

ASH BARKER

# LAST DAYS

ZOMBIE APOCALYPSE



FREE SOLO SECTION  
SEASONS



# FOREWORD

## Hey Survivors!

I hope you're all hale and hearty out there in the ruins of civilization.

When I originally wrote the first draft of *Last Days: Zombie Apocalypse* in 2009 one of the key design choices I made was that I didn't want anyone to be FORCED to play the Zombies. Zombies are the force-majeur that causes conflict amongst ourselves in Horror Movies and the player should not be forced to play as such faceless and numberless hordes.

One of the first and loudest requests when the Core Rules first released from Osprey was for a Solo Play and Cooperative play option. This was a small, but burgeoning, demographic in wargaming, but I've watched it grow and become ever more popular in the last five years.

*Last Days: Seasons* is the companion volume to the Core Rulebook and provides a detailed survival campaign system, new skills, characters and gear for the Survivors to experience. I also was mindful of what fans were clamoring for and made sure to include detailed rules for playing the game Solo as well as collaboratively with friends.

With all that's going on in the world it seemed apt to release those rules for free so *Last Days* fans or those new to the game can get right into it with our new reality of Social Distancing and Isolation. Projects and imagination games are a wonderful way to pass the time and I'm happy to be able to put something out there that will hopefully give players some rewarding Hobby Time while they're at home. I love to see what people are working on so if you give these rules a try please post up some photos of your experiences in the *Last Days: Zombie Apocalypse* Facebook Group!

All the best, stay safe and happy wargaming!

Ash

# SOLO AND COOPERATIVE PLAY

Adding this feature to *Last Days* has been a popular request. While the vast majority of missions can easily be adapted to solo gameplay, cooperative missions, by their very nature, tend to be initiated because some circumstance so dire has arisen that two vying communities are able to put past grudges and differences aside for some common good. The following rules will allow players to play any of the *Seasons* or *Last Days: Zombie Apocalypse* missions solo. Adding the option of some random occurrences will also make the game-play a bit more exciting when playing solo and I encourage players to come up with their own as well. The cooperative scenarios can be used if both players agree to set up a cooperative game as either part of their Campaign or as a one-off Encounter. The changes to the core rules will be listed in each section.

## SOLO PLAY

The core mechanics of *Last Days* do not need much adaptation to solo play. What changes that do exist are there to allow for the greater emergence of personalities from within your Group and to give you an additional challenge to manage when playing solo. Zombies are dumb, so having the Characters become a bit rowdier helps increase the challenge level.

The one thing to consider when playing *Last Days* solo is that you will need **significantly** more zombies on the table from the beginning as they will form the primary threat to the Group. 30–40 will likely be incoming as the Group advances in Level.

When adapting any Scenario to solo play simply add the following to each relevant section:

## SET-UP

The following to be added to the beginning of the Set-Up Section: “In any mission requiring an Attacker or Defender, the player should choose their role prior to Setting up the table. In all cases that refer to the role not being assumed but the solo player, assume this will be replaced by zombies. In the Home Defence mission, the player should always be the Attacker. (At the end of the Set-Up instructions) “Once all the primary set-up is complete, deploy a number of zombies equal to the total Group Level of the Characters being deployed to play this Encounter in the opposite deployment zone to the player.”



## PHASE CHANGES

The following changes to the structure of the turn apply to any Missions being played Solo:

### THE ACTION PHASE

Do not roll for Initiative. There is no Aggressor or Defender. The player may activate the Characters in their Group in any order they see fit.

### THE SHOOTING PHASE

When not imminently threatened by another Group, the Characters will tend to revert to their baser motivations when being threatened by the Undead. When called upon to Shoot, they must prioritize zombies based on their Keyword. If armed with a Ranged Weapon, Characters **must** shoot in the Shooting Phase unless their Keyword rules below state otherwise and **must** fire up to their full Rate of Fire with one weapon if able (player's choice).

#### **Selfish Characters**

They must target and shoot the nearest zombie to themselves. If Rate of Fire kills this first zombie, they must continue to target the next closest until they stop firing. **Selfless Characters**

They may target and shoot any zombie in Line of Sight **unless** there is a zombie closer to another Character in the Group and in Line of Sight. In which case they will attempt to aid that Character instead. They may only target a different Zombie when all Characters in their Line of Sight have zombies further from them than they do themselves.

#### **Trained Characters**

These Characters may freely choose their targets. In addition, Trained Characters are **not** required to shoot in the Shooting Phase unless you wish them to. **Neutral Characters**

These Characters may freely choose their targets.

### THE CQC PHASE

Much like with Shooting, Characters tend to act based on their personal biases when threatened by the undead. Characters **must** attack in the CQC phase unless their Keyword rules below state otherwise. These rules only apply to engaged in contact Characters. They do not affect the Action Phase and do not require you to move into Contact with zombies in any particular way (although it would be very in-character for you to play that way!).

#### **Selfish Characters**

They must attack zombies only engaging themselves before attacking zombies also engaging another Character.

#### **Selfless Characters**

They must attack zombies also engaging another Character before attacking zombies only engaging themselves.

### Trained Characters

May attack freely without restriction. May also choose **not** to attack if it suits them.

### Neutral Characters

May attack freely without restriction.

## THE END PHASE

Wild events can take place when large groups of the Undead muster in a single area. Keep track of the Turn Number in Solo Games. After checking for Breaking Point for your Group, roll 1D6 and add the current turn number while consulting the End Phase Event Table. The lower the score, the more things continue as normal. The higher the score, the more agitated the zombies become and the more likely it is that something out of the usual happens.

END PHASE EVENT TABLE	
1D6 + Current Turn	Event
2-5	All Quiet: The Dead continue their march towards you but nothing untoward takes place.
6	Changing Weather: If playing a Solo Game as part of a <i>Seasons</i> Campaign, roll to generate a new Weather condition, re-rolling if you generate the same result as is currently in effect. If not using Weather conditions treat this as a roll of 7.
7	Car-Alarm Chain! If there are any Vehicles on the table within 2" of a zombie, they immediately have their alarms go off as detailed in the <i>Last Days</i> rulebook. If not, treat this as a roll of 8.
8	That body is Moving! Randomly select one unsecured Supply Token on the table. Place a zombie in contact with it. That Supply Token will move from now on with the zombie and will not be dropped until it is destroyed. If there are no unsecured Supply Tokens, treat this as a roll of 9 instead.
9	Breakout! A group of previously undetected Zombies emerge from a man-made structure on the table. Randomly select one building or similar structure on the board (unexplored room, etc). Place 2D3 zombies as close as possible to the entrance nearest the centre of the table. If there are no man-made or other appropriate structures on the table, treat this as a roll of 10.
10	Horde inbound! For the remainder of the game, 1D3 zombies arrive whenever drawn to the table by Noise in the Menace Phase instead of just 1. If this result has already been rolled, treat this as a roll of 9 instead, but place the zombies in the centre of a random table edge instead (use a D4).
11+	Blind Panic! The Character closest to a Battle Field edge must make a TN10 Courage test or immediately make a Run move to the edge of the board, leaving if possible. They must pay any cost to Break Contact before executing the run. If they do not make it off the board edge, they may not fire in the Shooting Phase or fight in the CQC Phase of the following turn, other than to defend themselves.

## ENDING THE GAME

In addition to any normal rules for ending the Encounter, the Encounter will always end if the Group reaches their Breaking Point or all the Characters leave the table.

These rules should allow for players to be challenged while trying to manage their Characters through any mission. Some common sense may be required for using these rules on future Encounters, but you are encouraged to fudge them in order to make both the narrative you are creating make sense and for your own enjoyment.

## COOPERATIVE PLAY

By nature, wargaming is a social activity. Getting together to tell a story is just as satisfying for some as competing head to head in massive tournaments. In the spirit of this, *Seasons* includes three Cooperative missions that can be played by anything from one to twenty players, depending upon the Levels of the Characters being used.

All Cooperative missions follow the same Special Rules from Solo Play (see page 66) with the exception of Set-Up, which will be detailed explicitly in each mission. Your Characters are not used to working as a group and once again will default to their own motivations when thrust into these extreme circumstances.

Each mission is designed for 20 Levels of Characters to participate. If playing with more than one player, simply divide 20 by the number of participants, rounding down. For example, if there are two players you would divide the 20 Levels by two, giving 10 Levels available to each player. This is the number of Effective Levels of Characters that each player will send to will participate in the Encounter. Any other Characters are assumed to remain at the Refuge and will not participate or earn XP this game. Any unused levels are lost (including to rounding). Players do **not** have to choose a Leader to participate in the mission. Instead, the temporary Cooperative Group Leader (mostly used for Breaking Point) will be chosen based on the following:

- Highest Level character in the Encounter.
- If two or more Characters are equally high level, the one on the table with the highest combined Courage and Intelligence will take charge.
- If two or more Characters have equally high level and courage and intelligence, randomize which is Leader for the encounter.

## ENCOUNTER 1: FROM DUSK UNTIL DAWN

Trapped outside the refuge after dark is a situation that every survivor hopes desperately to avoid. Quickly securing a location, or finding the place with the best chance of defending against the undead (when you can't see them coming from far-away), often leads to small groups of runners and scavengers ending up in the same vaguely-secure location overnight. When this happens, it is quite common for past differences to be put aside and an uneasy alliance to be born. The Groups may go back to killing each other tomorrow, but simple survival dictates that for tonight they act as a team.

The inky blackness of a night causes its own challenge in more infested areas, so the survivors light bonfires around the perimeter to help them keep watch. Leaving the safety of the refuge to re-light them may not be possible, however, if they do go out, the area is crawling with zombies.

When the sun rises a clear route of escape will be clear. Until then, the survivors must pray that both their courage and their ammunition last until dawn.

### SET-UP

The survivors are holed-up in what appears to be an old refuge, either abandoned or overrun by some previous Group. A building or set of barricades roughly 12"x12" should be set up in the centre of the board. Suitable apocalyptic terrain should be deployed around this refuge to represent the local environs.

Each player should 1D6 to determine who places the first Character. All Characters are deployed within the 12" x 12" confines of the abandoned refuge. Starting with the player that rolled the highest, take it in turns deploying a character in this area until all characters are deployed.

The players may then deploy 6 fire markers (1" circular tokens will do) on the battlefield. Each fire marker must be deployed within 8" of a different Table edge and not within 10" of each other.

Each player places a Scavenge Token on up to three characters they have deployed for the game. If they have not brought enough Characters any remaining may be deployed inside the perimeter of the abandoned refuge. These may be claimed at the end of the game by themselves or other players during the Barter at the end of the Encounter.

Finally, deploy 20 zombies, not within 2" of another zombie, distributed evenly around all four sides of the table (so 5 per side).

### SPECIAL RULES

The night is almost pitch black. The survivors can hear the zombies approaching but can barely make out their outlines against the other debris surrounding their hideout. All shooting has its range restricted to 3". If, however, a zombie is within 6" of a lit fire, it can be targeted with shooting as normal.

The fires, however, do make for an additional threat as they can light zombies ablaze! If a zombie ever moves over a fire marker it catches alight. Place a suitable



token next to it to mark this fact. This does no discernible damage to the zombie but causes the zombie to **always** count as if it were within range of a fire for the purposes of shooting. It also gains +2 to all Damage rolls in CQC until it is destroyed as it is considerably more dangerous when ablaze!

In each End phase, roll 1D6 for each lit fire still on the table. On the roll of a 1 it is extinguished. Remove it from play.

Finally, in each End phase, place 1D6 additional zombies on each table edge, starting with the middle and not within 2" of a zombie previously placed as more of the Undead arrive on the table.

The Characters will not test for Breaking Point in this Encounter and may not leave the table.

### ENDING THE GAME

There is no clear way to escape visible to the Characters until Dawn breaks. The Encounter automatically lasts 8 turns at which point dawn breaks and any Characters not out-of-action spot the route that will get them away from the horde of undead and take their chance to run. The Encounter is over after the End Phase of the 8th turn.

When the Encounter ends, roll for Injuries for any Characters out-of-action and determine Experience as normal.

Each player may keep any Scavenge Tokens that their Characters were carrying at the end of the game. Any Scavenge Tokens dropped on the table will be distributed evenly amongst all players, provided they had at least one Character still not Out of Action at the end of the game. Begin with the player who has the most Effective Levels of Characters still on the board. Any odd Scavenge Tokens will go to the player with the most Levels of Characters still not Out of Action at the end of the game.

Finally, if any players did not receive at least 1 Scavenge Token they may roll 1D6 for each Selfless Character that was carrying a Scavenge Token at the end of the Encounter and not Out of Action that belonged to another player. On a roll of a 6+, that Character takes pity on their Group and gives their Supplies to the player that had none. The other player must give that Supply Token to the player who previously had none.



## ENCOUNTER 2: NO ONE LEFT BEHIND

Huge hordes of the living-dead represent a constant hazard as they cannot really be dealt with by the Groups, only hidden from. With the denser population centres representing both the best chance at finding untouched supplies, but also with a greater zombie infestation, there is a good chance that roving scavengers will occasionally disturb a large enough group of the undead that they will break off from the teeming hordes roaming city streets and follow them back to the Group's Refuge.

The mix-matched group of Characters have been drawn to the cries of one such group of scavengers. Injured during their flight from the Horde, they convince the Characters that their Group's leader will reward them with valuable supplies if they can help escort them back to safe territory and navigate the ever-growing numbers of zombies flooding after them.

While none of the Group's present have the ability to help these survivors back to shelter alone, together they have a chance to bring them back claim the reward for their Groups.

### SET-UP

The table should be set up to represent the outskirts of a densely populated area. City streets, abandoned cars, and buildings should make up the majority of the terrain.

After the terrain is placed, place a single Supply Token in the centre of the table. Randomly determine which edge of the table the Characters will deploy on. The opposite edge is the exit.

All the players should Roll-Off. Taking it in turns they may deploy their Characters within 1" of the entry edge and not within 3" of a Character already deployed.

Once all Characters are deployed, each player places one neutral Survivor in base to base contact with the Character of their choice. These neutral Characters use the Survivor profile from the *Last Days: Zombie Apocalypse* rulebook.

Finally, starting with the two corners opposite the players table edge, place 20 zombies, equally distributed between both sides, not within 3" of a zombie already placed so that they extend along the three neutral edges of the board.

### SPECIAL RULES

The Survivors need to be escorted off the opposite side of the board by the Characters. They are exhausted, out of ammunition and burdened with the supplies they have retrieved from the city and will not fire weapons in the Shooting Phase and may only Defend in the CQC phase. They activate in the Menace Phase and will attempt to Move through Open Terrain, Move through Difficult Terrain, or Climb as quickly as possible to wards the nearest Character they can see or that makes Noise. They cannot Run or Interact. If there are no Characters

remaining on the table the, Survivors will succumb to despair and be devoured by the oncoming horde.

If a Survivor ever begins the Menace Phase within 2" of the exit edge of the board, remove it from the table as it exits.

In addition to any zombies summoned by Noise throughout the course of the Game, place D3 zombies in the centre of each neutral table edge (not the edge the Characters deployed on) at the start of each Menace Phase.

The edge of the board opposite the Characters' deployment zone is the only table edge which the Characters may safely exit.

Due to the desperate nature of the escape from the oncoming Horde, the allied Group does not need to test for Breaking Point during the End Phase.

### ENDING THE GAME

The Encounter ends when all Characters and Survivors have exited the board via the escape route on the opposite edge of the table or are Out of Action.

The Leader of the lost Survivors will reward each player with one Supply Token for each Survivor that successfully exits the escape edge of the table, up to a maximum of four each.

## ENCOUNTER 3: THE HUNTERS AND THE HUNTED

Not all survivors of the zombie apocalypse will settle down in a Refuge. Another strategy employed after the collapse of civilization was to keep moving. These convoys were almost like mobile Refuges themselves, with each Vehicle serving the purpose of the various rooms and perks in a single-structure Refuge. An ambulance might serve the purpose of an Infirmary while a school bus with the seats pulled out might be a mobile bunkhouse for a half-dozen people. An armoured car could be an Armoury and a mobile home... well it could be a mobile home!

Depending upon the nature of these convoys local enclaves of Survivors might find them useful allies for trading or getting news of the wider world. Unfortunately, some convoys (often known as 'vultures' or 'jackals') prey upon the local population, stealing from groups out scavenging when they are away from the fortified walls of their Refuge. These savage gangs will often go so far as to camouflage themselves as zombies or drape themselves in gut and offal covered ponchos to mask whatever it is that attracts the undead with the awful, disease laden horrors of decomposing flesh.

It can happen that several small groups out scavenging from various Groups find that a particularly rich area of salvage is now cut off because of these Hunters. Finding the supplies recently looted, they have fanned out and are looking for these supply runners. The Characters have little hope of fighting their way past unless they band together to take on these Hunters and do it quick enough that the fighting doesn't bring a world of zombies down on everyone's heads.

## SET-UP

The table should be set up for the Encounter with a good amount of Line of Sight blocking terrain scattered throughout. Taking it in turns, each player should place one zombie per Character they control on the game table, within 12" of the centre of the table and not within 6" of another zombie.

The players should then Roll-Off, with the winner placing all their characters within 3" of any single board edge. Take it in turns with the next highest roller (Roll-Off ties) placing theirs until all have been deployed. Each player then deploys up to three Supply Tokens, each next to one of their Characters. They may choose to pick it up (or not) during the game.

Finally, you must deploy one Hunter model for each Character participating in the Encounter. They have fanned-out to try to find the survivors they are hunting and so have cast a wide net. As evenly as possible place a Hunter model first in each of the two corners of the board edge opposite to the Characters. Then continue deploying them back and forth on either side edge every 6" from the last Hunter, until all Hunters have been deployed.

## SPECIAL RULES

Hunters use the profile for Survivors found in the *Last Days: Zombie Apocalypse* rulebook. They may be armed with up to two of any of the following; Shotgun, Revolver, Rifle, Knife, or Club. It is best to keep their equipment either uniform or WYSIWYG for the sake of clarity on the game table.

- Hunters will act in the Menace Phase in the same way as zombies with the following exceptions:
- Activate all Hunters before activating any zombies.
- Hunters will test for Noise and Ammo in the same way as Characters. Keep track of these with appropriate tokens during the turn.
- If a Hunter has an Out of Ammo Firearm when it is chosen to activate, it will first spend 2AP to reload it.
- If a Hunter is equipped with a Firearm and is within 12" and Line of Sight of a Character when it is chosen to activate, it will not move, it will instead become Locked and Loaded.
- If a Hunter does not have Line of Sight to a Character or is not equipped with a Ranged Weapon, it will move towards the nearest one it can see (or that made Noise), attempting to end its move in contact with the first Character they encounter. They always use the shortest possible route and may move through difficult terrain, Climb ladders, and Run if it enables them to do so.
- Hunters will always attempt to remain at least 3" away from any zombies at the end of their movement when called upon to act, moving, if possible, to do so instead of going Locked and Loaded or Engaging.

Zombies act normally in this Encounter but will ignore Hunters for the purposes of determining the nearest Character **unless** they are within 3” of one at the start of their activation as their camouflage fools their senses.

In the Action Phase, Hunters will expend their Locked and Loaded Token to fire upon the first character to activate in range and Line of Sight.

The Shooting Phase Hunters will all fire after the Characters do their shooting, prioritizing the easiest to hit target followed by the closest. They will never target zombies, even if there are no Characters in Line of Sight.

In the CQC Phase Hunters will strike after Characters but before zombies, starting with the Hunter closest to the opposite table edge to the Characters and working towards their deployment zone. In multiple combats they will prioritize the Character with the lowest Damage Capacity followed by the lowers CQC. In the case of a tie, Roll-Off. They will strike zombies only if they are the only thing engaging them.

Hunters are half-crazed and never test for Breaking Point.

## ENDING THE GAME

The game ends when either all the Characters exit the opposite board edge from their deployment zone or the temporary Group fails their Breaking Point test.

If all surviving Characters exit the opposite side of the Board, their players may keep any Supply Tokens they were carrying when they left. If all the Hunters are eliminated and the Survivors exit the board edge, players may (optionally) roll 1D6 for each Character that exited the board not carrying a Supply Token, starting with Selfish Characters (Roll-Off if there are multiples of these), then Trained Characters, then Neutral Characters (not dogs), then Selfless Characters. On a 4, 5, or 6 they return to the area and retrieve one of the abandoned tokens. On a 1, however, they're attacked by roaming zombies and must make an Injury roll as if they had gone Out of Action during the game. Continue rolling for Characters until none remain or all the uncaptured Supply Tokens have been picked up.

Characters score Experience from killing Hunters as if they were rival Group members.

