

NIGHT OF THE LIVING DEAD™

FAQ & ERRATA

VERSION 1.0
LAST UPDATE: DEC 17, 2020

FAQ

SCENES

Q. In Scene 10, how do you complete the objective of moving the Spawn Zones from interior Zones if Molotovs cannot be used on interior Zones?

A. For this Scene, Molotovs can only be used indoors if the target interior Zone contains a Spawn Zone. The usual Molotov rules would apply after its use, move the Spawn Zone and eliminate all Actors in the targeted Zone.

PROGRESSION

Q. Are you able to carry your progress between Scenes?

A. Scenes are standalone missions, therefore progress will not carry over.

ERRATA

SCENE 9 SETUP

In Scene 9, there is supposed to be a White Spawn Zone on the map. Please refer to the updated Setup image provided:

2R	6R
1V	5V
3R	4R

