

After the War

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INTRODUCTION

The bomb has fallen. Radiation has taken its toll and Undeath reigns supreme. Now all nations are trying to stop the zombie horde that is overwhelming the few soldiers left... but there's a small hope.

In a secret laboratory, a cure for radiation had been found before it was overrun by the undead.

Several commandos have been sent to recover the cure, but they want it for their own countries and they're not going to cooperate...

SETUP

- The board is preset and the tiles placed as shown on the map.
- The tiles marked as "?" on the map (see VARIANTS) are shuffled and placed faced down. Each one is turned up when any player enters it.
- Place the bullets as close to the doors as possible and then the hearts. Place the zombies on the same spaces as the tokens and as close to the doors as possible. Put a zombie on every exit of street tiles.
- The Town Square was bombed and the three central spaces are a great chasm. Neither player nor zombie can enter those spaces. Place one player from each team (see Team Work) on one of the two available spaces and the other player at the other one.

Use the original Zombies!!! card deck and remove the following cards:

- Skateboard.
- Bad Sense of Direction.
- I Don't Think They're Dead.

VICTORY CONDITIONS

- The player controlling the team that first enters the Top Secret Lab building and recovers the cure wins the game.
- No, you cannot win by killing zombies. There's been enough killing already.
- You only have one hour before radiation becomes too strong to be controlled. If the cure is not recovered within an hour all players lose the game.

SPECIAL RULES

Team Work:

- This scenario is played with two or three teams of two players. If there are less than 4 players each one will control two soldiers in alternative turns. Use only one hand of cards for both of your soldiers.

Radiation:

- At the end of every turn the active player loses half a heart due to radiation. If Z4's tokens are not available just flip one heart token. At the end of the next turn you lose the flipped heart, and so on.
- The zombies at the building where the cure is located are Radioactive Zombies. They can move 2 spaces and players require a roll of 5 or 6 to kill them.

Death:

- When a player dies he or she turns into a zombie. Place the player back on his or her starting square (as another soldier arrives to replace the fallen one) and a zombie on the space that player died. If it's already occupied by a zombie put the zombie on the closest space available (the player's choice).
- If a player is killed by radiation he or she turns into a Radioactive Zombie.

The Door is Locked:

- The Front Gate is locked and it's impassable, so you can only stand on the first space of the tile. It has a double lock that can only be opened when both players of the same team, and no zombie, stand on the space in front of the door. Both of them advance one space for free (the active player must fight any zombie standing on the new space) and the door locks behind them. The active player may resume his movement.
- The door is unlocked from the inside so any player can exit with his or her regular movement.

VARIANTS

This scenario was originally designed for Z2 but other expansions can be used with minor changes.

The Front Door, the School Entrance or the Hospital's door are locked as described in the "The Door is Locked".

- Z2 "?-Tiles"
 - o Front Gate
 - o Armory
 - o Motor Pool
 - o Top Secret Lab

- Z3 "Z-Tiles": the spy who was carrying the newly found cure was hiding from other agents at the Food Court of the Mall when the bomb fell.
 - o Front Door
 - o Appliance Store
 - o Department Store
 - o Food Court

- Z5 "Z-Tiles": the cure had been found by the researchers of the Medical School.
 - o School Entrance
 - o Admin Bldg.
 - o Dormatory
 - o Medical School

Zombies!!!: if there is no expansion available or you want a slightly shorter game, connect the Hospital with the Hardware Store and Toy Store with a T-Junction.

- The cure is located at the Hospital.
- The Hospital door is locked as described in "The Door is Locked".

Zombie player: if there is an odd number of players, one of them may control the zombies.

- Human players will no longer move the zombies at the end of their turns.
- The Zombie player will play a turn after each player's turn.
- Zombies are moved as usual (1d6 zombies move 1 space).
- The Zombie player will use cards as usual but can only use one card for each complete round (a turn of all Human players).
- Some cards will need some changes, for example, "Fire Axe" may give a +1 bonus to all zombies at the Fire Station, "Much Needed Rest" will place two zombies from the zombie pool on two spaces of your choice instead of making a movement roll... Be creative.
- If the cure is not recovered within an hour and radiation becomes too strong to be controlled... the Zombie player wins the game.

			?		
		?	Cross-roads	?	
			Front Gate		
		Hardware Store	Cross-roads	Toy Store	
		Drug Store	Hospital	T-Junction	Sporting Goods Store
Police Station	Gas Station			Florist Shop	Fire Station
Lawn & Garden Store	T-Junction			Army Surplus Store	
	Corner	Town Square		Corner	