

The Last Ride

"This is Civil Defense. To all residents of Townville. Evacuations are taking place at this moment. The final evacuation helicopter will leave at midnight. Those persons remaining in town after midnight will not be rescued. This is Civil Defense."

With this repeating radio announcement, the final hold-outs in several locations, all well-armed, have made the decision to make the break, and to attempt to reach the Town Square in time.

The Air Traffic Controller, leaving the tower of the now-abandoned airfield...

The Drill Sergeant, racing out from his armored bunker...

The Security Guard, emerging from the computer center of Twilight Mall...

The Survivalist, leaving his secluded (and booby-trapped) cabin in the woods...

The Public Safety Officer, darting out from Twilight University's Administration building...

A Transit Officer steps out from his barricaded, subway office, ready to run...

The time is 11:00 p.m. Just one hour before the last helicopter leaves...

SETUP

This scenario uses most town tiles from *Zombies!!!* and *Zombies!!! 6: Six Feet Under*. You will also need some 4-way intersection tiles from another expansion (I would recommend from *Zombies!!! 2: Zombie Corps[e]*). In addition, you will need the entrance tiles from each of the other expansions.

Lay out a 7 x 7 map as such:

Tile Name(exits)

First Row:

Subway Station (E-S-W) Record Store(S-W) Fire Station(S) Liquor Store(N-S)
Z!!!5 School Entrance (N-S) Generic(N-S) Army Surplus Store(N-S)

Second Row:

Lawn & Garden Store(N) Skate Shop(N-E-S) Generic(W-N) Subway Station(N-E-S)
Generic(W-N-E) Generic(4-way) Generic(N-E)

Third Row:

Generic(W-E) Generic(W-N-E) Florist Shop(E-S-W) Generic(4-way) Hardware Store(S-W) Subway Station(N-E-S) Z!!!2 Front Gate(W-E)

Fourth Row:

Bank(E) Generic(E-S-W) Generic(4-way) Town Square Generic(4-way) Generic(W-N-E) Hospital(W)

Fifth Row:

Z4!!! Bridge(W-E) Subway Station(S-W-N) Record Store(N-E) Generic(4-way) Gas Station(W-N-E) Generic(E-S-W) Generic(W-E)

Sixth Row:

Generic(E-S) Generic(4-way) Generic(E-S-W) Subway Station(S-W-N) Generic(E-S) Subway Station(S-W-N) Sporting Goods Store(S)

Seventh Row:

Liquor Store(N-S) Generic(N-S) Z!!!3 Front Door(N) Drug Store(N-S) Police Station(N) Toy Store(N-E) Helipad

Determine the starting points of each player. Each player places their figure in the center square in one of the following starting tiles: Bridge, Front Door, Front Gate, Helipad, School Entrance, Subway Station (1st Row). No more than 1 player may start on a tile.

Take 1 copy of each of the following cards: Adrenaline Rush; Chainsaw; Fire Axe; First Aid Kit; Grenade; Hey Look...A Shotgun; Lots of Ammo; Molotov Cocktail; Skateboard; Dynamite; I Feel ALIVE!!!; Barricade the Door; Lucky Shot; Did You Hear That?; Hey, I Got One of Those; Machete; Meat Cleaver; Sheer Determination; That's Not So Scary; There You Are!; Why Don't We Go Some Place More Private?; Fully Loaded; Student Loan; Inflated Self Esteem!

Shuffle these cards and deal 4 to each player. No additional cards will be made available during this scenario, and players will not be able to draw from any cards not dealt out (due to there being fewer than 6 players).

Finally, place Zombie figures in each road space, except those on the 6 starting tiles, and on the center space of Town Square.

SCENARIO PLAY AND SPECIAL RULES

1. Players will have a hand limit of 4.
2. When moving Zombies, Zombies must move towards Town Square. Zombies may not occupy the center space of Town Square.
3. After every round (all players have had a turn), ALL Zombies move 1 space towards

Town Square (if possible). Afterwards, place 1 new Zombie figure in each building (1 per building, not per space, and directly onto a player, if possible), and on each road space next to the edge of the map (except on the 6 starting tiles).

4. Sewer Movement is not allowed. Guts rules are not in effect. Subway movement may be used.

5. Play proceeds until 1 hour of time has elapsed. Once time is declared, complete the round of turns (so all players have had an equal amount of turns).

6. Any players on the center space of Town Square at the game's end escape (they board the last helicopter and leave). Any players not on the center space of Town Square lose. If more than 1 player escapes, the escapee that has the most Zombies collected wins.

Estimated Time: 5-7 turns each for 6 players.