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Game: **LAST NIGHT ON EARTH**
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LAST NIGHT ON EARTH

THE ZOMBIE GAME

Game Turn

Zombie Turn

ZP(s) complete the following steps in order:

1. Move the Sun Track Marker
2. Draw New Zombie Cards
3. Roll to Spawn New Zombies
4. Move Zombies
5. Fight
6. Place Newly Spawned Zombies

1. Move the Sun Track Marker

On the first turn place the marker on the number equal to the Turns listed on the Scenario card.

Otherwise move the marker one space down on the track. If this moves it off the track the game immediately ends.

2. Draw New Zombie Cards

Each ZP *may* discard one card, then draws new Zombie cards until they have a full hand of 4 cards (or 2 each if there are 2 ZPs).

Zombie cards are kept secret from the HP, but 2 ZPs may show cards to each other and discuss strategy.

3. Roll to Spawn New Zombies

After all *Play Immediately* Zombie cards have been played, roll **2D6**. If the number is *higher* than the number of Zombies currently on the board (including Zombie Heroes), additional Zombies will be spawned at the end of the Zombie turn.

2 ZPs roll 1D6 each and must roll over the number of Zombies they personally control.

4. Move Zombies

Each Zombie may move 1 space in any direction, including through walls.

There is no limit to the number of models that can be in a space at once.

Zombies may never move out of a space with a Hero, and if adjacent to one *must* move into the Hero's space. If a Zombie can move more than one space for any reason, it is still restricted to the this rule during all of its movement.

5. Fight

A Hero in a space with 1 or more Zombies must **fight**.

If there several Heroes and 1 Zombie, the Heroes may choose which one has to fight. If there are several Heroes and several Zombies, they must pair off as evenly as possible. If uneven, it is the Hero's choice as to who has to fight more Zombies. The HP always chooses the order of fights.

6. Place Newly Spawned Zombies

If Zombies may be spawned, roll **1D6** and place this many Zombies onto the Spawning Pits subject to the initial placement rules.

2 ZPs roll 1D3 each for their number of Zombies.

Hero Turn

Heroes take their turn in any order they wish. Each Hero completes *all* of the following steps in order before the next Hero takes his/her turn:

1. Move or Search Action
2. Exchange Items
3. Ranged Attack
4. Fight Zombies

1. Move or Search Action

The Hero may **move** or, if they are in a building, **search**. The Hero may roll movement dice before deciding.

Move

Roll D6 and move up to that number of spaces in any direction.

There is no limit to the number of models that can be in a space at once.

If a Hero enters a space with a Zombie in it the move immediately ends. If starting in a space with a Zombie in it the Hero *may* move away.

Heroes may not move through walls except at doors and may not move diagonally through a door.

Search

Instead of moving a Hero in a building space may **search** by drawing the top card from the Hero deck.

Instead of searching, if the building has a **Pick Up** item noted, that item can be taken out of the Hero card *discard pile* if it is available.

2. Exchange Items

The Hero may exchange any number of items with other Heroes in the same space and vice versa.

Heroes may attack with items they received this turn but no item or weapon may be used by more than one Hero in the same turn.

3. Ranged Attack

Heroes with a **Ranged** item may make one Ranged attack. Choose a target within the Range listed on the card (or in the same space) and in **Line of Sight** (LOS), and follow the card instructions.

Line of Sight

Models do not block LOS but walls and doors do. However a Hero has LOS through any wall or door they are touching. See diagrams p13.

Hit or Killed

If the target is **Hit** it takes 1 Wound (enough to remove a normal Zombie from the board).

If the target is **Killed** all the target's remaining Health boxes, if applicable, are filled with Wound markers.

4. Fight Zombies

The Hero must **fight** every Zombie in their space.

Setup

1. Choose Sides

- | | |
|-----------|----------------------------|
| 2 players | 1 ZP, 1 HP (all 4 Heroes) |
| 3 players | 1 ZP, 2 HP (2 Heroes each) |
| 4 players | 2 ZP, 2 HP (2 Heroes each) |
| 5 players | 1 ZP, 4 HP (1 Hero each) |
| 6 players | 2 ZP, 4 HP (1 Hero each) |

There are always 4 Hero characters.

2. Choose a Scenario

Die Zombies, Die! is the only basic game scenario, otherwise choose or randomly draw an advanced scenario.

3. Create Game Board

Place the **Town Center** board and randomly place four L-shaped boards around it.

Place the **Sun Track** near the board.

4. Shuffle & Place Card Decks

Shuffle the **Zombie** and **Hero card decks**, including the Advanced cards if playing an advanced scenario.

5. Draw & Place Hero Characters

Each **Hero Player (HP)** chooses or randomly draws a **Hero Character sheet** and places their **Hero figure** on any space in its **Start** building.

If the building is not present, the figure is placed in the center space of the Town Center board and the player receives a **free Hero card**.

6. Create Zombie Pool

One **Zombie Player (ZP)** receives all 14 Zombies; 2 players receive 7 green or brown Zombies each.

The ZP starts with 2D6 Zombies divided as evenly as possible among the **Spawning Pits** on the board.

Two ZPs start with 1D6 Zombies each and are only limited in distributing Zombies evenly by their own color figures.

Fights (Hand-to-Hand Combat)

Fights (hand-to-hand combat, not ranged attacks) occur in both the Hero and Zombie turns.

Both players roll **Fight Dice**:

Heroes: 2D6 Zombies: 1D6

Zombies win on a tie.

A Zombie may *not* use more than one **Fight card** per fight.

Hero cards with a **Combat Bonus** may only be used once per fight (unless stated otherwise), though more than one Combat Bonus may be used. Ranged weapons may not be used in *hand-to-hand* fights.

After all cards and abilities have been used, both players compare their highest Fight Dice roll:

If the Zombie wins, the Hero takes 1 Wound.

If the Hero wins, the Zombie is *fended off*; nothing happens and the fight ends.

If the Hero wins and has rolled doubles on any of his Fight Dice, the Zombie takes 1 Wound.

Wounding, Healing and Being Killed

When a Hero or Zombie Hero takes a **Wound**, put 1 Wound marker on their character sheet.

If a Hero or Zombie Hero is **Killed**, all remaining Health boxes are filled with Wound markers.

When the last box is filled a Hero or Zombie Hero is killed. If a Hero, all items are immediately discarded.

Dead Heroes

A Hero killed during turns 20 to 14 on the Sun Track (the **Black Zone**) is automatically turned into a **Zombie Hero**.

When a HP's *last* Hero is killed the ZP player takes control of that Hero as a **Zombie Hero**.

In either case, the HP may draw a new Hero to control and place it on the board, choosing either a random building, or the centre board space with a free Hero card.

Zombie Heroes

The ZP who killed the Hero places a Zombie Hero marker under the Hero figure and now controls it.

Zombie Heroes are like normal Zombies, but move D3 spaces, have as many Health boxes as they had when alive, are removed from the game when killed, and have no special abilities or are ever considered to be a Hero in any way.

Items

Events are kept secret (those with *Play Immediately* on them are played immediately).

Items are placed face-up by the Hero's character sheet.

A Hero may carry up to 4 items at a time, and only 2 of these may be Weapons. A Hero with more must immediately discard down to the limit, but may use items or exchange items with other Heroes in the same space first.

Special Items

Explosives (Dynamite and Gasoline)

Dynamite is an effective ranged weapon but needs something to light it.

Gasoline may be used to place a **Gas Marker** on the board; this can be ignited as a Ranged attack using a Ranged weapon (roll to hit as though it was a Zombie) or by discarding any item with the keyword **Fire** at it using Range 2, hit +3.

Any Zombies or Heroes in the same space are immediately *Killed*, and any in adjacent spaces *Killed* on 3+. Remove the marker from the board.

Cards and Abilities

Hero and Zombie cards may be played at any time and in any number unless specifically noted on the card or in these rules.

Cards and abilities may be used *after* the dice rolls (unless stated otherwise) to affect the outcome.

Start of the Turn

Start of the turn means any point up until the first model moves in the *Move Zombies Phase* or takes a *Hero Move or Search Action*.

Play Immediately Cards

Play Immediately cards must be played as soon as they are drawn.

If more than one is drawn at the same time, the player may choose the order in which they are resolved.

Remain in Play Cards

Remains in Play cards stay face up on the table and continue to affect the game until cancelled or discarded.

Cancelling Cards

A card may not be *cancelled* after it has already caused dice to be rolled or re-rolled.

A Hero card that says **'Immediately cancel any Zombie card'** may cancel any Zombie card being played or that *Remains in Play*.

If a *Remains in Play* card is cancelled, any markers placed by that card are discarded also.

A card used to cancel a fight immediately ends the fight with no resolution.

Other Notes

Cards that can be played at any time **'except during a fight'** may not be played from when Fight Dice are rolled to when the fight is resolved, but may be played *between* fighting two Zombies.

When a ZP draws a card that refers to **'your Zombies'** and there are 2 ZPs, it refers only to the card drawer's Zombies.

Running Out of Cards

If the Zombie deck runs out of cards, re-shuffle the discards.

If the Hero deck runs out of cards, there are no more Hero cards available. Players may never count the remaining cards in a deck or discard pile.

Rolling a Random Building

On a roll of 1 on a die the result is the HP's choice and on a roll of 6 the result is the ZP's choice.

Roll 1D6 to determine the L-shaped outer board section. Roll a second D6 to determine the building (if a Hero or Zombie choice, only a building with a set of numbers may be chosen). If a building rolled cannot be used for any reason, roll another building on the same outer board. If none of them can be used, roll again entirely.

The Manor House

The **Manor House** is on the flipside of the Town Center board and used for some scenarios. It counts as a normal building in most respects.

Heroes may never **Search** in the Manor House. It may never be chosen as a random building. Heroes that do not have their Start location on the board may start anywhere in the Manor House and receive a free Hero card.

Corner Walls in the House prevent Heroes from moving diagonally around a corner but do not affect LOS for Ranged attacks.

Scenario Notes

Die Zombies, Die!

Use the circular red marker to keep track of Zombie deaths.

Save the Townsfolk

When found, a **Townsfolk** card is placed face up on the table. They are not associated with any one Hero.

While on the table they may *not* be cancelled, but can be played and discarded for their effects as though in a HP's hand—though this means it no longer counts towards winning the game, and can be cancelled.

Burn 'Em Out

When using an Explosive to blow up a Spawning Pit, the Hero does not require any other cards to ignite it.

Mark a destroyed pit with a Wound marker; Zombies may no longer spawn from it. Destroying a pit has no effect on Zombies that are already in the space.

Winning the Game

When one side completes their **Objectives** on the Scenario card the game immediately ends.

In addition, the Zombies automatically win the game if they kill 4 Heroes (including turning them into Zombies) or a Zombie card discards, or would discard, the last Hero card from the deck.