

Anti-zombie commando

This scenario for Zombies!!!, the board game, is made for **two players**, for a **cooperation game**. It is possible to adapt it for more players, and this option will be described at the end of the text.

The scenario

As it is noted at the beginning of this text, this is a cooperation game. The players are taking the role of two soldiers that were sent to investigate on an accident that occurred in a military base that hid a to secret laboratory for research on the living-dead. Why only two ? Because things went wrong from the start as their squad was attacked by hungry zombies on the way to the base (the lack of data prevented the squad to be dropped directly inside the base). Our two survivors will now have to find what they came here for and only then will they be allowed to contact their base for an helicopter to be sent to us. Meanwhile, they'll have to make their way through a military base full of zombies only waiting for a living one to become their next meal. What are the commando looking for ? Two people, or at least their notes : the general commanding the base and the head scientist. Those two men will be able, at least this is what the HQ hopes for, to explain how things could have went awry like this.

The setup

Tiles

This scenario uses almost exclusively the tiles from the military base, available in the extension Zombies!!! 2: Zombie corps(e). You will have to add to them the Fire station, the Hospital, two straight roads, on three-way crossroad, and two four-way crossroads. Put aside one of the straight roads, the Front Gate, the Helipad, le Top Secret Lab and the Mess Hall. Shuffle the other tiles. Take nine tiles out of the deck. Add the Secret Lab and the Mess Hall to the remaining seven tiles and shuffle this deck. Put on it five of the tiles taken out previously (do not shuffle the deck from now on). Put the Helipad with the four remaining normal tiles, shuffle these tiles and add them at the bottom of the deck. The tile deck is so in three parts : five random tiles; nine tiles including the Top Secret Lab and the Mess Hall; five tiles including the Helipad. Place on one border of your table the straight road and connect the Front Gate to it. Put zombies on the Front Gate but not on the straight road. Put the players' pawns on the square of the straight road nearer to the Front Gate.

Cards

Remove, from the whole game cards (from the original box and from the Zombie Corps(e) extension), the following cards: *Adjusting nicely*, *All the marbles*, *Chainsaw*, *I think it's over here*, *I don't think they're dead*, *Skateboard*, *The keys are still in*, *We're screwed*, *Where did everybody go?*, *You don't need that*, *You lookin' at me!?!?*, *Zombie master*.

During the game, the cards with a negative effect are applied as soon as they are drawn and target the one of drew them. If this player draw several cards at once and that several of them are negative, he must apply the first negative one, then wait for the end of his next turn and apply the second one, just before he draws his new cards. Meanwhile, he cannot play any card, since he played one just after drawing them (the first negative). After having played the second one, he can then get rid of an eventual third negative card (or a useless one) before drawing a new hand. He will then have to wait until the end of his next turn to be able to play a new card (and being forced to play at this time an eventual new negative one).

Eight cards have a special use:

- *Bad sense of Direction*: This card brings back the player who draws it to the tile just before the Front gate.
- *Govt. Enhanced Zombies!*: In addition to the increase in the resistance of the normal zombies, the zombie movement roll is double at the end of each player's turn.
- *Grenade, Lots of Ammo* : These two cards can be played while in the Armory. Of course, the limit of "one card per complete turn" still remains valid.
- *Molotov Cocktail*: This card can be played while in the Motor Pool.
- *Just when you thought it couldn't get any worse..., Slight miscalculation*: The zombies are place in the building currently occupied by the player who drew this card. If he is not in a building and that the other player is in a building, the second player is concerned by the arrival of the zombies. If no player is in a building, add the zombies to a building already on the board and having one (or more) empty space. Are suggested, and in this order : the Mess Hall, the Top Secret Lab (both only if they have not yet been visited), the Helipad, the Armory, and the Hospital.

- *This isn't so bad*: The zombies are taken from as far as possible from the player, if possible in a street, and placed on the square where the player is (see the special rules).

Special rules

External rules

The following special rules found on the Net are used. They come from those sites:

<http://rwb.microsith.com/zombies/> by Moonsylver and Rich (MR) and
<http://www.frothersunite.com/UnclEvl/Zombies/Zombies.html> by UnclEvl (UE)

- Movement depends on the number of life token (MR)
- Zombies can move on more than one square (MR)
- Loss of movement due to prolonged fights (UE : "Just a minute")
- Distance fight (UE : "Come to Papa")
- There may be two zombies per square (UE : "It's Zombie a Go-go out there"); modified by the following rule: when a player is on a square occupied by two zombies, he must fight twice. The first zombie is normal, the second one requires a 5 or 6 to be killed. If there is an Enhanced zombie, it is this one that is fought first. If the two zombies are enhanced, the second one is killed only on a 6.
- Dodging (UE : "Duck'n'weave, son")
- Possibility to share bullets, lives and cards (UE : "Wanna trade?")
- Shticks and Flaws (UE : "Character traits") can also be used.

The Mess Hall and the Top Secret Lab

When the Mess Hall is put on the board, place the zombies and the life tokens on it but add also a token (or a pawn) to represent the base general, but not on the square with the door. In the same way, when the Top Secret Lab is placed, put another token (or a pawn), on one of the tile corner squares. When a player reaches a square occupied by one these characters and removes any zombie that might be on it, the character is put aside.

Zombie movement

When it is time to move the zombies, choose those who are closer to any of the players. Be honest, it will be more fun. The Enhanced zombies can move up to the total score of the dice roll and are first to move. Thus, if there are a normal zombie two squares from your pawn and an enhanced zombie four squares from you, and if you make a 4 on the dice roll, it is the enhanced zombie that is getting to you.

Cages are open

Once the Top Secret Lab has been put in play, all zombies placed on the board from then are enhanced zombies. So, make sure not to put glow-in-the-dark zombies on the board before the Lab appears.

This rule can easily be used for any game of Zombies!!! using Zombie corps(e).

Players may die

Depending on your mood, you may decide that the players can die instead of coming back to the Front Gate. However, I suggest to give each player one or two "credits", so they can die at least once and still play.

Victory

In this scenario, the players win when they both end their turn on the central square of the Helipad after having rescued the general and the head scientist.

You may decide that the helicopter needs 1d6 full turns to reach the Helipad, turns during which zombies move from one square each plus 2d6 squares to allocate to the closer zombies, of course converging to the Helipad, so as to make the end more tense. ;-)

If you want to have a true winner, you can count who made the most damage among the zombies (count the enhanced zombies twice).

Alternative

Even if I have not played it, you can try to create an alternative to this scenario, for three players or more, by including the complete town. In this case, shuffle all the tiles together, including those from the base, except for a straight road, a four-way crossroads, the Front Gate of the base, and the Helipads. Those two are completely removed from the game. The tiles are placed on the board depending on their origins between the town and the base. It is to be noted that the Town Square now contains 5 zombies and 2 lives.

Players begin at the center of the straight road with, on one side, the crossroad, and, on the other side, the Front Gate of the base. The town is of course developed from the crossroad.

Among the card, add, to the deck of the two-player scenario, *Chainsaw*, *Skateboard*, et *All the marbles* (if you use this last one); the cards *Lots of Ammo* and *Grenade* can be played both in their respective building and in the base Armory, *Cocktail Molotov* can be played both in the Gas Station and in the Motor Pool.

The goal of the game is here to rescue the head scientist, who is probably hiding somewhere in the base, and to hunt down and kill the carrier of the virus responsible for the contamination, a zombie who is more clever than the other and is hiding somewhere in town. When these two conditions are fulfilled, the scenario is won. To determine where the zombie is, cut out 13 papers (one for each building in the town, not the base, including the Town Square but not the Helipad), and write "Zombie" on one of them, then fold them all in four and shuffle them in a bag (or a hat, or anything you want). Do the same (in another bag) with four papers for the scientist (write Scientist instead of Zombie, of course ;-). Each time a building tile is drawn out, draw a paper from the corresponding bag and put it on the building (with the zombies). When you enter a building, unfold the paper to see if there is the zombie (or the scientist) in the building.

The zombie (or virus zombie) is an enhanced zombie who has two lives and two bullets. If it kills a player, it will gain back one life token (even if it goes above 2) and one bullet, and its victim will raise as an enhanced zombie on his next turn and will then be opposed to the still alive players (note that the new zombie has two lives and one less bullet than it owned before it died). The first zombie is played at the end of its first victim turn and moves to avoid meeting the other hunters. On the contrary, the zombie players are supposed to try and confront the other players, and kill them, their own victims becoming zombies too.

Why did I not just add some new individuals to look for? For scenario reasons, first (try to find reasons for a commando to be looking for four different persons in this situation, while they are not here to look for survivors but for specific individuals), and for game interest, second : two precise spots to reach, it can be done, but three or four, it has no game value. Here, players are forced to split to explore the whole board.

The virus zombie can also be used in the two-player scenario but, since the base is smaller (there is only six other buildings in addition to the Lab, and counting the Hospital, the Fire Station and the Mess), so the research becomes less interesting. Moreover, if one the player is killed by the virus zombie, the other player has almost no chance to win. Still, the general may be replaced by the zombie to make its discovery more active.

It is also possible to replace the virus zombie by a "Lord of the dead" (as in the scenario by Moonsylver, available on the site of Twilight Creations).