

THE HOUSE: SCENARIO 1 HIVE OF THE LIVING DEAD (FB)

Several of your gangers travel to a house on the outskirts of town to collect protection money from the homesteaders as part of their territorial income. When they arrive they find the surrounding area filled with zombies. It looks like the time has come to finally earn that protection money.

SCENARIO SELECTION: Any gang that owns a homestead or similar appropriate territory may play this game with another player controlling the zombies and/or family.

TERRAIN: Place the house in the center of the board. More scenery isn't really necessary, but that shouldn't stop you from decorating the area with rusty pipes or twisted and rotting trees for added atmosphere.

GANGS: The family and D6+2 random gang members set up inside the house while 20 zombies are deployed evenly along the table edges. Each time a zombie is killed, a new one appears on the board edge at the start of the next zombie turn.

The Family: The Arbitrator should have control of the family, along with the zombies. This way they can enhance the drama of the scenario and increase the difficulty level if need be.

Pa

M	WS	BS	S	T	I	A	Ld	Sv
4	3	4	3	3	3	1	7	-

Equipment: shotgun 'Old Bessie' with solid and scattered rounds

Ma

M	WS	BS	S	T	I	A	Ld	Sv
4	3	2	3	3	3	1	7	-

Equipment: rolling pin (counts as a club)

Jimmy

M	WS	BS	S	T	I	A	Ld	Sv
4	2	3	3	3	3	1	6	-

Equipment: slingshot (range 8", S3, 4+ ammo)

Emily

M	WS	BS	S	T	I	A	Ld	Sv
4	3	2	3	3	3	1	6	-

Equipment: kitchen knife

STARTING THE GAME: Zombies get the first turn.

ENDING THE GAME: Ideally, the gang can try and hold out until morning, when the Arbiters will arrive and cleanse the area of zombies. Morning is a massive 12 turns away! By this time they may have run out of ammo and things will be getting desperate. One turn 12 the game ends. If at least half the gang is in the house when the game ends, they keep the territory, if not, they lose it and must cross it off their roster.

Alternatively, if it's all going pear shaped, the gang can choose to get the family out and make a run for the table edge. By escaping off any table edge, the gang will ensure its survival and take the family with them.

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

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out of action receive experience for taking part in the scenario.

+D6 per family member surviving:

Each ganger receives an additional +D6 experience per family member alive at the end of the game.

+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.

+10 for control of house: If the gang has control of the house at the end of the game, each ganger receives +10 experience.

* 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.

Special: If Jimmy (or Emily in the case of Eschers or other female gangs) kills at least 5 zombies he joins the gang as a Juve with the experience he earned during the game.