

Zombie Cleanse
Originally by descree, of the Infinity forum



Mission Briefing: The outbreak caused by Viral Agent Mardi Gras is finally contained at the city limits. It's time to end this thing and take back what's ours. You're going to go in there and kick some zombie ass street-to-street. Leave no closet unopened and no mattress unflipped.

Other factions have expressed a great deal of sympathy to us following this filthy alien attack. Some of them have even sent troops, which will be participating in this cleanse. That's great, and we wish them luck, but I want you to get out there and show them we're the finest fighting outfit in this Human Sphere. Now get your gear.

Background: Troops are moving house-to-house eliminating zombies and infected corpses in preparation to return the city to human habitation.

There is no zombie player in this scenario. Instead it is a semi-cooperative scenario where two (or more?) players oppose the zombies, which operate according to a sort of program. Neither player needs to play the zombies, and they can play different factions if they like.

Corpse Markers: This scenario uses "corpse markers." Place them all on a surface with the white corpse side up and mix them up so you don't know which are corpse-corpse and which are corpse-zombie. This collection of unknown corpse markers is your "dead pile."

White corpse markers might be corpses or zombies pretending to be corpses. They can be Discovered just like camo markers, with the same -3 penalty (negated by MSV 1 or better). When a marker is discovered, flip it over. If the other side is a pink corpse, it's just a corpse. Corpses can be destroyed by a Coup de Gras or a hit with a template weapon. If the other side of the marker is a zombie, replace the marker with a zombie miniature right away!

Setup: This scenario requires buildings, so an urban setup with multiple buildings or a facility with multiple rooms is best. If that's not possible, divide the board into 1 foot by 1 foot sections and each one will serve as a building/room.

Scatter 12 corpse markers from your dead pile around the board wherever you and the other player agree.

Deploy 1 zombie anywhere on the board for each 20 points of the combined totals of both armies. If you and your opponent are each playing 150 points, the combined total is 300 and you would scatter 15 zombies around the board in any way agreeable to both players.

Roll a Face to Face Willpower roll against the other player using your Lieutenant's Willpower. The winner can either choose which side to start on or choose to go first.

The order of play is Player 1, Player 2, Zombies.

Clearing Houses: When the game starts all the buildings are "uncleared," meaning they might have hostile zombies in them. When a figure moves into an uncleared building, roll a d20 and consult this table:

1-8 Nothing
9-18 One Corpse Marker
19-20 Two Corpse Markers

If the table indicates that corpse markers should be placed, the inactive player should randomly take a corpse marker from the dead pile and put it in the house wherever he likes.

If there is nothing in the building, it is immediately considered "cleared." Put a flag on it or something to mark it clear.

If there are corpse markers in the building it is not considered clear until there are no corpses or zombies inside.

A figure with the Sensor skill does not have to enter a building to find out what's inside. The figure can just move into contact with the building, spend a Short Movement Order and roll a Willpower check. If the check is successful, roll on the table above.

Special: Zombies will always ARO against figures by dodging to get closer to whatever model is closest to them. They will ARO to markers with Discover. If they are in base to base, they will ARO with Close Combat.

At the beginning of each zombie turn, each uncleared building produces a zombie at each of its doors. This does not provoke ARO.

In the zombie turn all zombie moves are completed as if they were impetuous moves (both their impetuous moves and their regular moves). If the zombie is moving toward Player 1's figure, Player 2 will move the zombie. If the zombie is moving toward Player 2's figure, Player 1 will move the zombie.

When a model with the Wounds statistic is killed by a zombie, replace it with a corpse-corpse counter.

Game Length: 6 turns.

Victory Points:

Clear more buildings than the other player, +2 VP

Kill more zombies than the other player, +2 VP
Destroy more corpses than the other player, +1 VP
Hit a figure in the other player's army, -3 VP
Lose more points worth of troops than the other player, -1 VP
Lose your LT, -2 VP
Finish the game in Retreat! status, -2 VP

Zombie (HI)

Irregular, Impetuous, Remote-Presence
Headshot, Poison, Regeneration, Religious Troop, Rise, Total Immunity
MOV 4-2
CC 11
BS 0
PH 13
WP 8
STR 1
ARM 0
BTS -3
Equipment: Viral CCW

Headshot: The nanites animating the zombies' dead flesh can ignore most damage and repair what they can't ignore. Damage exceeding a zombie's STR is simply ignored, so if a zombie is struck twice by HMG fire and fails both saves it is Unconscious, not Dead.

Zombies failing a Regeneration roll pass to the Dead state. Zombies suffering a Coup de Gras attack or a Critical hit from any attack pass to the Dead state, their brainstems destroyed.

Further, zombies suffer the effects of Monofilament and Explosive ammunition types normally. This rule overrides Total Immunity.

Rise: Rise allows a zombie to combine the effects of a Regeneration and Stand Up action into a single Short Order.