

## FLY THE CITIES: 2 HIVE OF THE LIVING DEAD (FB)

*The zombie outbreak has spread faster than anyone could have predicted. The city is overrun with the undead, transport systems and emergency service have broken under the strain of fleeing people. Your gang is trapped and must make their way out on foot.*

**SCENARIO SELECTION:** Best played after "The House" scenario, but can be played out of context.

**TERRAIN:** Sprinkle the board very liberally with as much scenery as you can muster to represent what was once a busy and thriving settlement. If possible, the roads should be cluttered with as many abandoned cars and trucks as possible. Place the gang within 6" of the southern board edge, then set up 20 zombies evenly across the entire board. No zombie should be any closer than 10" to any ganger or other zombie.

**GANGS:** Roll a D6 for each of your gang before the game starts. On the roll of a 1 they don't show up to meet the rest of the gang. Chances are that they're dead or trapped somewhere. The gang can't risk going back for them. Remove them from your roster, along with all their equipment.

**STARTING THE GAME:** The Gang gets the first turn.

**ENDING THE GAME:** The aim is to get from the southern table edge, navigating terrain and zombies to get to the north edge and off the board. Gangers can kill zombies on the way if they like (and may have to). For each zombie killed a new one shuffles on from the west or east table edges.

**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.