

5 minutes to midnight

(The 12 Months of Twilight - February contest)

Your heart is pounding in your chest while you reload your shotgun. Damn Zombies!, If they didn't get in your way maybe they'd still have a head on their shoulders. Well, it doesn't matter anymore, you have almost reached the helipad and you can smell freedom from here. All you need to do is cross the street, past the mall and you are out of here.

You start walking, keeping an eye out for those pesky living dead, when you suddenly see an F-16 in army colours fly over the town. You jump in joy, 'cause you have just realized that you are not the only living being left in this world. And if there is still an armed force out there, then there is still hope!

You start running and in the joy of your new found discovery, it is hard to hear that whistling noise that keeps getting louder.

BOOM!!!!!!!!!!!!!!

The blast of the "Nuke Bomb" throws you back a couple of yards.

When you regain consciousness you see that the entire street and mall are whipped away, along with the better part of your legs.

The last thing that goes through your mind is the bullet that is to save you from the horror of being eaten alive by a zombie in a waitress dress.

Plot:

The army is going to bomb the town in the feeble hope of containing and destroying the menace that is threatening our beloved society: Zombies!!!

"That's great!!".

Sure it is, except they never bothered to tell you about it. So now you have to fight zombies, get to the helipad and avoid the bombs those army idiots are throwing at you. Good Luck!

New stuff:

Nuke Bomb figure

16 Smoke tokens

16 Crater tiles

16 Bomb cards

2 gasmask cards

2 Shelter cards

2 army boots cards

Turns:

A turn is played as normal in "Zombies!!!" except:

- After placing a tile, you draw back up to three event cards. When you draw a "Bomb Card" it is played immediately, roll the dice to establish the impact:

1/2 – It's a dud, nothing happens

3/4 – Boom, all players and zombies are destroyed. Players return to town square, lose all active weapons and start there next turn with three heart tokens and three bullet tokens. Zombies are returned to the zombie pool. Place a “Smoke Token” in the middle of the tile.
5/6 – BOOM!!!!!!!. Everyone is dead (players return to town square, etc) and the tile is removed. In place comes a "Crater Tile".

A “Bomb Card” doesn’t affect the amount of cards you may play.
The Town square and Helipad cannot be bombed. (So don’t bother putting the “Nuke Bomb” there!)

- After moving the zombies, you role the die and move the “Nuke Bomb” figure the amount of places indicated by the die. It may not end on the same tile it started from in the beginning of the turn.

So you’ve got some big holes or smoky streets. How do you cross?

"Smoke Token"

A tile with a “Smoke Token” on it:

- You can pass if you have a “Gasmask” card in front of you.
- You can pass normally, but it will cost you a heart token. If you cannot fully cross this tile and have to start from it your next turn, it will cost you another heart token. (Better run fast!)
- If you have collected two “Smoke Tokens”. You can pass normally.

To collect a “Smoke Token” you must stand on it and role a 5 or 6 with one die. If you fail, you will lose a heart token. You cannot alter this role with bullets. (It’s SMOKE! For crying out loud!) When you try this, you do not have to pay a heart token to get on the tile. (Chances are you will probably lose a few to gain a "Smoke token")

"Smoke Tokens" are lost when you die.

You may stop to roll the die when you feel you're not getting that "Smoke Token" you want so badly.

"Crater Tiles"

A "Crater Tile" can be crossed:

- If you have the "Army Boots" card in front of you. Crossing will count for one step.
- If you are willing to skip a movement roll. To do so you must stand next to the tile. During your next turn, skip the "Crater Tile" as a means of movement. Then your turn is carried out as normal.

Additional rules and Clarifications

- The "Nuke Bomb" figure comes in play when the first "Bomb" card is played. Place the figure on the last tile that was drawn.
- You can play with the movement of the "Nuke Bomb" but: It may not cross the same tile in the same turn. You can jump over "Town Square" and the "Helipad", this does not count as a step.
- The new cards can be played in any store. They are considered weapons.
- Zombies can stand on a "Smoke Token". You must first defeat the zombie before taking a shot at the "Smoke Token".

- If you draw two "Bomb" cards at the same time you have to roll the dies, carry out the damage and then place the "Nuke Bomb" figure on a tile next to the one just bombed (even if nothing happened on the first tile and you can pick which one).
- If (at the beginning of the game) you start off with one or more "Bomb" cards in your hand that's just too bad. You cannot use them on other players, you will have to discard it at the end of your turn.

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