

ZOMBIES!!! S.P.E.C.

Ops

Special Purgation & Elimination Corps: Operation Twilight

"What the hell was that!?"

The soldiers stumbled out of their bunk beds shaking the heads in an effort to shrug off the last vestiges of sleep. They had all felt the explosion that had caused the ground to tremble. A moment later it had been followed by the deafening sound and rush of warm, seared air. Almost immediately the raised voices, tinged with panic began.

"What's he hell's happening, man?"

"Did you hear that?"

"The captain! Where's the captain?"

Corporal Dawson pulled on his jacket, the double gold chevrons plainly visible on his left arm, and shouted above the din.

"All right quiet down all of you!"

A hush fell almost instantaneously.

"Higgins! Get on the radio! Find out what's going on with the night watch!"

"Sure!"

"Someone hit the damn lights! Thank you. Now as for the rest of you... grab you gear and let's take a look outside."

The soldiers piled out of the barracks door. All around them were scenes of devastation.

"Mother of..."

"What the hell happened?"

Dawson saw that the immediate area looked like a battle zone. Wrecked vehicles and corpses littered the roads between buildings that were missing windows and doors. In the distance a thick smoke, illuminated by a sickly green light, billowed into the dusk sky. The sound of sirens echoed around the base and beneath that, at the very edge of hearing... the sound of screaming.

"Hey guys..." Higgins called from his post at the radio. "I think you should listen to this..."

He turned the volume control as Dawson led the way back into the barracks. The brief wail of static was replaced by a man's voice speaking as if delivering the last rites...

"Code Black! Repeat: Code Black! Biological samples have broken containment. Operation Twilight is now in effect. S.P.E.C units begin lockdown. All targets are viable. Kill everything! Repeat: Kill Everything!"

Background

Players are just ordinary soldiers caught in the middle of a military research programme that has gone horribly wrong. However as well a hoard of rampaging undead it seems the military top brass have sent in the cleanup squad. Everyone calls them 'S.P.E.C.tres', a special forces unit charged with wiping out everything on the base. Ulp! The only hope is to get to the Helipad and evacuate before it's too late.

Object

The first player to move their soldier to the centre square of the Helipad and defeat the enemy there is the winner. However you must reach the Helipad within one hour, or else the S.P.E.C.tre marines will completely lock down the entire base and there'll be no chance of escape.

Required Sets

Zombies!!! Core and Zombies!!! 2 are required. The guts rules from Zombies!!! 5 and the extra tiles from Zombies!!! 6 are also recommended.

Game Setup

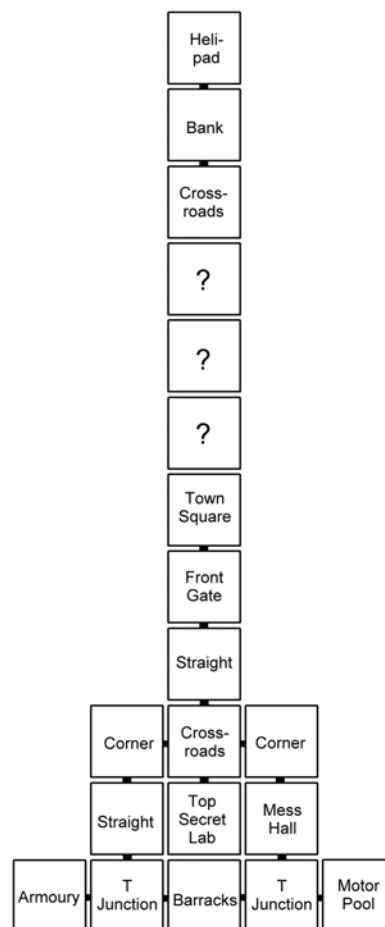
This scenario requires a preset board. Tiles from the appropriate sets should be placed as shown in the diagram to the left. All tiles below the Front Gate should be drawn from the Zombies!!! 2 stack while all other tiles are drawn from the Zombies!!! Core stack. Also shuffle all event cards into one stack from all appropriate expansions.

Now each player takes a pawn (referred to from now on as a 'soldier') and places them next to the Barracks tile path. Don't place any other zombies or tokens in there. Each player takes five heart tokens, five guts tokens and five bullet tokens as well as two sewer tokens (being a trained soldier has some advantages). On their first move as if your pawn started for the centre square of the barracks tile.

At the other end of the board, the S.P.E.C.tres have arrived via Helicopter. Gather enough counters so there is one more S.P.E.C.tre marine than there are soldier players. Have two bullet tokens and two heart tokens ready for use with these troops.

Now for the zombies... Do not place zombies on the Helipad, nor should you place zombies or tokens in the Barracks. All other tiles (named and otherwise) should have zombies and tokens placed on them in the normal way (according to z-scores or number of entrances).

Is that all done? Great... Now's time to start the clock. You have one hour!



Turn Sequence Overview

During a turn players must perform the following steps:

1 – 6. See original Zombies!!! rules.

7. After discarding the player on the right (anticlockwise around the table) now chooses a S.P.E.C.tre marine to move and fight with (see S.P.E.C.tre marine section below)

8. Once the marine has used all their movement, or lost their last heart token play proceeds in a clockwise direction from the player who last moved their **soldier**.

Placing Map Tiles

Players take one town tile at the beginning of their turn and may join this to any legal manner to a tile in play. The only exception is if the tile being placed would prevent the two halves of the game board being joined. If this is the case, discard the tile and continue with you turn.

If all tiles have been placed or discarded and the two halves of the board are still not joined up players may search the discard pile when they need to place a tile and choose any that will help join the two halves of the board. If it is still impossible to link the board up, continue placing tiles wherever is possible.

Zombie Rules

Zombies behave exactly as they do in the core rules. The only difference being whenever a soldier runs out of life tokens he has to restart from either the barracks (if he was defeated on an army base tile) or the town square (if he was defeated on a town tile). He then receives five new tokens and may discard.

S.P.E.C.tre Marines Rules

After moving zombies it comes time to mobilise The S.P.E.C.tre marines unit. They are basically treated like your soldier counter, but with a few important exceptions.

1) They are always given two heart and two bullet tokens to start their turn with.

2) They never pick up tokens, neither do they gain or lose guts.

3) They always get to add one to all movement and combat rolls (the S.P.E.C.tre marines have been trained and equipped to deal with the zombie menace).

4) Unless specifically mentioned the S.P.E.C.tre marines may not be targeted by event cards (such as 'Your Shoelace is Untied' and so on), but do follow the effects of cards that have a general effect on the entire game (for example: 'Alternate Food Source', 'Pillow Fight', and 'Government Enhanced Zombies').

Movement - Select which marine you wish to use. Marines move in an identical way to players, obeying the same restrictions. So... if they are on the same square as a zombie fight it (see below). If not, roll die and add one to the score.

Zombie Combat - When your marine finds himself on the same square as a zombie combat ensues. The marines have two heart tokens and two bullet

tokens to use during their turn. The difference is that these tokens need only last this turn as they always start their movement with two of each token.

Remember marines get a +1 modifier to all their combat rolls and they still need only score four or more to kill a regular zombie (five or more for super and dog zombies) and may use heart and bullet tokens to adjust the roll. Once the zombie is defeated they may continue with their movement.

A marine's movement ends immediately when he rolls a combat die that he has insufficient tokens to modify to a winning score. In such a situation leave the marine where he is. Next turn he may be moved normally with a full compliment of tokens.

Zombies killed by a marine are returned to the zombie pool and are not added to a player's total.

Soldier Combat - If a marine moves onto a soldier's square the real combat starts. Roll a die for each heart token the marine has left and add the +1 bonus to each. The player who moved the Marine can then add bullets to these dice to increase the score if they wish, but they can only modify the score before the soldier player rolls. The soldier then rolls a matching number of dice. Treat each as a separate roll for the purposes of event and weapon cards and tokens. Bullets can be added to either of these rolls or a heart token can be expended to reroll **any** number of dice including forcing the marine to reroll on or both or his. Bullets applied to a marine combat score that is re-rolled are lost, but a marine can use any bullets left to modify this new roll which still also gets one automatically added to it. The soldier player then decides whether to use bullet tokens to raise his combat scores, or discard a heart tokens and reroll the dice again.

If the soldier manages to equal or beat **both** the marine's combat rolls than the marine is removed from the game and the soldier's player can pick up a guts and any bullet tokens the marine had left. If the soldier cannot modify or reroll his combat dice to winning scores, then he must restart from either the barracks or the town square, depending on where he was defeated.

Attacking a marine - If a (particularly foolhardy) soldier moves onto a marine's square the player on the right of the attacker takes control of the marine. They should gather a full set of marine tokens (two heart and two bullets) to use for the ensuing brawl.

Priority targets - If a soldier, a marine and a zombie find themselves on the same square, the attacker (the one who moved last) must destroy the zombie first.

S.P.E.C Ops Event Cards

Using the spare event cards create the following new cards:

***They must not escape!* (2):** Play after moving a marine. You may move a second marine.

***Maybe they aren't so bad...* (1):** Play after a movement roll has been made for a marine. That marine's turn ends immediately. Additionally place a super zombie on the marine's square.

***Squad Beta, move in!* (1):** Place all marines previously removed from play back on the Helipad.

***Zombies strike back* (1):** Play at any time. Roll a die and add one for each marine with a zombie on his square (do not use bullet tokens). If they fail to score the required combat roll, they are removed immediately.

***'Eliminate all targets!'* (1):** Play at any time. Remove all zombies from all tiles that contain a S.P.E.C. marine.

Winning the Game

Player's must move their soldiers to the centre square of the Helipad and kill either the marine or the zombie there (or possibly... both). However if you successfully make it to the centre square of the Helipad the player on the right gets to move their marine as normal. Of course all this must be done within one hour. Once the hour is reached you may complete the current round of player turns (so all players have had the same number of turns).

If one hour passes and no one has made it to the Helipad the S.P.E.C.tre marines have succeeded in their mission and no one wins. Better luck next time. If there are no S.P.E.C.tre marines when this happens then the zombies are declared the winners (and good for them!).

If the board ends up with no route to the Helipad, the first player to kill 25 zombies is the winner. If that does not happen the player with the highest number of kills (zombies all count as one, marines are not counted) at the end of the hour is declared the winner.

Clarifications

-Because the marines acquire new tokens every turn they can freely use the sewers for movement (obviously depersonalising equipment such as night vision goggles and gas masks would be standard for such sinister government minions). However they may only use sewer tokens that are already placed...

-When a marine and a soldier are fighting the marine may not use tokens after the soldier player has rolled their dice except when forced to reroll by the soldier player. At this point the marine may add bullet tokens they have remaining. However once the marine player has finished using tokens he may not add further tokens until asked to reroll the dice again, though the soldier player may modify die rolls at any time. A marine may never force the player to reroll.

