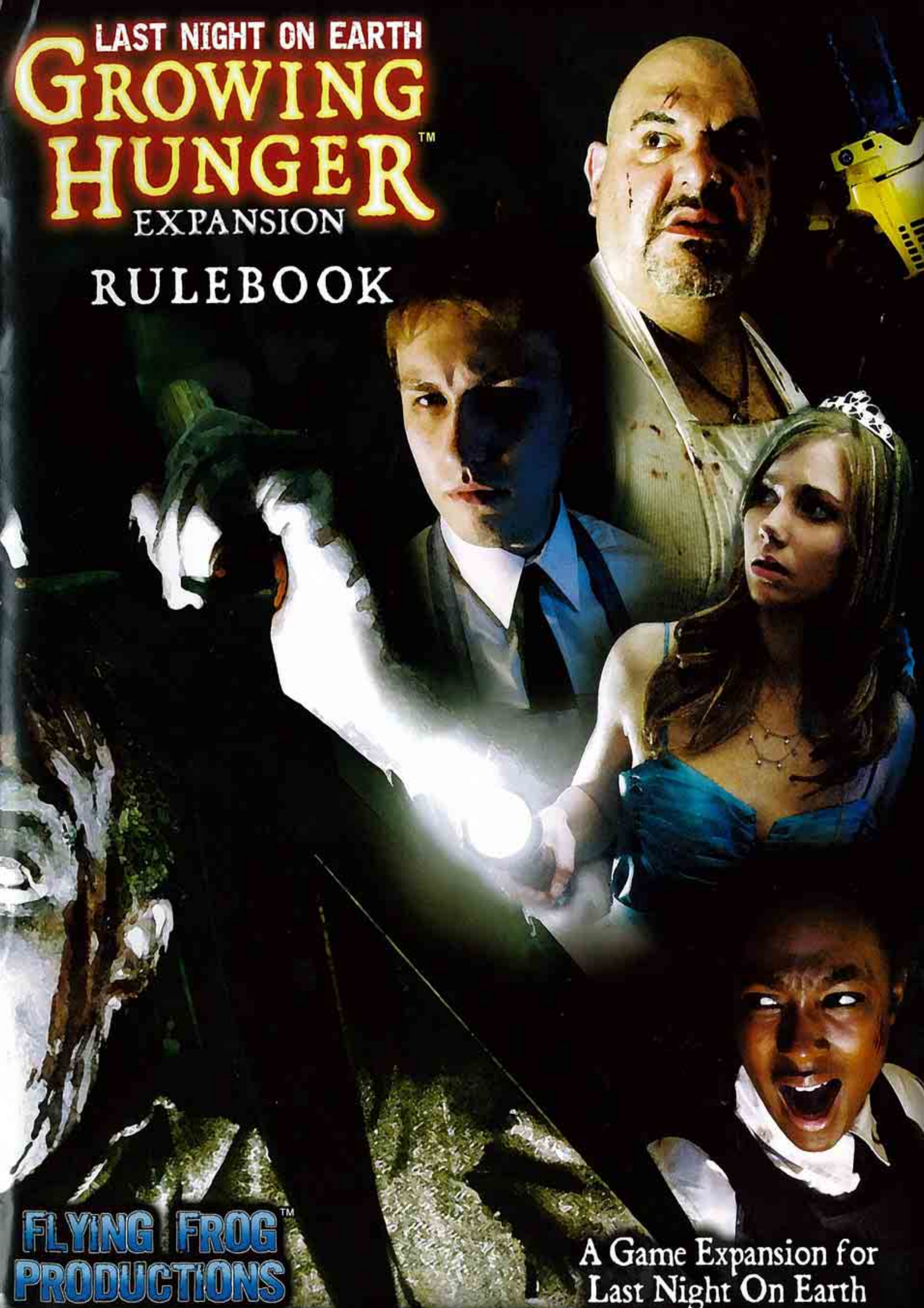


LAST NIGHT ON EARTH
**GROWING
HUNGER**TM
EXPANSION

RULEBOOK



FLYING FROGTM
PRODUCTIONS

A Game Expansion for
Last Night On Earth

LAST NIGHT ON EARTH GROWING HUNGER

By
Jason C. Hill

As the living nightmare of the Zombie attack continues, the bitter struggle for survival grows increasingly deadly. Desperate for flesh, Zombies swarm over the town of Woodinvale, leaving a gruesome wake of death and destruction in their path. With nowhere to hide and a renewed determination, the remaining Heroes add more survivors to their ranks and find new weapons to fight back the growing hunger of the dead.

Game Contents

- 1 Full Color Rulebook
- 2 L-Shaped Outer Boards
- 4 Unique Hero Figures (Grey)
- 7 Zombie Figures (Red)
- 25 Card Hero Deck Expansion
- 25 Card Zombie Deck Expansion
- 4 Large Hero Character Sheets
- 3 Large Scenario Cards
- 2 Full Color sheets of Die-Cut Counters

New Counters

Free Search Markers

Used in some Scenarios, Free Search Markers are placed on buildings at the start of the game and give the Heroes a limited capacity to Search while on the move.



Exploration Markers

As an Optional Rule, Exploration Markers may be used in existing Scenarios. They work much like Free Search Markers, but with an added element of danger and a potentially greater reward.

Doors / Locked Doors

Another Optional Rule covers the use of Door and Locked Door Markers. These allow for the addition of new Doors to be placed on the board and for the Zombies to more permanently Lock Doors.



Assorted Counters

Many additional counters have been provided which are not covered in this book. These counters are intended for use with house rules, homemade Scenarios, and for new Official Scenarios to come.

New Miniatures

Red Zombies

Growing Hunger includes seven new Red Zombies that are used for a variety of things based on the Scenario that you are playing.



Heroes

There are 4 new Hero figures, each matching one of the new Hero Character Sheets.



New Card Attributes

Double-Handed

Some Hero Items are labeled as *Double-Handed*. Double-Handed Items count as 2 Items toward a Hero's limit of 4. If the Double-handed Item is a Weapon, either a *Hand Weapon* or *Ranged Weapon*, then it counts as 2 Weapons. This means that the Hero may not carry any other Weapons at the same time because of the 2 Weapon Limit.



Supermarket

The *Pick Up:* in the Supermarket allows a Hero to discard the top 3 Hero Cards and then draw 2 Hero Cards to keep. This is a great way for a Hero to stock up quickly, at the cost of ransacking the Hero Deck a bit.

The 2 Hero Cards you keep are drawn from the top of the Hero Deck so Jake Cartwright **MAY** use his *Resourceful* ability. As a *Pick Up:*, it is also considered Searching, so Items like *Flashlight* **MAY** be used to discard and re-draw.

New Buildings

Some of the new buildings in *Growing Hunger* have a *Pick Up:* ability that is a little bit different than those previously encountered. These *Pick Ups* are special abilities unique to that building as opposed to a specific card that Heroes can retrieve and are activated in place of Searching just like any other *Pick Up:*.

Antique Shop

The *Pick Up:* in the Antique Shop allows a Hero to shuffle up to 2 cards from the discard pile back into the Hero Deck. This can be any 2 cards from the Hero discard pile.

Library

The *Pick Up:* in the Library allows a Hero to reveal cards from the top of the Hero Deck until you find an Event card (this includes *Townfolk Events*); the Hero Player then takes that Event card into hand and shuffles the other cards revealed back into the Hero Deck. Abilities such as Jake Cartwright's *Resourceful* ability or the *Flashlight* may **NOT** be used with the Library's *Pick Up:* as the cards are being 'revealed', not drawn.



SCENARIO SPECIAL RULES

All of the new Scenarios in *Growing Hunger* 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 making it easier for players to make their own new scenarios.

Well-Stocked Buildings

When using a building's *Pick Up:* ability, the Hero may take the named card from the Hero Discard Pile as normal, or they may search the Hero Deck for the named card and take it. If taking the card directly from the Hero Deck, shuffle the Hero Deck afterward.

Heroes Replenish

When a Hero is killed (or turned into a *Zombie Hero*), the Hero Player may immediately draw a new Hero to replace them with. This new Hero immediately enters play as described on page 19 of the LNOE Rulebook.

Note that unless stated otherwise in the Scenario, the *Zombies* can still always win by killing four Heroes. Also note that if a Hero Player only controls a single Hero, that Hero is still turned into a *Zombie Hero* when killed (as the player has still lost their 'last Hero').

Hero Starting Cards (x)

Each Hero starts the game with a number of Hero Cards (listed in the parenthesis) in addition to any Hero Cards they would normally start with (such as if their *Start: Location* is not on the board). For example, a Scenario that uses Hero Starting Cards (2) would allow each Hero to draw 2 Hero Cards to start the game with.

Hero Starting Cards are drawn from the top of the Hero Deck so Jake Cartwright may use his *Resourceful* ability. They are not, however, considered a Search, so Items like *Flashlight* may NOT be used to re-draw and you may not use a building's *Pick Up:* ability.

Free Search Markers

At the start of the game, after Heroes are placed, put a Free Search Marker face up in every building on the board that does NOT have a Hero in it. These markers are placed on the building as a whole, not in any individual space.

If a Hero ends their movement in any space of a building with a Free Search Marker, they may discard that marker to immediately Search there for free (draw a Hero Card or use the buildings *Pick Up:* ability, etc). A Free Search Marker may only be used if the Hero actually moves for their Move Action (not if they Search or use some other Move Action).

If the Manor House is being used, instead of placing one Free Search Marker on it, place a Free Search Marker in each of the 4 two-square outer rooms of the Manor House. Any Hero ending their movement in one of these two-square rooms may discard that room's Free Search Marker to use it. These markers are always placed, even if one or more Heroes start the game in the Manor House.



This Diagram shows the 4 two-square Outer Rooms of the Manor House.

Zombie Grave Dead ●●●

At the start of the game, take the 7 Red Zombies and place them in a separate Grave Dead Pool. These Red Zombies are not part of your Zombie Pool, they are a limited supply of specialty Zombies called Grave Dead that have a dangerous ability rolled for on the chart below.

During the game, whenever you are allowed to spawn new Zombies, you have the additional option of spawning one or more red Grave Dead Zombies. Grave Dead are spawned in the same way as normal Zombies with the exception that instead of placing 2 normal Zombies, you may place 1 new Grave Dead.

For example, if you roll to see how many new Zombies you can spawn and get a 5, you could place 3 normal Zombies and 1 Grave Dead or 1 normal Zombie and 2 Grave Dead.

When Grave Dead are killed, they are removed from the game. They are NOT returned to the Grave Dead Pool. Each Grave Dead model is ONE USE ONLY.

Grave Dead may only be brought into play when Spawning New Zombies or when placing your starting Zombies at the beginning of the game. Grave Dead may NOT be placed with cards that do not actually 'Spawn' (such as "My God, They've Taken the..." or *Surprise Attack*). Grave Dead do count toward the number of Zombies you have on the board when rolling to Spawn.

If there are 2 Zombie Players, each player has their normal Zombie Pool of 7 Zombies (Green or Brown) and share the extra Pool of 7 red Grave Dead Zombies that either player can pull from. During the game, control of the Grave Dead is split between the 2 Zombie Players. The Brown Zombie Player controls the Grave Dead (moves, rolls Fight Dice, counts them when rolling to spawn, etc.) during Even numbered turns and the Green Zombie Player controls the Grave Dead on Odd numbered turns.

Scenarios that already use the Red Zombies may not use the Grave Dead Scenario Special Rule (such as the *Plague Carriers Scenario*).

Roll a D6 once at the start of the game to determine which ability your Grave Dead have. Note that you only roll once to determine the ability that all of your Grave Dead have for this game.

- 1) **Very Rotten** - Grave Dead may ignore any wound on the roll of 4+ (Except from an *Explosive*).
- 2) **Brainthirsty** - Grave Dead have 2 Health Boxes. When a Grave Dead takes a Wound, place a Wound Marker under their base to show that they have taken damage.
- 3) **Freshly Dead** - Grave Dead move D3 spaces instead of just 1.
- 4) **Ravenous** - Grave Dead roll an extra Fight Dice.
- 5) **Pack Mentality** - Grave Dead may be spawned into any space that already has at least one Zombie.
- 6) **Carrier** - Whenever a Grave Dead wounds a Hero, roll a D6. On the roll of 5 or 6, the Hero is immediately turned into a Zombie Hero (the Hero Player may draw a new Hero). This effect may be canceled as though it were a Zombie Card, even after the roll has been made.

Zombies Auto Spawn ●●●●

The Zombie Player(s) may ALWAYS Spawn new Zombies at the end of the Zombie Turn (during step 6 – *Place Newly Spawned Zombies*). Because of this, you may skip step 3 – *Roll to Spawn New Zombies* as there is no need to roll.

Zombie Horde (21) ●●●●

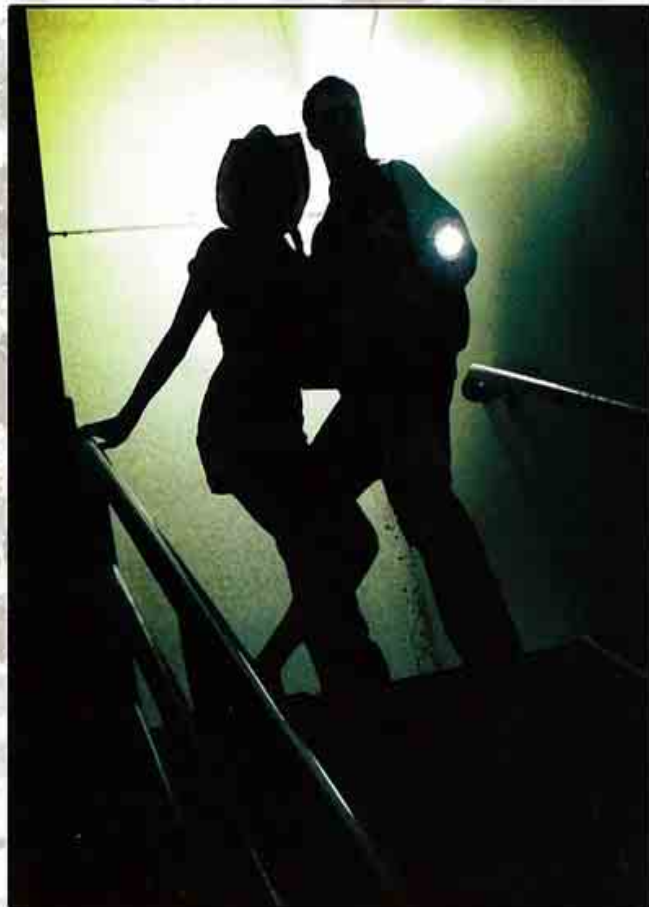
Scenarios that use Zombie Horde (21) have all 21 Zombies in the Zombie Pool; this includes the Red Zombies as well as the normal Brown and Green Zombies. This means that you can have one overwhelming horde of 21 Zombies on the board at a time (plus any Zombie Heroes)!

If there are 2 Zombie Players, each player has their normal Zombie Pool of 7 Zombies (Green or Brown) and there is an extra Pool of 7 Red Zombies that either player can pull from. During the game, control of these Red Zombies is split between the

2 Zombie Players. The Brown Zombie Player controls the Red Zombies (moves, rolls Fight Dice, counts them when rolling to spawn, etc.) during Even numbered turns and the Green Zombie Player controls the Red Zombies on Odd numbered turns. When Red Zombies are killed, they are returned to the communal Red Zombie Pool.

Red Zombies used with **Zombie Horde (21)** are normal Zombies in every way. Scenarios that use **Zombie Horde (21)** may not use any other Scenario Special Rules that involve Red Zombies (such as **Grave Dead**) and Scenarios that already use the Red Zombies (such as the **Plague Carriers** Scenario) may not use **Zombie Horde (21)**.

Most Scenarios that use **Zombie Horde (21)** also use **Zombies Auto Spawn**. When this is not the case, roll 3 D6 and add them together when rolling to **Spawn New Zombies**. If the total rolled is more than the number of **Zombies** you have on the board, you may **Spawn new Zombies** at the end of the turn. If there are 2 **Zombie Players**, whoever controls the Red Zombies this turn should roll 2 D6 and add them together when rolling to **Spawn New Zombies** (instead of the normal D6).



New Scenario Notes

Plague Carriers

If there are 2 **Zombie Players**, control of the **Plague Carriers** is split between them. The Brown **Zombie Player** controls the **Plague Carriers** (moves them using **Zombie Hunger**, rolls Fight Dice, etc.) during Even numbered turns and the Green **Zombie Player** controls the **Plague Carriers** on Odd numbered turns.

When a **Plague Carrier** takes a **Wound**, place a **Wound Marker** under their base to show that they have taken damage. When a **Plague Carrier** is killed, it is removed from the game.

Plague Carriers are affected by **Zombie Hunger** from up to 2 spaces away (as opposed to just adjacent) and must always move toward the closest **Hero**. It is very important to note that **Plague Carriers** may **ONLY** be moved using **Zombie Hunger** (if there is a **Hero** within 2 spaces).

Zombie Apocalypse

Destroying a building with a **Spawning Pit** in it can be very tempting, as it is usually fairly easy. Be careful though as this can severely reduce the number of locations for you to spawn from. If the **Zombies** ever have no **Spawning Pits** on the board, the **Zombies** automatically lose (even if they have **Destroyed 6 buildings**).

Burn it to the Ground!

Heroes that enter play during the game may not be placed in the **Manor House**, they must be placed in a **Random Building**. You may find that if the **Gas Station** is on the board, the **Heroes** have a somewhat easier time of burning down the **Manor House**. If this is the case, you can offset this by allowing the **Zombie Player** to choose their **Grave Dead** ability.



Optional Extra Rules

One or more of the following Optional Rules may be used in your games of Last Night on Earth, but only if ALL of the players agree beforehand.

Hero/Zombie Player Handicap

Sometimes you will find that for your gaming group certain players are very good at winning with either Zombies or Heroes. To counteract this (and make for a more interesting and intense game), you can give a Handicap bonus to the underdog team at the start of the game by adding one or more of the Scenario Special Rules. The best Handicap bonus for the Heroes is either *Free Search Markers* or *Hero Starting Card (x)*. For the Zombies, *Zombie Grave Dead* or *Zombies Auto Spawn* can be very effective at evening the odds against experienced Hero Players.

Using Free Search Markers / Zombie Grave Dead in any Scenario

The *Free Search Markers* and *Zombie Grave Dead* Scenario Special Rules are specifically balanced against one another. Because of this, you can add both of these rules to virtually any existing Scenario to add a little extra flavor.

Adding Scenario Special Rules to Existing Scenarios

Occasionally you may want to spice up some of the existing Scenarios just to make things a little more interesting. A good way to do this is by adding in one or more of the Scenario Special Rules (much like the *Free Search Markers / Zombie Grave Dead* option listed above). It is important to keep things balanced however, and to that end, the Scenario Special Rules have each been given a value marked as Dots in the Special Rule's title bar. 1 ● (Dot) is the lowest value given as it brings the smallest change to the game, 4 ●●●● (Dots) is the highest value as these Special Rules are usually very powerful.

As long as the Scenario Special Rules being included add up to the same total value of Dots for the Heroes as for the Zombies, it should remain fairly

balanced. This is not an exact science and so should only ever be used if ALL of the players agree.

Example - Adding a 3 ●●● (Dots) rule for the Zombies means you should also add 3 Dots worth of special rules to the Heroes. This can be added as a single 3 ●●● (Dots) rule or multiple rules that add up to 3 Dots total.

You will also notice that the *Hero Starting Card (x)* special rule has a variable number of Dots listed as *x*. The Dot value for this rule is equal to *x*, the number of starting cards. (For example, *Hero Starting Cards (2)* would have a value of 2 ●● (Dots).

Feel free to experiment with this system and try out different combinations. Just remember that the Dot value system is really only a rough guideline and you should still use your best judgement.

Door / Locked Door Markers

Doors are one of the most important features of the Last Night on Earth game board. One way to really change the feel of the board is to alter where the doors are located, perhaps even adding new doors. You can place the Door / Locked Door Markers provided on sections of wall to change the position of doors on the board. Door Markers create a door in a wall where there previously was none and Locked Door Markers permanently close a door so that it cannot be used anymore.



Alternatively, if you like, you can try the following: At the start of the game, the Hero Player may place 2 of the Door Markers on any walls on the board. These doors are permanent entry ways and work just like any other doors in the game.

To counter this, the *Zombie Card Locked Door* is now considered *Remains in Play*. When *Locked Door* is played on a given doorway during the game, place a *Locked Door Marker* over that doorway; the door has been locked and Heroes may NOT move through it. If the *Locked Door* card is canceled,

remove the marker as you would with any other Remains in Play card.

For this variant, Items that allow a Hero to 'ignore the effects of Locked Door' (such as Keys or Fire Axe) also let that Hero discard any Locked Door Marker moved through (as well as the corresponding card). The Hero card *Escape Through the Windows*, however, does not cancel Locked Door for this variant. Instead it simply allows the Heroes to move through Locked Door Markers for the turn just like any other wall.

Exploration Markers

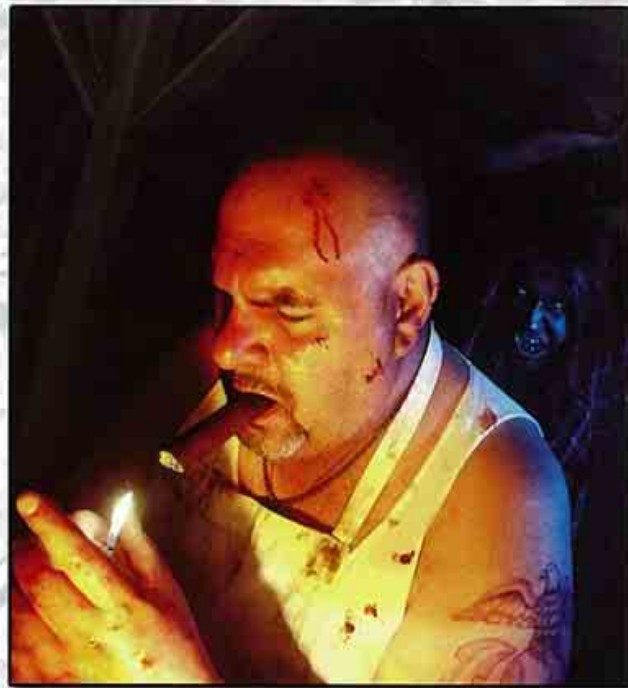
An alternate way to use the Free Search Markers included in the game is to use them as Exploration Markers. You'll notice that there are 20 round counters that say Exploration on the back. 16 of these are *Free Search*, 2 are *Surprise Attack x1*, and there is 1 *Surprise Attack x2* and 1 *New Hero Found*. You can add these Exploration Markers to any Scenario that does not already use the normal Free Search Markers rule. Like the Free Search Markers, Exploration Markers are usually good for the Heroes, but add an element of danger as well as a greater potential reward.

To use Exploration Markers, the Zombie Player(s) should mix all 20 of them up in an opaque cup at the beginning of the game and place them out randomly without looking, *Exploration* side up, in all of the unoccupied buildings (just like with the Free Search Markers Special Rule). Extra Exploration Markers should be left in the cup and will not be used for this game.

Exploration Markers work just like Free Search Markers except for the fact that when a Hero ends their movement in a building with an Exploration Marker, they flip it over to see what they have found before discarding it.

Free Search

If the Exploration Marker is a *Free Search*, then it works exactly like a normal Free Search Marker (the Hero may immediately draw a Hero Card, use the Building's *Pick Up*;, etc).



Surprise Attack

If the Exploration Marker is a *Surprise Attack*, place the number of *Zombies* listed (either 1 or 2) from the *Zombie Pool* in the same space as the Hero. The Hero has unwittingly stumbled right into the clutches of the undead. If playing with 2 *Zombie Players*, these *Zombies* can come from either of their *Zombie Pools*.

New Hero Found

If the Exploration Marker is *New Hero Found*, then you have stumbled across another survivor and they eagerly join you. Immediately draw a new Hero from the unused Hero Character Sheets to take control of and place their model in the same space as the Hero that revealed the Exploration Marker. This new fifth Hero DOES come into play with a bonus Free Hero Card.

As a fifth character, this new Hero is NEVER replaced if killed, even if the Sun Track is in the *Black Zone* or the Scenario uses the *Heroes Replenish* Special Rule. Also, unlike normal, this new Hero may NOT do anything on the turn they enter play as they are focused on making contact with the group of Hero survivors (they do not need to Fight *Zombies* in their space this turn).



MINI-GAME: ALONE IN THE DARK

Alone in the Dark is a two player mini-game designed for one **Zombie Player** and one **Hero Player** and can be played in about 10 minutes. It features a single Hero trapped in a small corner of town...alone, and surrounded by **Zombies**.

This Scenario can be played as a stand alone, quick game, or can be used as part of a more elaborate linked game. For instance, you could play four mini-games of *Alone in the Dark* and then play a full game of a normal Scenario, using only the Hero characters that survived, but with any Items or Events they had at the end of their *Alone in the Dark* adventures. This kind of linked game can add a lot of excitement and narrative and can produce a really fleshed out story (it's not just the main movie plot anymore, but how the characters got there).

Set Up

Randomly select two of the L-Shaped Outer Boards and place them together to form a rectangular board. When rolling a Random Building, roll a D6 and consult the diagram below to determine the board, then roll again as normal to determine the building.

The Hero Player randomly selects a Hero and places the corresponding figure in any space of a Random Building. The single **Zombie Player** has the same rules as though they were playing in a normal game with two **Zombie Players** (they have a **Zombie Pool** of 7 models, a hand of 2 **Zombie Cards**, they only spawn D3, etc). This is the equivalent of half the normal **Zombie** resources.



Scenario Objectives

Hero Starting Cards (2), Free Search Markers

- 1) The Hero must kill 6 **Zombies** by Morning to escape. The *Die Zombies, Die!* Scenario card may be used to keep track of **Zombies** killed.
- 2) **Zombies** win by killing the Hero or if the Hero has not escaped by Morning.

Turns: **10**

Optional Special Rules

Because *Alone in the Dark* is a short, single Hero adventure, there are a few tweaks that can be made to existing Heroes and Cards that make them more interesting for this mini-game. These are optional and should only be used if both players agree.

- **Becky, the Nurse**, may use her *First Aid* ability as a **Move Action** to heal one **Wound** from herself on the roll of 4+.

- The **Zombie Card** *Night That Never Ends* has the additional text:

“Place a **Zombie** from the **Zombie Pool** on each **Spawning Pit**. These **Zombies** may move and fight normally this turn. Also, move the **Sun Track Marker** 2 spaces back on the **Sun Track** (increasing the number of turns remaining).”

- Any card that references two or more Heroes (such as *Unnecessary Self Sacrifice*, *Bickering*, *Back To Back*, etc) is immediately discarded when drawn and allows the player that drew it to immediately move the **Sun Track Marker** 1 space forward or back on the **Sun Track**.

New Hero Profiles

Sam, The Diner Cook



After serving two tours in 'Nam as an army cook, Sam retired to the serene, backwoods town of Woodinvale. Hoping to escape the hustle of modern life, as well as his recurring nightmares of the jungle horror, Sam took over the local Diner and is finally gaining the peace he had long thought impossible.

Amanda, The Prom Queen



Five time winner of the Miss Young Woodinvale competition, Amanda has grown accustomed to getting what she wants. With a headstrong attitude and a pouty face, she is a master of manipulation. Daughter of one of the wealthiest families in town, Amanda has just recently been voted Prom Queen and is determined that nothing on earth is going to spoil her big night.

Rachelle, Detective Winters



A police detective from the neighboring city of Brideston, Rachelle has come to Woodinvale in search of an escaped prisoner. After receiving a call from the local sheriff, Detective Winters immediately set out for the rural community, ready at last to bring an end to a two year manhunt.

Kenny, Super Market Bag Boy



All of his life Kenny has been the odd man out. Picked on at school throughout his childhood, Kenny is a quiet young man with no real friends. Though a hard worker, he gets more flak than ever since getting an after-school job at the new 'Fine Food Products' Super Market in town. Internalizing his anger, Kenny has a lifetime of rage built up, just below the surface.

Growing Hunger FAQ

Q - Is the Hero Card *Catch* considered to be Exchanging the Item?

A - No.

Q - What happens if a Hero has a *Heroic* card that *Remains in Play* and wants to play a different *Heroic* card?

A - A Hero with a *Heroic Card* that *Remains in Play* may not have another *Heroic* card played on them.

Q - What happens if *Coach Packer* is played to return a *Zombie Hero*, *Grave Dead*, or *Plague Carrier* to the *Zombie Pool*?

A - Models that are 'never returned to the *Zombie Pool*' such as *Zombie Heroes* or *Plague Carriers* are left in place, though the fight is still canceled. *Grave Dead* are returned to the *Grave Dead Pool*.

Q - Do *Rusty Keys* allow a Hero to 'ignore the effects of *Locked Door*'?

A - No. Although *Rusty Keys* says, 'Counts as *Keys*', this just refers to the card title.

Q - What happens if a Hero has the *Rosary* and *Faith* that *Remains in Play* on them, then discards the *Rosary* during a *Fight*?

A - The *Faith* card continues to take affect on the Hero until the end of the current *Fight*. After that, it must be discarded as the Hero no longer has the *Keyword Holy*.

Q - With *Laying Down the Law*, does it make it impossible to run out of ammo with a *Revolver*? Does it mean that you automatically hit with cards like the *Signal Flare*?

A - Yes. With *Laying Down the Law*, the *Revolver* will never naturally run out of ammo (the *Zombie Card Resilient* still works). *Signal Flare* DOES hit automatically.

Q - Which space does a *Fight* take place in when using the *Fence Post* to attack an adjacent *Zombie*?

A - The *Fight* takes place in the *Zombie's* space.

Credits

Game Design - Jason C. Hill

Graphic Design and Layout - Jack Scott Hill

Music Composition - Mary Beth Magallanes

Photography - Jack Scott Hill

Post Production Artwork - Jack Scott Hill
Jason C. Hill

Game Board Illustration - Matthew Morgaine

Rules - Jason C. Hill

Miniature Concept Artwork - James Ma

Miniature Sculpts - Gael Goumon

Playtesters -

James Boer, Mark Brown, Jennifer Coonradt, Tom 'Coony' Coonradt, John Corpening, Chris Kemnow, Mary Beth Magallanes, Aaron Martin, Christopher Shull, and many others.

Cast

Heroes:

Amanda - Danielle Barnum

Kenny - Bill Gross

Rachelle - Kakaelina Warren

Sam - Phil Idrissi

Johnny - Casey Chambers

Jenny - Christina Lyon

Billy - Christopher Graddon

Sally - Michelle Sanchez

Sheriff Anderson - Chris Brockett

Becky, The Nurse - Alysia Rae

**Jake Cartwright,
The Drifter** - Matthew Morgaine

Father Joseph - Michael Medved

Townfolk:

Coach Packer - Mike Porter

Lizzy, Shopkeeper - Rosa Hill

'T-Bone' Packer - Donnie Lousberg

Doc Brody - Jack W. Hill Jr.

Deputy Taylor - David Berger

Zombies:

Mark Brown

Jennifer Coonradt

Tom 'Coony' Coonradt

Gina Corpening

John Corpening

Matthew Dudley

Anne-Marie Henderson

Jason C. Hill

Joel S. Hills

Chris Kemnow

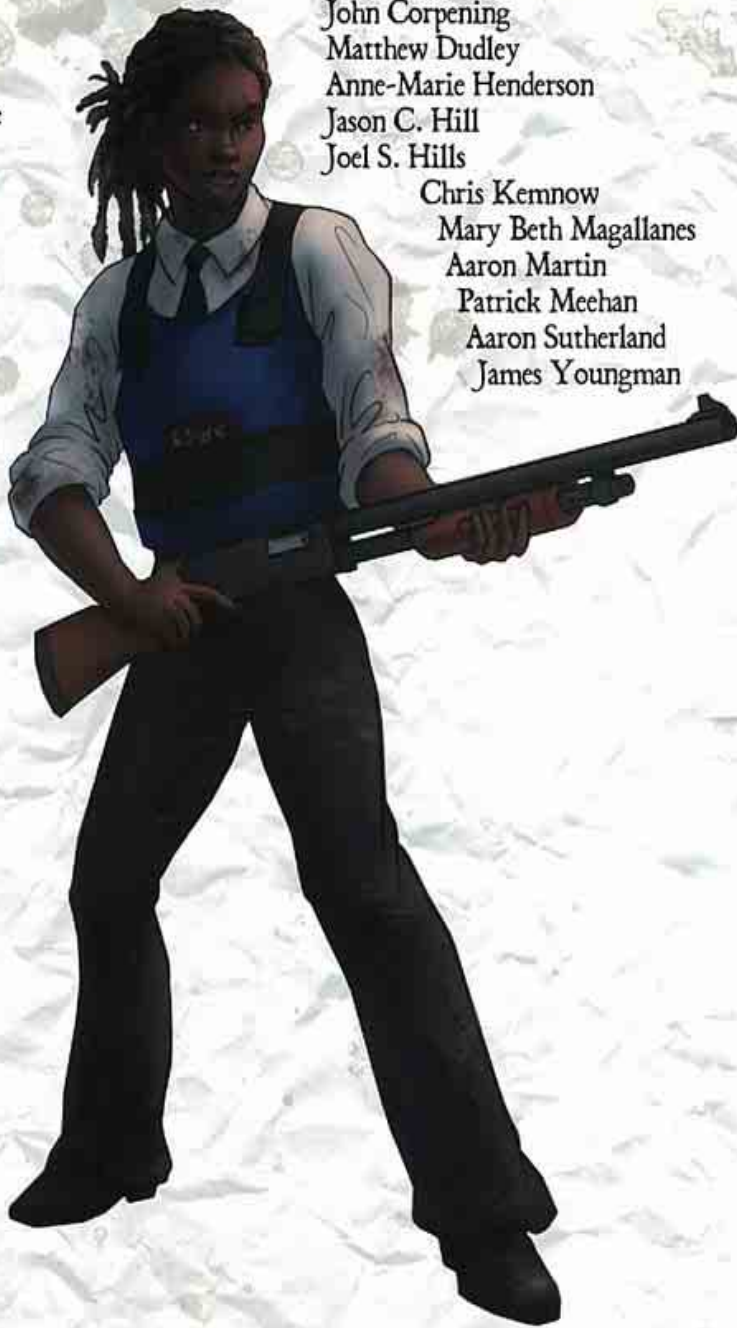
Mary Beth Magallanes

Aaron Martin

Patrick Meehan

Aaron Sutherland

James Youngman



Contact Info / Web Info

WWW.FLYINGFROG.NET

*Last Night on Earth*TM, Copyright 1999-2007 Flying Frog Productions, LLC. All Right Reserved.

*Growing Hunger*TM, Copyright 2007 Flying Frog Productions, LLC. All Right Reserved.

Shot on location in Washington State. Manufactured in China. The Invasion begins 2009.

Scenario Special Rules

Zombie Horde (21) –

The Zombie Pool has 21 Zombies instead of the normal 14 Zombies.

Zombies Auto Spawn –

Zombie Players may always Spawn new Zombies at the end of the Zombie Turn.

Heroes Replenish –

Any time a Hero is killed, the Hero Player may immediately draw a new Hero to replace them with.

Well-Stocked Buildings –

Pick Up: abilities may take the named card directly from the Hero Deck. Shuffle afterward.

Hero Starting Cards (x) –

Each Hero starts the game with (x) bonus free Hero Cards in addition to any other cards.

Free Search Markers –

At the start of the game, place a Free Search Marker in every building without a Hero in it. A Hero ending their movement in the building may discard the marker to immediately Search for free (including using the building's *Pick Up:* ability).

Zombie Grave Dead –

Grave Dead are specialty Zombies that you may Spawn in place of 2 normal Zombies. You have a *Grave Dead* Pool of 7 Red Zombies. *Grave Dead* are each ONE USE ONLY, when killed, they are removed from the game.

Roll a D6 once at the start of the game to determine which ability your *Grave Dead* have. Note that you only roll once to determine the ability that all of your *Grave Dead* have this game.

- 1) **Very Rotten** - *Grave Dead* may ignore any wound on the roll of 4+ (Except from an Explosive).
- 2) **Brainthirsty** - *Grave Dead* have 2 Health Boxes.
- 3) **Freshly Dead** - *Grave Dead* move D3 spaces instead of just 1.
- 4) **Ravenous** - *Grave Dead* roll an extra Fight Dice.
- 5) **Pack Mentality** - *Grave Dead* may be spawned into any space that already has at least one Zombie.
- 6) **Carrier** - Whenever a *Grave Dead* wounds a Hero, roll a D6. On the roll of 5 or 6, the Hero is immediately turned into a Zombie Hero (the Hero Player may draw a new Hero). This effect may be canceled as though it were a Zombie Card, even after the roll has been made.

Rules Notes

May Not Be Killed – If a model 'may not be Killed' it means that they may not be killed or turned into a Zombie Hero in any way. The model may still be wounded, they just cannot take their last wound. A model that 'may not be Killed' may not self-inflict a wound that would normally kill them (Ex – Father Joseph's *Strength of Spirit* ability).

Instantly Killed – When a model is 'instantly Killed', it immediately fills all of its Health Boxes with wound markers. These wounds MAY be prevented as normal. If not, the model is removed and any Fight they were in is ended without being Resolved. If a weapon 'instantly' Kills on a certain roll during a Fight (Ex. On the roll of 6), the instant Kill must be worked out before any other fight cards are played to re-roll, add dice, or cancel the Fight, etc.

Double-Handed – Double-Handed Items count as 2 Items toward a Hero's limit of 4. If the Double-Handed Item is a weapon, either a Hand Weapon or Ranged Weapon, then it counts as 2 Weapon Items.



**FLYING FROG
PRODUCTIONS**™