

ESCAPE: SCENARIO 4 HIVE OF THE LIVING DEAD (FB)

Having acquired transport, the gang makes their way to another settlement seeking refuge, but when they arrive, the city is filled with wandering zombies. The air is filled with the sound of roaring engines as a shuttle flies overhead, then drops beneath the buildings at the end of the road. That's when the gang realize that the structures up ahead have been barricaded into a makeshift fort, surrounded by Adeptus Arbite sentries. Seeing no alternative, the driver prepares to crash through the barricade...

SCENARIO SELECTION: Best played after "Flee the Cities" scenario with perhaps a rolling road scenario in between, but can be played out of context.

TERRAIN: The fort is placed in the center of the board and consists of 4 buildings with a barricade perimeter around them. The shuttle waits in the middle of the buildings.

GANGS: 20 zombies are placed around the barricades, each D6 away from the walls and spread evenly. The Adeptus Arbite sentries are placed strategically inside the complex. All surviving gang members participate in the scenario.

STARTING THE GAME: The gang always gets the first turn and can enter from any board edge.

Stealth option: Each ganger moves on from any board edge rather than being deployed.

Less subtle: or drive their transport at the barricade approach. The truck (or whatever

else they have) is deployed 12" on form any board edge. The sound of the rapidly approaching vehicle will alert the Arbite sentries who will then act normally.

SCENARIO SPECIAL RULES

Gang Transport: Either use the vehicle rules from the ash wastes or grab a truck of appropriate scale. If you grab a random gang transport it has an armor value of 10 all round. To make the game quick and easy use the 4th edition Warhammer 40,000 vehicles rules. If the truck crashes into the wall it is counted as being destroyed and any passengers will be wounded on a roll of 4 or more.

Walls & Buildings: The makeshift barricade walls have been built high enough to keep the zombies out, but can be climbed over by smarter creatures like gangers. However, due to the height, it takes a whole turn to climb over the barricade and across to the other side. Obviously, due to their height, buildings cannot be climbed. If the gang crashes their transport into a barricade the wall will collapse, but at the same time, the transport will become immobilized.

Zombies: The zombies have their attention firmly focused on the fort and its bright flashing lights, but they know they can't get in. Roll a D3 and a scatter dice for each zombie to determine their movement and direction. If they walk into a wall or barricade, they will stop. However if a zombie can draw a line of sight to a ganger, they will begin moving towards them at a speed of 2D6" per turn. As soon as a gunshot is fired, all the zombies will be drawn to the sound

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of it and move in that direction, only changing direction if they see potential prey and will move towards that instead.

Adeptus Arbites: The Arbites follow the rules for sentries as outlined in the Raid scenario. There are 4 Arbites armed with executioner shotguns or bolters and 1 with a grenade launcher, carrying frag and Krak grenades.

<u>M</u>	<u>WS</u>	<u>BS</u>	<u>S</u>	<u>T</u>	<u>I</u>	<u>A</u>	<u>Ld</u>	<u>Sv</u>
4	4	4	3	3	3	1	8	4+

Imperial Shuttle: The shuttle is heavily armored and cannot be damaged by any weapons in play. Any gangers or even zombies within 2" of the shuttle door embark. The shuttle is piloted by a mindless servitor who cannot be hurt or infected by zombies. Once given a verbal command, the servitor will take D6 Turns to make the shuttle take off, incinerating everything inside the fort with its thrusters.

ENDING THE GAME: The game ends when the shuttle takes off, transporting whoever makes it aboard to safety (up to 10, but that shouldn't be a problem by this point), or when the entire gang is taken out of action.

EXPERIENCE: Fighters who take part in the scenario earn experience points as noted below:

+D6 Survives: If a fighter survives the battle then D6 experience points are earned. Even fighters who are wounded and taken out of action receive experience for taking part in the scenario.

+5 Per Wounding Hit: A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time a fighter scores a hit

and wounds his target. Though you can score multiple wounds from one shot using some weapons only 5 points are earned when this happens, not 5 per wound.

+10 Per one shot kill: Each ganger receives +10 for hitting, wounding and killing a zombie with a single shot.

* Unlike other scenarios gang leaders do not gain any experience for completing the mission.

* Gangers do not gain experience for wounding or killing downed zombies.