

Race Against Time

By Martin Cubberly

The sleepy town of Strakers Bluff... Quiet, peaceful, serene.

But the town has fallen to the undead. The government knows this. If the evil is allowed to spread, it could spell the end for the world as we know it. This threat must be stopped at ALL COSTS...

A great evil has arisen in the town, and is raising the dead. Anyone killed by these zombies in turn rise up as zombies themselves. With one thought on their mind - murder. The government has made a decision to end this threat immediately and air strike the town before this evil has a chance to spread. This is to happen tonight.

The townsfolk do not know the truth of what is going on, but having heard rumours here and there, plus a radio broadcast telling the townsfolk to stay indoors and be with their loved ones, there is a general feeling of unease. The players are NOT to make this any worse, this could cause widespread panic as the townsfolk try and evacuate - and the great evil living in the confines of this town could find its chance to escape in the commotion...

Objective

The players are characters that have been sent in to rescue certain key personnel from the doomed town, they are against the clock here as the town is due to be bombed tonight.

They are told to keep a low profile, as the authorities cannot afford to have the entire of the town try and evacuate; and to exercise caution, as the 'great evil' is out there somewhere...

Game Components

All tiles and disks are used - from core set only. Adding more tiles/disks will require adjusting the turn count accordingly. Some way of keeping track of the turns is also required.

Game Set-Up

- Place the museum tile at the edge of the board - on the '3' side of the 3x5 map.
- Shuffle all disks and place one on all the '?' square.
- Players start in the museum car park.

Game Play and Special Rules

- Keep track of the turn count. Every full turn (e.g. Every time each player has had 1 'go'), add one to this turn count. When the turn count reaches 30 (untested, 30 may not be enough/too little), the air strike has begun and the town is destroyed (killing all the players)
- Any numbered counters that are turned add to the turn count.
- A character can only 'control' one ally at a time, any more that are encountered are automatically considered a failure (gaining them a failure token AND reshuffling the tokens in that building).
- Allies taken to the museum car park are 'dropped off' in the waiting vehicle there.
- The mega-adversary must be hit twice to kill it.

Winning Conditions

- Victory Points are scored as normal.
- The object is to get as many allies to the museum car park as possible. The amount depends on the number of players in the game - 1 to 2 players, 4 allies must be rescued, 3 to 4 players, 6 allies must be rescued, 5 to 6 players, 8 allies must be rescued. When the required amount of allies are in the museum car park, the game ends.
- When each ally is dropped off at the museum, that player scores 5 vps.
- If an ally is killed, the controlling player gains a failure token (and loses the vps they were worth).
- The winner is the player with the most victory points. In the event of a tie, the player that killed the most adversaries wins.

- Dead characters never win...
- If the mega-adversary is killed, the air strike can be called off and the player that struck the killing blow wins, irrespective of other victory conditions.