

ZOMBIE APOCALYPSE

The end is near.

This Scenario represents a zombie movie staple. A rag-tag group of survivors must endure a tide of relentless zombies. This Scenario is played exactly the same as the Fray Scenario except where noted below.

PLATOON CONSTRUCTION

In this two-player game, the Attacking Player builds their Platoon using only the Zombie Bonus Combatant available in this Supplement. The Defending Player builds a Platoon using any of the sixteen pre-generated Combatants from the Basic Battlefield Rules or any of the Bonus Combatants available from the Downloads section of UTG's website. The Defender is restricted from using the Zombie Combatant.

SET-UP

A 4' x 4' Battlefield is suggested for this Scenario.

Defender's Zone: A Point in the center of the Battlefield is declared and an Area of Effect 5" from this Point in all directions, known as the Defenders Zone, is active for the duration of the game. A Combatant is considered within the Defender's Zone if at least a portion of its Bases is within the Defender's Zone.

The Defender begins Terrain placement by filling the Defender's Zone with as much Terrain as he or she wishes so long as all Terrain Surfaces are accessible from the Ground Level. A multi-level building, for example, would require stairs, ladders, or an accessible incline of less than 45° accessing the upper levels. Buildings, walls, trees, debris, or any piece of gaming Terrain that is available may be placed. Any specific Terrain type such as Area Terrain or Difficult Terrain must be declared as it is placed. Unless otherwise declared, the area within and around this Terrain is considered Open Terrain. Once the Defender has filled the Defender's Zone, the Attacker fills an area up to 12"x12" with Terrain. The closest edge of the 12"x12" area must be at least 5" but no farther than 7" away from the Defender's Zone. The Attacker and Defender take turns filling 12"x12" areas at least 5" but no farther than 7" away from the Defender's Zone until a total of eight placements plus the initial Defender's Zone have occurred. Unlike the Fray Scenario, Players may not choose to set no terrain on the battlefield during their placements.

DEPLOYMENT

The Defender Deploys all the defending Combatants so that at least a portion of their Bases are within the Defender's Zone. Once the Defender has Deployed all the defending Combatants, the Attacker Deploys all the attacking Combatants within 4" of any edge of the Battlefield. The attacking Combatants are not required to be on the same edge of the Battlefield. All Combatants in this Scenario treat the edge of the Battlefield nearest to the Combatant at that moment as its Deployment Edge.

PLAY

Defender Suppression

All defending Combatants begin the game with a Suppression Marker.

Breaking

The attacking Combatants cannot become Broken and do not receive Break Markers at any point during the Scenario. All of the defending Platoon's remaining Fielded Combatants receive a Break Marker at the moment its Platoon has less than 50% of its Commitment Points on the Battlefield.

Withdrawal

Combatants may not Withdraw from this Scenario.

ENDING AND WINNING

Ending: The game ends when only one Player has Combatants on the Battlefield or, if at the end of any Round, the total Cost value of Zombies within the Defender's Zone is greater than the total Cost value of the Defender's Combatants within the Defender's Zone.

Winning: The Defender is declared the winner of the Scenario if all of the Zombies are removed from the Battlefield. The Attacker is declared the winner of the Scenario if all of the Defender's Combatants are removed from the Battlefield or if, at the end of the game, the total Cost value of Zombies within the Defender's Zone is greater than the total Cost value of the Defender's Combatants within the Defender's Zone.



Miniatures and Terrain featured by Armorcast, Black Scorpion, Hasslefree, Hirst Arts, Reaper, Studio, and Wargames Factory.

Name: Zombie			Size: Average	Cost: 34	
TRAITS					
<i>Speed</i>	<i>Combat</i>	<i>Agility</i>	<i>Strength</i>	<i>Savvy</i>	<i>Resistance</i>
4	6	5	5	2	8
EQUIPMENT					
<i>Weapon</i>		<i>Quality</i>	<i>Class</i>	<i>Range</i>	<i>Attack</i> <i>Casualty</i>
Bite - Melee Weapon		Standard (+1)	Moderate (+2)		7 7
<i>Armor</i>		<i>Class</i>			<i>Defense</i>
Necrotic Flesh		Moderate (+2)			10

Abilities

FEARLESS:

A Combatant with the Fearless Ability is immune to Suppression and never receives Suppression Markers.

IRON WILL:

A Combatant with the Iron Will Ability is immune to Breaking and never receives Break Markers.

Liabilities

BLOODLUST:

If a Combatant with the Bloodlust Liability begins its Turn not Base-to-Base with an Enemy Combatant, and has Line of Sight to an Enemy Combatant that is Base-to-Base with an Ally Combatant, the Combatant must make its full Movement and take a Double-Time Action, when possible, in as direct a line as possible toward the Enemy Combatant. The Combatant may not move into a situation that results in a non-Melee Casualty Check, such as by Falling. If the Combatant becomes Base-to-Base with the Enemy Combatant, it ends its Movement and must perform a single Melee Attack applying Assault and Charge Bonuses, if applicable. If, after its Movement and Double-Time action, it is not Base-to-Base to an Enemy Combatant, its Turn ends. If no Enemy Combatants within Line of Sight are Base-to-Base with an Ally Combatant at the start of this Combatant's Movement, it may continue its Turn as normal. If multiple Enemy Combatants in Base-to-Base are within Line of Sight, the Combatant with the Bloodlust Liability must move towards the nearest.

EASY TARGET:

A Combatant with the Easy Target Liability suffers a -2 Penalty to Ranged Attack Checks when Defending.

This Bonus Combatant is for use with the Vortex: Basic Battlefield Rules available from www.UnifiedTheoryGames.com

Note: Abilities, Liabilities, Features and Flaws are subject to revision prior to the release of the Vortex: Core Rulebook.