

Zombie Siege

created by Grunt13

An introduction:

A group of protagonist have to weather legions of zombies in an undead dominated setting. Trapped in their fort the team is besieged by zombies. The team has to use the resources provided by their environment to hold out against the undead hordes beating down their doors.



The Forces:

The game involves 60 (actually 180 but only 60 models are required) zombies models against 500 total points of protagonist. Use infantry units to make up the protagonist defending force which may include a low level IC (total points must be under 75 points) which totals 300 points and a kill team totaling 200 points (see below) held up in a barn, house, temple, or other fortified location. Units may use less models then allowed in their codex and omit otherwise required personal and equipment. The independent character can be a reduced character - see below.

Reduced Character: Some armies do not possess the flexibility to field independent characters below 75 points. In consideration for those armies the option of fielding a reduce character is available. Independent characters can offer to take one point off their weapon skill, ballistic skill, wounds, and attacks in order to drop their base cost by 50%. Example of a reduced Space Marine Captain would have the following stats and base point cost, note that character would still pay for weapons and upgrades in the typical manner:

| | WS | BS | S | T | W | I | A | Ld | Sv | cost |
|--------------------|----|----|---|---|---|---|---|----|--------|------|
| Reduced SM Captain | 5 | 4 | 4 | 4 | 2 | 5 | 2 | 10 | 3+/4++ | 50 |

Kill Team:

The team can be composed from numerous units as long as the following rules are obeyed; no IC characters with more than two wounds, no 2+ armor, no bikes/jump packs, no vehicles, only three special options can be taken (see below,) and team is under 200 points – left over points may be used by the defenders in the fort. Finally the kill must be composed at least half of its numbers from the troops selection - 1 troop to every 1 non-troop, some exceptions are allowed if the unit's nature is fitting for a seek and recover type mission (eldar striking scorpions, tau stealth team for example). Count such models count as troops when composing the Kill Team.

A kill team can be divided into smaller units as long as all units have at least 3 models. The team can merge and divide during their movement phase. At the start of the each assault the team may decide if they stay with the defenders or if they brave the outside, set up team so they are just outside the fort. The kill team may leave some members in the fort while others explore, the one condition is that the scouting unit(s) must be at least 3 strong if possible. Members left in the fort join the squads and are treated as squad upgrades. The maximum number for the active kill team is 12. If the kill team has more than 12 members than elect some to stay in the fort with the defenders.

Special Options:

This represent weapons that the team can take via paid upgrade. Any weapon upgrade save grenades or weapons that can be freely exchanged is considered a special option. Also any innate ability that confers power weapon, rendering, poison, and etc status is considered a special option. Also any weapon that is given special option status in a codex is considered a special option even if it is the basic armament of the kill team member (example a fire dragon's fusion gun is a special option). The zombie arbitrator (see below) may be required to make a ruling regarding what is or isn't a special option.

Examples of kill teams: Witch Hunters: Inquisitor with 1 Arco-flagellant, 1 sister repentia, death cult assassin 2 battle sisters, 2 storm troops about 200 points with upgrades

Tau: 1 stealth team member, 4 fire warriors, 3 kroot, 2 kroot hounds, 2 gun drones, 2 crisis suits about 200 with upgrade.

Imperial Guard: Senior officer, 1 commissar, 1 S. Psyker, 1 priest, 2 harden veterans, 1 ogryn, 1 storm trooper, 1 ratling, 3 imperial guards

Zombies:

Endless hordes of the shambling dead that flock towards the living. Relentless, these creatures are completely unyielding in their endeavors to feed. Only their complete destruction will end their pursuits. Worst of all, those they pull down will soon join their ranks.

| | WS | BS | S | T | W | I | A | Ld | Sv |
|--------|-----------|-----------|----------|----------|----------|----------|----------|-----------|-----------|
| Zombie | 3 | 0 | 3 | 3(4) | 1 | 3 | 2 | 7 | - |

Rules: Fearless, shambling, zombified form, zombie feel no pain(4)

Shambling: Zombies will always move and assault as if they are in difficult terrain. They retain their initiative when charging and still can run.

Zombified Form: A zombie can endure damage that would slay its living counterpart a dozen time over. Whenever a unit has two numbers to represent its toughness use the lower number to determine insta death and whether or not it can make its feel no pain save and the high number for all other purposes.

Zombie feel no pain: “Zombie feel no pain” works just like feel no pain with the following exceptions; zombies with not receive this save when hit with an attack that has an AP 2 or 1.

Merge Mobs: When two or more units of zombies get within two inches of each other they merge into a single unit.

(Zombies could be represented by use of counters, coins, spare models, etc)

Game Play:

The zombies come in waves in which will be represented as 3 games/assaults that end on turn 5, results from previous games carry through to the next game/assault- see Casualties. When the first and second game ends it is assumed that the good guys rally and finish off the remaining zombies in dramatic movie fashion. The last game is played to completion. The zombies’ numbers are replenished after each game. The protagonist has an elite squad outside the fort desperately searching for something that can be useful to the defenders. Deploy the 60 zombie in 6 units of 10 zombies then the protagonist; the protagonist always take the first turn in each assault.

Table:

Table should be approximately 4' by 4' if not a little larger. Center the fort on the table and place a tower to one side and a jeep on another side of the table. Scatter terrain throughout the table and then finally place the counters on the table. Zombies are placed emerging from the table edges. The zombie player should attempt to have his zombies coming in from all directions. Place Crusoe in his tower (see additional forces). Once the zombie player has placed all his models the defender then gets to place his forces.

Fort:

The defenders are held up in a fortified location. The fort should be approximately 12" by 12". Each side has a door, consider the walls to be impervious to the zombies. Models standing within 2 inches of a wall are assumed to be making use of windows or fire holes when firing upon the zombies even if such features does not exist on the fort. Within the fort mark an addition door on the floor, this door leads to the basement. The defenders store their dead in the there, if the fallen defenders are reanimated treated as if they are attacking the door. In the event that the door is broken by a zombie, place the zombie(s) on top of the door marker. They are not destroyed if they deployed within one inch of the protagonist's models simply move the defender's models to make room for the zombies. If the door is already destroy, deploy the zombie as on top of the door as if they tore it down, but allow the zombie(s) to take their normal turn (moving and assaulting). All defenders flee towards the fort if broken. They will stay at the center of the fort covering until they regain their nerve or are assaulted and removed by the zombies. Defenders within the fort will receive a 3+ cover save against ballistic attacks coming from outside the fort.

Doors:

The doors have an armor value of 9. The zombies must beat down the doors to access the people within. Each wall of the fort has one door that zombies must break in order to enter. Any glancing or penetrating hit destroys the door. Doors that are broken in one assault remain broken in the next assaults.



Unnoticed/ Noise Generation:

The zombies besieging the fort have their attention focused on the defenders within the fort. This allows the kill team to move relatively undetected. As long as the team remains quite the rampaging zombies might not notice them and the team will be able to slip around the battlefield undetected. The zombie player must move his zombies in a manner that is oblivious to the presence of the kill team unless they get too close and the team produces enough noise to attract their attention.

If a zombie unit moves within twice its initiative of a kill team member or if the kill team moved within that distance to the zombies in their travels, the zombies spot the kill team and may react to them as normal. Zombies must move towards the fort unless they have detected the kill team, then they have the option of reacting to the kill team. Actions the kill team takes may generate noise that increase the distance the zombies can detect them. Modifiers are commutative:

Moved: +2

Ran or fired: +2

Fighting in combat: +2

Drove Vehicle or fired heavy/blast weapons: +4

Note that if the team in the course of its travels moves within the spotting distance and then out of range, the zombies determine their detection distance from when the team was closest to the zombie unit; example kill team drove by with the jeep, the zombies test using the distance in which had the team was closest to their unit not where the unit ends its turn.

Groan:

If a zombie unit is within double their initiative of another zombie mob that has detected the kill team they may react to the team even if they are not able to detect the team directly themselves.

ZOMBIE ARBITRATOR:

It is my intention that the zombie player takes upon the role of the arbitrator for the game. The game deviates from the common fare of 40K missions and it may be necessary for the zombie player to make verdicts on disputes during the game and make quick rulings about the odd situations that emerge. In cases in which there is a rule query that goes un-answered by this text it is the arbitrator that determines the proper course.

Also, the scenario includes many special rules to heighten the atmosphere of desperation and increase the level of perils and rewards. While it is rewarding to play the mission after reading the scenario, a recommended way to further emphasize the game is to experience these special rules during gameplay, unprepared and unsuspecting. If this is the first time you are reading this scenario and you may have a desire to play the protagonist you might want to stop reading after this paragraph and find someone who will be willing to arbitrate the game as the zombie arbitrator. Stop now and enjoy the surprises the game possesses.

Last chance...

To the Zombie Arbitrator:

This game is about making a narrative of surviving a zombie attack. The game might call for leniency on the part of the zombie player. Robinson Crusoe may take a few shots at the zombies as well as the Kill team for example. Place some of the more needed counters near the fort or find some other way to take it easy on the protagonist like allowing rerolls – nothing is worse than a bad shatter on a demo-charge taking out your entire kill team. This is especial true when the protagonist is playing ignorant of the special rules, which are going to hop out at him during the game. Also be willing to allow the player to take certain actions that fit the nature of the game.

While rolling for recovery, merely inform the player which models are living and which are dead, secretly keep track of who is infected. Remember there is nothing wrong with foreshadowing a little to aid the protagonist. And be sure to keep him informed on the rules as he comes across them. The time to inform the protagonist about the jeep's finite fuel and its ability to ram is when he boards it.

As the arbitrator, feel free to modify the game if you feel your changes would benefit the scenario. Perhaps allowing the protagonist to field an Independent Character that exceeds 75 points, you could show some flexibility on kill team creation, or maybe change some of the counters to better suit the game. One example would be to change the weapons discovered into the types used by the race of the protagonist; example: a shuriken cannon instead of the modified heavy bolter.

Streamlined versus Complex game:

The scenario introduces a lot of components, all which are included or omitted by the discretion of the zombie arbitrator. At its simplest the game could just feature 500 points of defenders in the fort versus the zombie hordes. Additional rules such as the counters, rolling casualties, the jeep, additional forces, and even the kill team can freely be omitted from the game.

COUNTERS:

Counters are placed throughout the board for the kill team to find. These represent items that are vital to the defenders' survival against the undead. Listed below are 20 potential counters that could be placed throughout the board. The number of counters used is up to the zombie arbitrator, twenty counters provides a rich level of resources for the kill team, but the total number of counters and what are bestowed upon the kill team is completely up to the zombie arbitrator. Place the counters outside the fort for the kill team to locate – disperse counters as much as possible throughout the table. Counters are picked up when a kill team moves over them.

- 1 - sniper rifle – equip one model with weapon
- 2 - Flamer – equip one model with weapon
- 3 - med kit – designate one model to be a medic as long as this model is alive the kill team/joined squad may ignore one failed armor roll a phase.
- 4 - Demo charge – one use only equip model
- 5 - Anti-Zombie Chainsaw – equip one model rules below
- 6 - Modified-Heavy Bolter – equip model - see below
- 7 - Gas Canister - Equip one model one use only
- 8 - Building supplies – allows one door to be rebuilt
- 9 - Building supplies – allows one door to be rebuilt
- 10 - Building supplies – allows one door to be rebuilt
- 11 - Big box of knives – see below
- 12 - Cat in a cage. – see below
- 13 - wire trap – see below
- 14 - mine field – see below
- 15 - Gas canister - Equip one model one use only
- 16 - Zombie Survival Guide – kill team's shooting and combat attacks count as rendering against

zombies

17 - Survivor – One imperial guardsman armed with lasgun joins the kill team.

18 - Vaccine – One use only: one model completely recovers after being “kill” last assault. Use before rolling.

19 - Vehicle Repair Kit – Equip one model - see below

20 - Lucky Charm - Gives the defender the ability to reroll 3 dice.

Using Counters:

Only the kill team unit that discovers the item benefits immediately from its effect. The zombie survival guide won't give rendering to other members who are in a different group or located in the fort, as they are not able to access the item. If the team reforms than the benefits are shared as the items are freely exchanged. After the assault in which they were discovered all kill team members benefit from the items, as they use the time between the assaults to compare notes. Weapons once assigned cannot be removed from the model, but they do not need to be assigned until after the assault, then they can be given to any kill team member.

Demo-Charge: One use only weapon, Range 6 inches strength 8 AP 2 large blast assault.

Sniper Rifles: firing sniper rifles does not count as firing a weapon in terms of generating noise, the weapon also does not allow the target a feel no pain save.

Anti-Zombie Chainsaw: Two handed Strength 6 combat weapon, Loud: Using chainsaw creates as much noise as firing a heavy weapon

Modified-Heavy Bolter: weapon is now considered assault instead of heavy

Gas Canister: This allows one model to refuel a jeep that has been immobilized due to running out of gas. Model must move into contact with the vehicle as if assaulting. After spending one combat phase in contact with jeep it is refueled – treat as if the vehicle has not moved, it gets a fresh start.

Big box of knives: Kill team now benefits from possessing two close combat weapons in addition to their normal equipment – members that already have the +1 attack modifier for possessing an addition close combat do not benefit from this item.

Cat in a cage: the kill team traps a small animal and places it in the cage hoping that the zombies would be drawn to the animal rather than them. Have a model place the cage instead of firing a weapon. If the cat is closer to the zombies than the kill team, the zombies may not react to kill team, they may advance upon the cat though. Dogs within 10 inches must past leadership test or charge cat. As soon as a unit engages the cat it is removed.

Wire trap: Place marker instead of firing a weapon. When an enemy unit gets within 3 inches of marker place a small blast marker on the unit. Strength 4 AP 6 hit. Remove after use.

Minefield: set up between assaults. Place the marker within 12 inches of fort. Any unit moving within 6 inches of marker must roll for each member within distance, on a roll of a 5+ model takes a strength 4 hit - Leave in play.

Vehicle Repair Kit – Model can move and assault broken jeep. The if the model stays in “combat” with the jeep he can attempt to fix one damaged part of the jeep like immobilization or a weapon destroyed result on a roll of 6 on a D6. He can have helpers, every model which assaults with him adds plus one to the roll.

Unknown versus Known Counters: The game has been commonly played with the kill team discovering the item the counter gives when they reach it. Another option is to place the items throughout the map displaying their identity. Instead of running around turning over counters in a desperate hunt to find valuables, the items are placed on the board so that the protagonist can clearly see what items are where. This would change the game a bit as the kill team could actually seek out items instead of flipping over counters and hoping they get what they need.

CASUALTIES:

Squad models “killed” during game play are not necessarily dead – they might not be alive either. Models killed in a previous assault roll a D6. Multi wound characters will regain their lost wounds if they survive as they have time to patch themselves up between assaults.

1- Dead – model is removed from further games

2- Dead and Infected – model is removed from army – Arrives as per reinforcement rule as a zombie from a basement. For dead kill team members that were killed outside the fort mix them in with one of the zombie squads at the start of the game.

3- Infected - Played as normal, but zombie player rolls for them as if they were reserves, if they arrive the model becomes a zombie that can move and assault as normal.

4-6 Alive and well - The model completely recovers and is able to fight.

Modifiers: -1 to the recovery roll if the model was left behind after being killed. Kill team members in the field (i.e. outside the fort) and models that are killed from units that are wiped out or fall back from hand to hand with zombies. +1 to recovery roll if the model was part of a unit that had the medic counter

JEEP:

A civilian vehicle left behind when the zombies moved in, it has a heavy studder mounted on its frame. It has a transport capacity of 12 but one model must be designated the driver, and one model can be designated a gunner for the heavy studder.

Heavy Studder: Range 24 strength 4 AP6 Heavy 3

9/9/9 transport (12), fast, open - topped , Hull points (2)

If the jeep did not or could not move the zombies may assault the crew, combat on the Jeep is worked out as if jeep was cover. If the jeep is destroyed the crew is not immediately killed if they can't safely disembark from the vehicle. Instead leave the models on the wreck and have them fight their way free from the zombies.

Run down: Zombies don't know to get out of the jeep's way when it comes baring down on them, and in fact they tend to run into the vehicle. When the vehicle moves through a zombie unit move the zombies to the side to free a path for the vehicle. The driver gets to decide if he is attempting to avoid the zombies or plow down as many as he can.

Evades: D6 zombies are hit by the vehicle, they take a strength 5 AP2 hit.

Plows: 2D6 zombies are hit by the vehicle, they take a strength 5 AP2 hit.

Every zombie hit inflicts a strength 3 hit on the vehicle, making the procedure of running down zombies dangerous for the jeep and crew.

Out of Gas: Every time the kill team drives the vehicle roll a D6, if the roll is equal too or over the total amount of times the vehicle moved during the game it continues to function as normal. If the roll is less than the total number of times the vehicle moved the vehicle may travel as normal but becomes immobilized at the end of its movement.

Zombification:

When one of the defenders becomes a zombie it will turn on its once allies. The newly infected zombie uses the modified stats below: X = same stat as model

| | WS | BS | S | T | W | I | A | Ld | Sv |
|--------------|----|----|---|--------|---|---|---|----|----|
| Turned Model | 3 | 0 | X | X(X+1) | X | X | 2 | 7 | X |

Rules: Fearless, shambling, zombified form, zombie feel no pain(4)

Examples:

| | WS | BS | S | T | W | I | A | Ld | Sv |
|------------|----|----|---|------|---|---|---|----|----|
| Zombie Ork | 3 | 0 | 3 | 4(5) | 1 | 2 | 2 | 7 | 6+ |

Rules: Fearless, shambling, zombified form, zombie feel no pain(4)

| | WS | BS | S | T | W | I | A | Ld | Sv |
|---------------------|----|----|---|------|---|---|---|----|----|
| Zombie Space Marine | 3 | 0 | 4 | 4(5) | 1 | 4 | 2 | 7 | 3+ |

Rules: Fearless, shambling, zombified form, zombie feel no pain(4)

All weapons and special rules are lost when a modeled is zombified. The one exception are innate abilities like beast, poisonous, fleet, rendering, and etc remain. Use your common sense to determine if it is appropriate to keep the abilities. An example would be a zombie genestealer would have rendering but a zombie death company marine would not.

Additional Forces:

Robison Crusoe: Being the sole survivor of a zombie apocalypse might cause someone to be a little off. Place him in an elevated location in relative safety. Instead of welcoming the kill team as potential rescuers he attacks them as invaders – he is controlled by the zombie player. The protagonist may not attempt to harm Crusoe until he proves himself to be a threat.

Crusoe is a wild card in the game, if the zombie player decides to have him leave his tower he may. In which case Crusoe can claim counters and use them against the kill team. If he is killed the team gets his counters considering they were not expended by Crusoe and they moved into base contact with his body. Understand that Crusoe is not on friendly terms with the zombies and feral dogs – if he is off his tower the zombie player may be obligated to turn the zombies upon Crusoe if the situation arises. If Crusoe is killed roll for his recovery as if he was one of the protagonist. Crusoe will generate noise that might attract zombies just like the kill team.

| | WS | BS | S | T | W | I | A | Ld | Sv |
|--------|----|----|---|---|---|---|---|----|----|
| Crusoe | 3 | 4 | 3 | 3 | 2 | 3 | 2 | 10 | 5+ |

Sniper rifle, laspistol

Feral Dogs: These creatures hunt through the landscape while avoiding the zombies. Have the zombie player control the dogs like a normal unit without restrictions, they are free to move around like the protagonist - they can smell the kill team. There is only one pack of 5 dogs, casualties for the canines carry through same as the protagonist. The zombie player can place the dogs when he sets up the zombies, keep them in reserve and have them come out on a table edge, or withhold them from an Assault entirely.

| | WS | BS | S | T | W | I | A | Ld | Sv |
|------|-----------|-----------|----------|----------|----------|----------|----------|-----------|-----------|
| Dogs | 3 | 0 | 3 | 3 | 1 | 4 | 2 | 5 | - |

Rules: Beast, Armor Weak, fear zombies, hit and run

Armor Weak: Dogs do not possess the ability to tear down doors or damage vehicles

Fear zombies: These dogs have survived by avoiding the zombies infesting the area. Dogs will never end their turn within 12 inches of the zombies if they can help it. If zombies get within 12" while the dogs are engaged with the kill team they must use their hit and run skill to attempt to flee from the zombies. They will move in the direction that takes them furthest from the zombie unit. Dogs will flee to the nearest table edge if broken in combat.

Lost Friends: Zombie player rolls a D3 + 1 at the start of the game, this is how many zombies he gets that are created from the race of the protagonist. If the protagonists are space marines then the zombie player gets D3 + 1 zombified space marines – see Zombification above.

These zombies can be placed during any assault within any of the zombie mobs or be played as their own unit if desired. They do not regenerate with the other zombies, and are lost if destroyed.

Special Guest: This is a completely optional unit that is up to the arbitrator whether to or not include. The inclusion of this unit should only be considered if they are judged not to be off balancing to the scenario. Special Guest are a small unit of zombified infantry selected from any codex. Whether this unit is made up of zombie genestealers, ork nobz, or ratlings is of no importance - it is up to the arbitrator on what type of zombies that is fielded. Play in the same manner as Lost Friends but Special Guest do not have the option of being mixed into other zombie mobs and must form their own standalone unit.