one other player, but not towards both of them, the game continues until one of the Human Players fulfills the winning conditions towards both other players or until the Zombie Player fulfills one of his winning condition. The winning conditions for the Human Players are checked at the end of the second Human Player's turn and for the Zombie Player - at the end of his turn.

The Human Player wins if:

- He fulfills the winning condition toward the other Human Player by leaving the board with a bigger number of characters (counting both humans and the dog) - in case of leaving the board with the same number of characters, the winner is the player, whose rescued characters provide more VP (including the unspent support token).
- He fulfills the winning condition toward the Zombie Player by gaining more VP (including VP for any characters who left the board and 1 VP for the unspent support token) than the number of the terror track space currently holding the terror marker.

The Zombie Player wins if:

- There are 20 zombie markers and a special zombie marker (the mutated zombie or the zombie dog) on the board **OR**
- The terror marker is on the 6th space of the terror track **OR**
- No Human Player is able to gain more VP than the number of the terror track space currently holding the terror marker

