

OCTOBER
2006

EAST SIDE GAMERS

6 NEW
HORRIFYING
SCENARIOS

Presents



ZOMBIE PAK 1

6 NEW HORRIFYING SCENARIOS OF ZOMBIE DOMINATION • COMPLETELY UPDATED RULES • STRATEGY AND TACTICS

CHAPTER Z FOOTNOTES

The capabilities of Zombies in "ZOMBIE PAK 1" are based on an amalgam of traits gleaned from thirty years of Zombie movies and a hundred years of Zombie research. A Zombie for our purposes is a corpse which has been revived, and is obsessed with eating living human beings. The only way to "kill" a Zombie is to severely damage their brains. It's postulated that the dead returning to life is caused by a global virus which has become innate in every person on the planet. Within minutes of death one is reanimated as a Zombie.

1. 1.1 Japanese units were chosen because of the large number of two firepower half-squads as well as one firepower half-squads available in their force pool. Italian or Axis Minor units can be used, but there may be a shortage of the two firepower half-squads necessary for some scenarios. It is somewhat difficult for the experienced player to become accustomed to the idea that 2FP half-squads represent *squad sized* units, causing some confusion during the first couple of playings. Zombie leaders are only created during play when a Human leader is killed in Close Combat and transformed. Then the argument arises as to why this "one Zombie" counts as much in CC firepower as a Half Squad which supposedly represents five Zombies. The answer is pretty much the same as in the regular game. A leader (almost certainly a physically capable male in the prime of life) is as powerful in game terms as five or six "typical" Zombies (who may include women, children, and old people).

2. 1.1 The Question arose during playtesting as to why Zombies would form into squads and half squads to begin with? Well, we've done our homework. A visit to the website of the Federal Vampire and Zombie Agency (www.fvza.org) provides many enlightening facts of Zombie behavior: "...newly transformed Zombies will instinctively gravitate to other other Zombies", and "Zombie researchers believe that the pack fulfills some primal need for community and connection." Also there appears to be some sort of primitive pecking order amongst Zombies with the strongest and fastest packs moving in to feed first (which justifies rule Z 1.32).

3. 1.22 Zombies don't use machines (e.g. guns, cars, computers) or tools (e.g. saws, hammers, knives). They're too single minded and crazed. One may recall that "Bub" in George Romero's "Day of the Dead" actually takes a gun and hunts down a soldier and shoots him with it. But "Bub" was an exceptional "Alpha Zombie" that had been scientifically trained over many sessions before he could do this. Typical Zombies lack the gumption.

4. 1.3 The George Romero trilogy ("The Night of the Living Dead", "Dawn of the Dead", and "Day of the Dead") presented Zombies as extremely slow and lumbering. Most of the modern Zombie films ("The Return of the Living Dead", "Dawn of the Dead 2004", "28 Days Later") show Zombies as swift, hyper, and powerful...like coked-up chimps. We decided that a compromise was the most realistic probability. With chunks of flesh torn from their arms and legs, or bones broken from traumatic accidents, and bodies in various stages of decomposition previous to becoming reanimated, a Zombie's feverish relentlessness is tempered by their sheer physical inability to run, jump, and be generally acrobatic as displayed in the more recent Zombie films. However, their lust for living flesh, coupled with a fanatic "feel no pain" drive, motivates their propulsion to a reasonable speed. Hence 3MF. Unarmed civilians move faster than Zombies by one hex per turn, making Zombies the slowest units in the game [EXC Infected Green units]. The last part of this rule reflects that Zombies seem to "sense", or are drawn to a humans presence even when they can't see or hear them. Otherwise, the Human player could just hide out of LOS to prevent any Zombie movement. The Federal Vampire and Zombie Agency claims that it's a heightened sense of smell that allows Zombies to find hidden living human beings. We chose to avoid another bunch of cumbersome rules dealing with Zombie units not moving toward hidden Human units unless they were downwind of them.

5. 1.33 Playtests quickly showed that without this rule giant stacks were soon created with so many modifier repercussions that the game was totally unplayable. In order for the game mechanics of A.S.L. to be applied in a Zombie format it was necessary to sacrifice realism in this one instance.

6. 1.4 Some may recall "Bub" from George Romero's "Day of the Dead" as he left the pack to hunt down the evil corporal in revenge for his scientist "father's" murder. Or in "Dawn of the Dead" the "Hare Krishna Zombie" that wanders away from the human bait to attack Fran; and Steve who directs a pack of Zombies to abandon the carnage and claw at the hidden door. The implication is that some Zombies, due either to their "freshness" or lack of damage prior to reanimation, or maybe some other special circumstance we're unaware of, exhibit attributes resembling cognitive thought and strategy (similar to some wargamers). These Zombies (unlike, we hope, their wargamer counterparts) are very rare.

7. 1.7 The Human sniper restriction reflects the necessity of achieving a series of five or six "head shots" in order to have any effect on the Zombie unit. Remember: "Kill the brain, kill the Zombie."

8. 1.8 & 2.1 Since Zombies literally only use their hands and teeth to attack, this rule is obvious. Ditto for attacking an armored vehicles with bare hands. The vehicle's possible demise would most likely be the result of the crew being freaked out by the whole situation, causing a Recall result; or the wheels, vision slits, and exhaust system being so clogged up with body parts that they cease to function properly, causing an immobilization result.

9. 2.22 One thing that all Zombie researchers seem to agree on is that transformation after death is fairly quick. In "Dawn of the Dead 2004" we see the conversion to zombie in real time on screen and it takes less than a minute (the scene where the girlfriend gives birth to a Zombie baby. She dies in childbirth, but re-animates immediately afterward). In the original "Dawn of the Dead" Peter watches over Roger in order to shoot him as soon as he re-animates; the implication being that you can't turn your back on him for too long. This is important because many playtesters griped about their units converting to Zombies during close combat without any time for them to make tactical adjustments. In some instances the only Zombie unit left in the hex was one that had just transformed in that very same Close Combat, all others having been killed by the victorious Human units, leaving them trapped in CC with this "new" Zombie they'd been unable to grapple with because it hadn't been there yet! Ain't zombie warfare hell? The bottom line is that your eliminated units will come back to life within seconds, so suck it up.

10. 2.2 - 2.22 It's a universal Zombie truth that a bite or scratch from one of the Living Dead *always* causes an infection which is 100% fatal. A real question exists as to how long one may remain infected before finally succumbing. The earlier movies allowed for a period of hours to days to pass before death would occur. In the later movies it took mere minutes. We again compromised, but mostly leaned toward the later for reasons of playability. Realistically, the severity of the wound should be the determining factor for how much longer one lives. But the detailed rules required to translate this time factor into game terms make the game too complicated. Playtesting showed that players are maxxed out as it is just trying to remember which units have to roll for infection, and when, and to roll for infection severity on a consistent basis. If it weren't such a fundamental tenet of Zombie lore we would have done away with the infection rule altogether.

11. 2.3-2.4 Most of those who become infected think there's a chance they could get better. They never do. The task checks required for euthanasia or suicide reflect the psychological difficulty in shooting a friend or acquaintance (not to mention oneself) in the head. The movies all demonstrated this with much moralizing and soul searching from the characters involved. Inevitably someone can't bring themselves to do it and they become a victim of their zombified loved one while the audience curses their stupidity. Playtesting showed that it was tactically wise to use the infected units as "Zombie bait", or send them on "suicide missions" before killing them off. It becomes quite a matter of timing, with greedy players being burned by overusing their infected units and seeing them become part of the Zombie horde.

12. 3.3 Aside from the practical aspect of using German units to represent Law Enforcement, it tickled our morbid sense of humor to use "Nazis" as "Cops".

13. 3.4 Thanks to our nation's weapons law, it became possible to stock scenarios with realistically viable armed civilians.

14. 3.52 Old ladies, little kids, pregnant thirty year-olds, asthmatic wimps, and protective parents herding their tots just don't move very fast, no matter how much they are prodded. And don't forget the good looking girl *always* falls and twists her ankle. In all fairness though, these units also represent ordinary guys just like you and I who, for reasons of conscience or practicality, don't possess firearms or know how to use them.

15. 4.1 Zombie Generation was something new and fun to add to the game. Throughout most of the movies we've seen, Zombies seem to be coming out of the woodwork. From graveyards, the morgues, basements and bedrooms. Graveyards and morgues were obvious choices but I think you'll really have fun with the SAN activated Zombie. They can pop up in the most undesirable of places.

The Orkin Men



SOUTHEAST MICHIGAN, LATE NOVEMBER: Things were getting quite serious. The Graveyard and adjoining morgue were generating a flood of zombies. Hour after hour, more and more of the flesh eating monsters were pouring out of the two locations. All local law enforcement and civilians had fled the area. Special forces from the nearby national guard base were called in to seal off the source of the growing threat. Nicknamed "The Orkin Men" by their commanders, their job was to advance on the graveyard and close it down.

AFTERMATH: It was no easy task for the men of the National Guard. Nothing in their training had prepared them for what awaited them at the graveyard site. Half decaying bodies kept burrowing out of the ground, coming up from every direction and making their way toward the stunned troops. The men of the Graveyard Guards were attacked first. They had made their stand too close to oncoming waves of the undead. Too few in numbers to effectively eliminate all that came at them, they became food for the Zombie juggernaut. Upon hearing of the loss, the men of "Orkin" team rallied and started the horrible task of clearing out the nest of flesh eating Zombies. Explosions and flames lit the evening sky's and the smell of burning corpses filled the still air. Progressing tombstone by tombstone, they made their way to the city's Morgue and in a final act of vengeful rage, burnt it to the ground.

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67		02

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1	2	3	4	5	6	7
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NATIONAL GUARD set up and move first

VICTORY CONDITIONS: The National Guard player wins immediately when they've destroyed/neutralized every graveyard hex and at least one morgue hex (get to work boys!). Zombies win by avoiding NG's VC.

BALANCE: Guards - Increase game time to 8 turns

Zombies - Increase SAN to 7

Graveyard Guards set up within 2 hexes of 21 G7:

	1	2	LMG	HMG
8-1	4-5-7	4-4-7	2-7	6-12
	x2	x2	x2	

Guard Units enter on Turn 1 on any East edge road hex:

	1	DM	Jeep
7-0	2-4-7	MMG 4-10	37
	x3	x2	**
			9PP AAMG -1/2
			x3

(ELR 4)
(SAN 4)

The Orkin Men enter on Turn 1 on any South edge road hex:

			E	FT	DC	M5A1(a)	19	16
9-1	8-1	8-0	3-3-8	24-1	30-1	15PP AAMG -1/4	0	0
			x6	x5	x7		Wasp	0
							BF24 -1/2	0
								x3

Guard Units enter on Turn 1 on any South edge road hex:

		1	1	MMG	LMG	3 Ton
8-1	7-0	4-5-7	2-4-7	4-10	2-7	24
		x6	x6	x3	x3	**
						T4 36PP
						x3

Graveyard Zombies set up in graveyard hexes:

1	1	Alpha
2-3-7	1-3-7	Zombie
		10-0
x12	x6	

Morgue Zombies set up in building J4:

1	1
2-3-7	1-3-7
x4	x2

(SAN 6)

SPECIAL RULES:

- 1) EC are dry with no wind at start.
- 2) Zombie Generation rules Z 4.1 & Z 4.2 are in effect.
- 3) Graveyard/Morgue destruction rule Z 4.3 is in effect.

- 4) The NG flame throwers never break down. Instead they are considered out of fuel. They may be refueled by simply ending any turn in a truck, halftrack or Wasp vehicle hex.

Hell and High Water



WEST TEXAS, MID OCTOBER: Llano was surprised by the unholy plague of the living dead. The elementary school on the edge of town was evacuated by frantic parents and teachers just minutes before becoming a Zombie buffet. Since the roads out of town were now a "dead zone", the hundred and twenty or so brave survivors fled across the open fields, short on weapons and ammo, but determined to save the children and reach safety. After finding the river, they turned east towards the Llano River bridge which to their horror had hundreds of Zombies crossing it and coming straight for them. The desperate civilians now turned and followed the river for about a quarter mile, and were becoming exhausted when they spotted police officers on the other side gesturing towards a jetty where a couple of small motorboats were waiting to rescue them.

AFTERMATH: On the jetty the teachers and students dutifully lined up for efficient embarkation and in no time, the boats had ferried twenty across. Unfortunately, the first Zombies were spotted nearby and the organized group devolved into a squealing, panicked mob. Those with firearms honorably stood their ground, pumping round after round into the puss drooling bullet sponges, slowing them down long enough for a second group to board and cross. The living dead had reached the jetty and as the another boatload of children left, it became clear that the remainder were doomed. The Sheriff and his me, stuck on the other side of the river, desperately fired at the cannibalistic monsters but were too far away to make consistent head shots. A truly heartbreaking scene ensued as the adults began killing the children, rather than having them suffer being eaten alive. The traumatized survivors on the south bank of the river turned to Sheriff Johnson for directions. "Time to get moving. They're coming back over the bridge".

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1	2	3	4	5	6	7	8
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HUMANS set up first • ZOMBIES move first

VICTORY CONDITIONS: Human player wins immediately when there are 5 squad equivalents of unarmed civilian MMC on the south bank of the river, on islands and/or in boats. Unarmed civilians on islands/in boats count half for victory conditions.

BALANCE: Humans - Increase SAN to 7 Zombies - Add 4 1-3-7 half squads to at start OB

Staff & Students of Wheeler Elementary School and some other Local-Yocals set up as indicated:

(ELR 2)
(SAN 3)

Armed Locals set up =< 2 hexes from 7 J9:

E	G	ESG-Cr	DC
3-4-7	2-2-6	2-2-7	30-1

x2

Law Enforcement - Sheriff Johnson's Men
set up on hex 7 F2:

	E
8-1	4-6-8

x2

Unarmed Civilians, Staff & Students set up
at least one unit per hex on road 7 K9-I9-D7:

(1)-0-6

x9

Evacuation Boats (see SSR 2):

2/4
Assault Boat
M10 14PP

x2

Zombies set up on road 33 P2-L4-L5-A5:

E	1	Alpha Zombie
2-3-8	2-3-7	10-0

x8

x8

SPECIAL RULES:

- 1) EC are wet with no wind at start. River is deep. Current is moderate from west to east.
- 2) The Human player may place two assault boat counters on any two north bank road/river hexsides. Treat these boats as assault boats with motor (E 5.11), except they have a reduced portage capacity of 10PP. Boats start beached (E 5.23). Treat Marshes as open ground for unloading purposes only.
- 3) Law Enforcement units may not load onto boats.
- 4) ESG Unit rule is in effect (Z 3.43)

Dinner's Waiting



EASTERN KANSAS, EARLY NOVEMBER: They sat and they waited. A couple of days and a night. Waiting. Watching. Worrying. Time seemed to stand still outside. The breeze didn't blow, the birds didn't chirp, "shit, even the crickets were gone". It was more than eerie. "No crickets? The f@#king Zombies eat them too?" Help was coming. The radio said it was. The Kansas National Guard was on its way. Folks were told to stay put until the Guard arrived to evacuate them, and stay put they did. Neighbors and friends for years, they hid away now, barricaded in their respective homes. The one thing on everyone's mind, will the Guard get there before the walking dead?

AFTERMATH: In the distance they heard the vehicles of the National Guard, but out their windows they saw a wave of flesh hungry Zombies. They stayed put alright, but mostly out of fear. The farmers in the smaller houses to the north, first in the path of the wave, were overcome while making a dash for the trucks. The Guard, now fearing for their safety, quickly made its way to the remaining survivors. Outside the largest of the homes, the trucks stopped. Chaos reigned as the civilians poured forth and the Guards fought off the monsters at close quarters. The trucks started up only seconds before the Zombies attack broke through the defending units. In the distance, others were still making their way to the evacuation vehicles when the trucks pulled away. The they drove past the farmers and through the Zombies line. Shocked civilians watched in horror as their only means of escape drove off without them. Bon appetit my Zombie friend.

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1	2	3	4	5	6
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HUMANS set up first • Zombies move first

VICTORY CONDITIONS: The Human player wins at game end by exiting 4 unarmed civilian counters off the east edge. Zombies win by avoiding the Humans VC.

BALANCE: Humans - Change the two 2-2-6 AC to two 5-3-6 Zombies - Add 5th unarmed civilian counter to Human VC

Armed Civilians set up as indicated (SSR 2):

Building M3

G
2-2-6

Building X1

G
2-2-6

Unarmed Civilians set up one counter per building in R7, S7, S8, BB8, CC9-10:

(ELR 3)
(SAN 3)

III
(1)-0-6

x6

National Guard Units enter on Turn 1 on hexes A5, A6:

8-1	2	4-4-7	LMG 2-7	19 0 0 MSA1(a) Halftrack 15PP AAMG -1/4	*28 2 1 Humber II AC 15 (6) -1/4
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x2

National Guard Trucks enter on Turn 2 on hexes A5, A6:

30 cwt	25 * *
21PP	

x3

Zombies enter on Turn 1, one counter per hex, as indicated:

On North edge
on / between
hexes J1 and U1:

1	Alpha Zombie
2-3-7	10-0

x12

On North edge
on/between hexes
BB1 and EE1:

E
2-3-8

x5

On East edge
on/between hexes
GG4 and GG7:

E
2-3-8

x4

SPECIAL RULES:

- 1) EC are moist with Mist (E 3.32), no wind at start.
- 2) Unarmed civilian counters may not move until either a NG counter or a Zombie counter is next to their hex.
- 3) Trucks must make a bog check for every zombie occupied hex they enter.

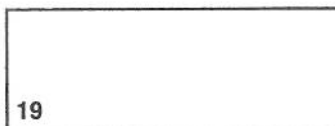
Killing Fields



NORTHERN MISSOURI, LATE OCTOBER: Lt. Commander Fields had set up his line knowing that the dead were coming. Reports of a mass coming out of the north had been confirmed by recon. In order to effectively eliminate the largest possible number of Zombies, Fields positioned his men opposite the northern treeline with a large, open field between him and the coming flood. "This was going to be a slaughter", he told his boys. "The only thing left to decide is which of you unlucky bastards is going to bury all those corpses!"

That next morning, as the mist burned off the dewy field, the Guards awoke to the horror that awaited them. For as far as the eye could see, the horizon was filled with a wall of walking dead.

AFTERMATH: Recon had grossly underestimated the number of Zombies coming from the north and it was Fields ass on the line now.. "They must have picked up some extras on the way", he thought. "Either that, or I need new men on recon". As the Zombies poured across the field, Fields opened up with his mortars. Chunks of churning Zombified bodies flew through the air. His machine guns raked the field, cutting them in half and the flame throwers got some quality kills...but they kept coming. His men on the right flank, overrun by the flesh starved monsters, fled back to his line and a last stand was made at his treeline.



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HUMANS set up first • ZOMBIES move first

VICTORY CONDITIONS: The Zombie player wins immediately when they've killed any 4 Human MMC. Human player wins by avoiding the Zombies VC.

BALANCE: Humans - Exchange 2 MMG for 2 HMG Zombies - Add 1 Alpha Zombie

National Gaurds set up as indicated:

(ELR 3)
(SAN 4)

Building I8

1	LMG
4-5-7	2-7

Building K7

9-1	1	MMG
4-5-7	4-12	

Building X6

9-1	1	E	MMG	FT
4-5-7	2-4-8	4-12	24-1	

Set up in tree line J10-O8-R9-T9-V10:

8-1	1	LMG	Cr	3-in	MTR	Hero
4-5-7	2-7	2-2-8	76*	M11	1-4-9	
x2	x2	x3	x3			

Zombies set up on/north of hexes A6-G3-H3-L1-N2-Z2, one counter per hex (exc. Alpha may freely stack):

Set up in CC3 and CC4, DD4, one per hex

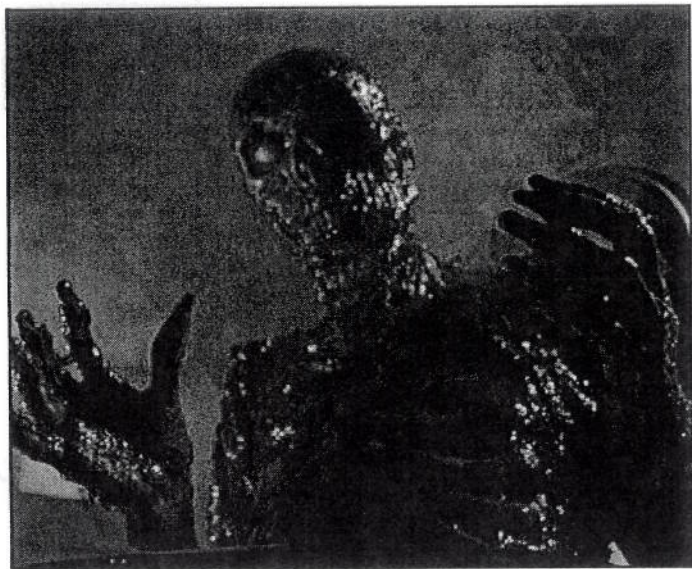
E	1	Alpha
2-3-8	2-3-7	Zombie
x12	x10	10-0

E
2-3-8
x3

SPECIAL RULES:

- 1) EC are moist with Mist (E 3.32), no wind at start.
- 2) Treat all orchard hexes as 6 factor mine fields.
- 3) The Human player must make a dr every human Rph. This is the maximum number of human MMC that may move that turn.

Matchstick Men of the Fighting O



SOUTHEAST OHIO, LATE OCTOBER: The picture was changing rapidly. Smaller cities and towns in the southeast were dropping off the radar screen daily, and in ever increasing numbers. Whole areas began to "Black Out", becoming ghostly voids where people once existed.

The ONG got their orders. They were to proceed to the town of Shawnee, where an outbreak of Zombie infestation was occurring, and render any assistance they could to the town's people. According to local reports, the last received three days ago, the Zombies were still at a manageable stage.

The Guards loaded up at the armory, and having their choice of weapons, they chose the flame throwers. No one could have blamed them. Reports were filtering in that it was an excellent weapon in close-in Zombie fighting with a nearly 100% kill factor. "Screw shootin'em in the head, I'm goanna torch'em". The men joked they were the "Matchstick Men of the Fighting O". What someone forgot to tell them was they were going into an area severely hit by that summers drought ... and a "Matchstick" might not be the best thing to be.

AFTERMATH: The woods around Shawnee were filled with the filthy beasts and the only way into the town was through them. It quickly became apparent to the men of "Matchstick" why reports failed to come out of the area. The forests were infested with the living dead. "Light'em up and Burn'em Boys. It's us or them". Ten thousand acres of national forest went up in flames that weekend and the town of Shawnee, along with a dozen others, was burnt to the ground.

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1	2	3	4	5	6	7	8
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ZOMBIES set up first • HUMANS move first

VICTORY CONDITIONS: Human player wins at game end by exiting 4 MMC and a Wasp off West edge (without burning the whole damn place down!).

BALANCE: Humans - Exchange the 9-1 for a 9-2 Zombies - Change Human VC to 6 MMC and a Wasp.

Zombies 1st Line set up in any woods hex on/between hexrows P-M:

E	1
2-3-8	1-3-7
x8	x4

Zombies 2nd Line set up in any woods hex on/between hexrows H-L:

E	1	Alpha Zombie
2-3-8	1-3-7	10-0
x6	x4	

Stray Zombies set up in any woods hex East of hexrow U:

1	1
2-3-7	1-3-7
x2	x2

(SAN 6)

Stray Zombies enter on turn 5 on any north or south board edge:

1	1
2-3-7	1-3-7
x4	x2

National Gaurds enter on turn one from the East board edge:

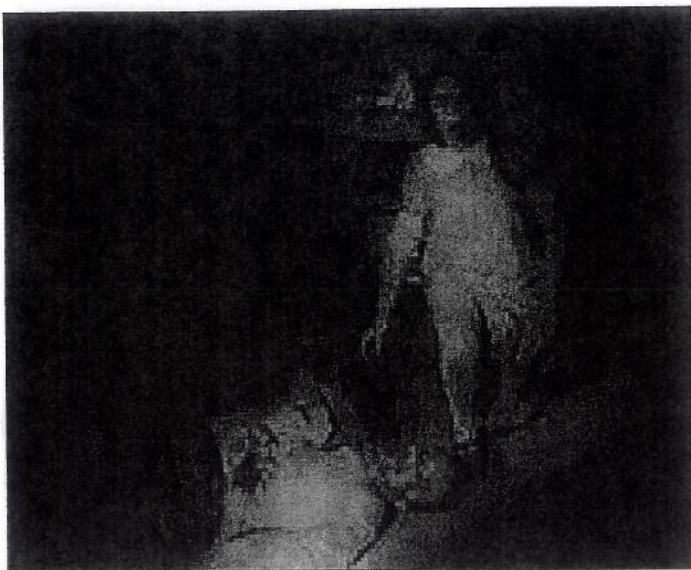
9-1	8-1	7-0	E	2	Hero	DC	FT	Wasp
			4-5-8	4-4-7	1-4-9	30-1	24-1	16 0 0
			x6	x3		x2	x4	BF24 x2

(ELR 3)
(SAN 3)

SPECIAL RULES:

- 1) EC are dry with a breeze blowing to the NW .
- 2) Zombie player may HIP one MMC anywhere in the largest forest block.
- 3) The NG flame throwers never break down. Instead they are considered out of fuel. They may be refueled by simply ending any turn in a Wasp vehicle hex. When refueling is required, the squad possessing the FT may immediately deploy.
- 4) Zombie generation rule (Z 4.2) is in effect.

Women & Children Last



CENTRAL MARYLAND, LATE NOVEMBER: It had been a long night. No one had gotten any sleep. All night they listened to the cries and pleas of their friends and neighbors as the Zombies gorged themselves on the unprotected citizenry. The holdouts in the station house were unable, or unwilling, to lend assistance. They survived the night by staying put and covering their ears. As dawn broke and the cries for help fell silent and an eerie silence fell over the city.

It quickly became apparent to everyone they couldn't stay in the police station one day longer. One night longer and the Zombies would be coming for them. The city was teeming with living dead and they were getting restless. The smell of fresh human flesh was getting them stirring. Accompanied by a few local law enforcement officers, the remaining citizens armed themselves and prepared to run the gauntlet west out of the city. Last out of the station house were the Women and children.

AFTERMATH: It took guts to be the first out of the station. In the morning light the city was quiet, musty, with the smell of death around every corner. The first groups made good progress, keeping a steady pace and killing Zombies as they appeared. It was only as they got deeper into the city, and closer to their destination, that things slowed down. The sight of last night's horrors sent a panic through the survivors. Moral and cohesion were breaking down and more and more often, the men were making increasingly desperate actions to stay alive. They had to make a fateful decision, save the slow moving women and children, or make it out themselves.

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1	2	3	4	5	6	7	8
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ZOMBIES set up first • HUMANS move first

VICTORY CONDITIONS: The Human player wins immediately upon exiting 2 unarmed civilian or 6 Armed Civilians MMC off the west edge. Zombies win by avoiding the Humans VC.

BALANCE: Humans - Add two LMG (3-8) to Armed Civilians OB

Zombies - Add two 2-3-8 Zombies to HIP OB

Armed Civilians set up in Police Station (J3):

8-1	7-0	2 5-4-6	1 3-4-6	Hero 1-4-9
		x6	x4	

Unarmed Civilians set up in Police Station (J3):

(1)-0-6
x6

(ELR 3)
(SAN 4)

Law Enforcement Units set up outside Police Station in hexs L3 and K4:

8-1	2-4-8 E	LMG 3-8	30 K4 1 * * 9PP AAMG -7/3
x2	x2	x2	

Zombies set up in stone building hexs West of hexrow L as indicated:

(SAN 6)

Set up in stone buildings with 1 hex:

1 1-3-7
x18

Set up in stone buildings with 2 or more hexs:

1 2-3-7
x15

Set up HIP in any building hex in set-up area:

E 2-3-8	Alpha Zombie 10-0
x2	

SPECIAL RULES:

- 1) EC are wet with no wind at start. Building J3 is the Police Station.
- 2) Place Rubble counters in the following hexes; U1, U10, V4, V8, X2, X6, BB6. These represent auto wrecks, human bodies and other general debris caused in the chaos leading up to Zombies controlling the city.
- 3) Place LMG(3-8) counters in the following hexes; T2, V6 and Z5. These are available to be possessed by the Human player ... if they have the guts to go get'em.
- 4) Zombie generation rule (Z 4.2) is in effect.

ZOMBIE RULES: STRATEGY AND TACTICS

HUMAN PLAYER

1. AVOID CLOSE COMBAT

For the Human player there is one cardinal rule of Zombie warfare: do not get into Close Combat with Zombie units. Rule number two: do not get into Close Combat with Zombie units. If the Human player does not get into Close Combat with Zombie units, the Human player will undoubtedly win. Even a puny Zombie half-squad can decimate an entire stack of human units. This is because every Zombie attack will be Hand to Hand, so even a 1 to 4 attack can kill a whole platoon. Also, the Infection rule means that even if the Human player is successful, and not only do they survive the 1 to 4 attack but eliminate the Zombie unit as well, they then have a 33% chance of one or more of their units becoming Infected. Infection not only slows down your units, it insures that eventually they will convert to Zombies. This conversion can happen at the most inopportune times. How does one effectively avoid Close Combat with Zombies? Well...

2. USE MOBILITY

Mobility is perhaps the Human player's greatest weapon against the living dead. After all, if they can't catch you they can't eat you, right? A leader and the units stacked with it can generally move over twice as fast as Zombie units, enabling the Human player to literally run circles around the undead cannibals. Even Unarmed Civilians can outrun Zombies by one hex per turn. If the Human player can accurately gauge exactly how far certain threatening Zombie units will move in a turn, and just stay one hex away from that point, then constant point blank Defensive Fire should slowly whittle away the Zombie masses.

3. TRIPLE POINT BLANK FIRE IN OPEN GROUND

If the Human player simply cannot avoid letting a Zombie unit into it's hex, try and make sure it happens in open ground. Resist taking your first shot at an adjacent hex for point blank fire, and save it for triple point blank fire in your hex. This also prevents an early break due to failing a Final Protective Fire morale check when more Zombies tumble into your hex. I lost an entire platoon (and the game) because I used point blank fire at an adjacent hex instead of waiting for TPBF. One of the Zombie units survived my point blank attack, forcing me to Subsequent First Fire in my hex. Then another Zombie made it through the residual to force Final Protective Fire which broke my platoon (Armed Civilians with a 6 morale level). Now broken, with a Zombie unit in my hex, rule Z 3.9 kicked in. My suicide attempts failed, and the entire stack was converted to Zombies, because rule Z 3.53 states that Human units cannot rout out of Zombie occupied locations. If I had shown more fire discipline I probably would've at least made it to Close Combat. These things happen, and will happen to you if you let it. Advanced Squad Leader has ingrained in us the desirability of defending from cover (woods, buildings, etc...) in order to enhance survivability. The opposite is true in Zombie warfare. You're better off out in the open in an intersection where you can get clear shots at them (-2 DRM) than in a building where they receive almost as much cover as you

(+3 Stone Building, -2 Hazardous Movement = +1DRM). However, the constant Hazardous Movement penalties Zombies suffer from make even the best cover diminished for the monstrous pus-heads.

4. OVERRUNS

Overruns with unarmored vehicles are normally something we all shun. However, when attacking a foe armed only with teeth and fingernails it can be effective. The fact that Zombies have their CCV halved (Z 1.8) cancels out the DRM for CC attacks versus unarmored vehicles; and if you keep those vehicles in motion the Zombie player needs snake eyes to eliminate your overrun with reaction fire. Of course a crew in an unarmored vehicle doesn't do devastating damage when attacking, but rolling back and forth over Zombies will eventually kill a few. Several two-down-ones can clip off a couple of Zombies each turn. Always keep your vehicles in motion. It makes them virtually impervious to attack. If you cleverly place a motion vehicle, you can draw attacks away from more vulnerable units. Which brings us to...

5. ZOMBIE BAIT

Zombies, not being particularly picky about who they'll eat, are easily lured away from important units to attack useless ones. Send a armored vehicular or crew out to their doom and watch a previously disastrous horde of advancing Zombies suddenly reverse direction and abandon a fat, juicy target for a lean, scraggly one. They're pretty dumb...they're all messed up. One wily Human player had me chasing around some crummy crew with my Zombie piles, while his Unarmed Civilians lounged comfortably in their quarters. This tactic can really frustrate the Zombie player, especially if you laugh while you're doing it.

ZOMBIE PLAYER

1. BERSERK STATUS

Zombie units plod steadily onward, shrugging off 3 Morale Checks like flies. Constant Berserk status means "the Zombie will always get through". It's quite satisfying to watch the Human player squirm as his 12 FP down 2 attack is totally ineffectual, and your Zombies diligently lurch into his hex. Even at 16 FP -2, the Human player probably won't reduce or eliminate your Zombie. It can give you the thrill of power once you survive an attack or two like that. You feel invincible! You can't be killed, you're already dead! Once you're in the Human player's hex, it's all over for him. He can't break and run, and even if he completely blows you away in Close Combat, there's a good chance he'll be Infected (which is a death sentence). Therefore, getting into his hex is paramount. Since Zombies have few choices concerning where they move to, *how* they get there must be strategically calculated. There are ways for the Zombie Player to enhance their survivability. For example, rule Z 1.32 allows the Zombie player to move a stack of Zombies forward *one unit at a time*. I suggest you do this. Using a potential 12 FP -2 attack as an example, move one Zombie unit into that attack. It dies. O.K., now the next unit in the stack only has to take a 6 FP -2 residual attack which it probably survives. Then if the Human player Subsequent First Fires it's another 6 FP -2. The Zombie

player probably survives this as well, and now he's on top of the Human unit which means a forced Final Protective Fire shot that should break (read as convert to Zombies) at least one unit, and could possibly spell doom for the entire Human platoon. Even if you take a few more losses before getting into the Human player's hex you don't care because they'll be compensated for by the conversion of human units into Zombies during Rout or Close Combat. So trickle your Zombies in one by one whenever possible. Another tactic worth employing during your Berserk charges is to move the Zombie units that are farthest away from the Human occupied hex first. The Human player might not shoot at them because he'll want to save his firepower for attacks against Zombie units that are closer and have the potential to do deeper damage. If he does shoot them...great! Now your Zombies that are close to the Human hex have a much better chance of entering his hex. It's a no lose proposition! Plus, if the Human hex becomes filled to Zombie stacking limits (Z 1.33) with the farthest away Zombie units, the nearer Zombie units can ignore that hex for Berserk charge purposes and swarm deeper into the Human defenses.

2. ALPHA ZOMBIE

It's true that most of your Zombies are going to be charging headlong into heavy fire and dying by the dozens. But while this is going on you'll have one stack of Zombies skirting the flanks to hit the Humans from behind: the Alpha Zombie and his followers. Try to preserve this unit at all costs. He's your only tactical trump card. Always stack him with as many Zombie squads as possible. He's the only weapon in your Zombie arsenal that can counter the major Human tactic of leading your Zombies away from vulnerable Human units. Use your Alpha Zombie to attack the weakest point in the Human defense.

3. HAND TO HAND

Once the Zombie player gets into Close Combat with the Human player's units the real fun begins. The Zombie player needn't worry about being eliminated, because if they take down one Human unit with them their actual strength won't diminish thanks to Conversion (Z 2.22). Because Zombies always attack with Hand to Hand Combat, even a lowly Zombie half-squad stands a decent chance of bringing down his weight in Humans. If the Human player eliminates you outright, well that's not so bad either because you can *still* kill him with...

4. INFECTION

O.K., so your Close Combat was a total disaster. You lost an entire stack of Zombies. Don't cry yet because you get to make a dr for each Zombie *unit* that was eliminated. And with each roll there's a one in three chance that at least one Human unit will get Infected. An Infected unit is slowed down to Zombie speed, and must make an Infection Severity dr every player turn until, eventually, they become a Zombie. The Zombie player must pay attention and make sure the Human player makes this dr because it was noted during playtesting that, like Sniper die rolls, the Infection dr is often forgotten about. Usually it takes about two turns for the afflicted Human unit to transform into a Zombie. A smart Human player will have these units commit Suicide (Z 2.4) as soon

as possible. Few Human players do this. Greed almost always sets in and the Human keeps using these units until it's too late.

SUMMARY

The "Zombie Rules" as designed for A.S.L. are excellent for solitaire play. Because of the structured nature of Zombie movement and attack due to the restrictions of the Berserk charge rules, and Hand to Hand Combat rules, a player can be the Human side in any scenario and let the Zombies pretty much "move themselves". Just like real Zombies, the Zombie player isn't required to think very much, and so can be done away with completely with relative ease.

By applying these "Zombie Rules" to the A.S.L. format we've created a version of the game that accurately reflects the great Zombie battles seen on film, and takes them a step further by including new, nightmarish scenarios. Humans and Zombies swirl around, getting into or avoiding melee in a macabre dance of death. Other games have depicted Zombie attacks, but none captures the horror of desperation at the seemingly unstoppable nature of these undead flesh-eaters like A.S.L. tactical simulations. Women and children, cops, farmers, National Guard units, all use their different abilities to thwart a Zombie takeover of the world.

- Glenn Houseman 2006-

Z. ZOMBIES

1.1 ZOMBIES are represented by Japanese units. Zombie squad sized units (US #3) are represented by Japanese Elite/First Line Half Squads. Zombie Half Squad sized units (US #2) are represented by Japanese Second Line and Conscript Half Squads. Zombie crews are represented by Japanese Vehicular Crews (1-2-7). Zombie SMC are represented by any Japanese leader [EXC. 10-0 leaders are only used to represent Alpha Zombies (Z 1.4)]. Leadership morale benefits, modifiers and movement bonuses *never* apply to Zombie units. Zombie units do not suffer Leader Loss Morale Checks (LLMC). Zombie units may never Recombine or Deploy.

1.2 BERSERK: Zombies are *always* considered berserk (A 15.4); they never lose berserk status, even after successful CC attacks. All berserk rules apply to Zombie units with the following exceptions:

1.21 Zombies may never use/destroy Support Weapons, although they may Recover/Possess them during the Rally Phase only.

1.22 Zombies may never make fire attacks (Defensive First / Final Fire / Reaction Fire, or Advancing Fire), they attack only in Close Combat.

1.3 MOVEMENT: All Zombie units have 3 MF. If no Human units are in LOS at the beginning of the Zombie units charge, the Zombie unit still charges the nearest Human unit (in hexes) even though it is out of LOS; however the Zombie units MF is reduced to 2MF for the duration of that Movement Phase [EXC. Zombie units which enter from off map have a 3 MF]. If a Zombie unit must choose between a Human unit in its LOS or one which is out of LOS but closer in hexes, it must charge the unit in its LOS.

1.32 Multiple Zombie units that begin their movement phase in the same location do *not* have to charge as a combined stack.

1.33 Zombie units charge and enter Human occupied hexes until Zombie unit stacking limits are reached (3 squads). Zombie units may *not* over stack [EXC. Z 2.2 -Z 2.22]. Once Zombie stacking limits have been reached in a Human occupied hex, that hex is ignored by other Zombie units for berserk charge purposes.

1.34 Zombies are *always* subjected to Hazardous Movement (A 4.62).

1.4 ALPHA ZOMBIES: The minority of Zombies capable of limited independent thought are called Alpha Zombies (10-0 leader). Alpha Zombies may not be created during play. All Zombie rules apply to Alpha Zombies with the following two exceptions:

1.41 Alpha Zombies and any other Zombie unit that starts the Movement Phase stacked with them are not required to move closer to Human units during their Berserk charge and do not have to use their entire movement factor, or move at all (i.e. an Alpha Zombie and other Zombie units stacked with it has complete freedom of movement, though technically such movement is still considered a Berserk Charge). Alpha Zombies and other Zombie units stacked with them always have a 3MF, even if not in LOS of a Human unit.

1.42 Alpha Zombies and other Zombie units stacked with them in CC are *not* considered Lax for Ambush purposes.

1.5 CONCEALMENT / HIP: Zombies which begin a scenario concealed (A 12.12), or HIP due to SSR lose such status immediately and are revealed when in LOS of any Human unit. Zombies may never gain concealment during the course of a scenario.

1.6 ENCIRCLEMENT: Encirclement does not apply to Zombie units.

1.7 SAN: The Zombie side has a SAN number only by SSR (Z 4.2). Otherwise, both SAN and ELR numbers are ignored for the Zombie player. The Human players ELR only comes into play during a Euthanasia attack (Z 2.3). The Human player has a SAN, however a sniper attack dr of 2 yields no result. Only a sniper attack dr of 1 is applied (with normal effects).

1.8 CCV: The CCV of all Zombie units is halved (FRU).

2. ZOMBIE ATTACK - INFECTION & CONVERSION:

2.1 CC: Zombie units attack only in CC (as Berserk A 15.4) and *must* choose Hand to Hand Combat. Human units *may* choose Hand to Hand Combat.

2.2 INFECTION: Whenever a Zombie unit is eliminated/casualty reduced in Close Combat, the Human player makes a subsequent dr for each Zombie unit eliminated/reduced. A dr of 1-4 means the Human units involved are unaffected; a dr of 5-6 means one or more Human unit has suffered cuts or bites and has therefore become infected. Make a Random Selection DR to determine which attacking Human unit/units have become infected. Mark these units with a wound counter. Normal wound effects apply (ML -1, MF 3), even to MMC [EXC. units which normally have a MF of only 3 (i.e. green units) have their movement factor reduced to 2]. Infected units which become infected again simply remain infected. There is no penalty for becoming infected more than once.

2.21 SEVERITY: At the end of each *Player Turn*, after all CC is resolved, the Human player makes an Infection Severity dr for each Infected unit, a dr of 1-4 is no result (unit remains Infected), a dr of 5-6 results in the Infected unit converting to a Zombie unit as per Z 2.22. This dr is made even if the unit became infected in that turns CC Phase.

2.22 CONVERSION: Human units eliminated in Close Combat or that suffer infection severity, are not removed from play. Instead they are replaced with a Zombie Counter of the same Unit Size. If a Human squad is casualty reduced in CC it is replaced by a Human HS *and* a Zombie HS. If a Human Leader/SMC is casualty reduced in CC it becomes Infected (i.e. *all* wounds are infections). The addition of Zombie units to a hex as a result of successful Infection/Conversion/CR, is the only instance where Zombie units may over stack.

2.3 EUTHANASIA (PETC): Infected units (only) may be fired upon in any Human Fire Phase (Prep, Defensive, Advancing), or attacked in Close Combat by any Human units (including other Infected units) which first pass a special (Leader modified) Pre-Euthanasia TC (PETC). Failure of this TC results in no penalty other than that unit being unable to fire upon or engage in CC attacks against infected units for the remainder of that player turn. Units that fail their Pre-Euthanasia TC may still move/fire normally. Human units eliminated by this method do *not* convert to Zombie counters.

2.4 SUICIDE (STC): Infected units may attempt to commit suicide during any Rally Phase by first passing a (Leader modified) Suicide Task Check (STC). This Task Check is allowed even if the infected units are broken and/or locked in Melee. Infected units which pass their STC kill themselves and are removed from the board. Human units eliminated by this method do *not* convert to Zombie counters.

3. HUMAN UNITS

3.1 UNIT TYPES: There are four types of Human units; National Guard Units (represented by British counters), Law Enforcement Units (represented by German counters), Armed Civilians (represented by American counters), and Unarmed Civilians (represented by Prisoner counters).

3.2 NATIONAL GUARD UNITS: British counters are used to represent National Guard units which are partially trained, fully equipped Army units.

3.21 National Guard leaders may rally all Human units normally. National Guard leaders may direct the fire attacks of Law Enforcement and Armed Civilian units, and prevent them from cowering, but may not use their leadership modifier in such attacks.

3.23 National Guard units are considered Stealthy.

3.3 LAW ENFORCEMENT UNITS: German counters are used to represent Law Enforcement units which are the local Police and Sheriff forces, and Para-Military units such as SWAT Teams.

3.31 Law Enforcement units may use all Support Weapons but must pay the Captured Equipment/Non-Qualified Use penalties (A 21).

3.32 Law Enforcement leaders may rally Armed Civilians without penalty, but may not rally National Guard units. Law Enforcement Leaders may direct the fire attacks and prevent cowering of National Guard units and Armed Civilian units but may not use their Leadership DR modifier in such attacks.

3.33 Law Enforcement units with a morale level of 8 are considered Stealthy.

3.4 ARMED CIVILIANS: American counters represent Armed Civilians which are citizens armed with rifles, shotguns, and handguns.

3.41 Armed Civilians may not Deploy or Recombine. Armed Civilians may not form multi-location fire groups. Armed Civilians may use Support Weapons, but must pay the Captured Equipment/Non-Qualified Use penalties (A 21). Armed Civilians *always* suffer from Ammunition Shortage (A 19.131)

3.42 Armed Civilian leaders may not rally Law Enforcement units or National Guard units, or direct fire attacks by Law Enforcement units or National Guard units.

3.43 ESG UNIT: The "ESG Crew" unit provided in some Zombie scenarios represents the EastSide Gamers and is always Stealthy (A 11.17) and Fanatic (A 10.8).

3.5 UNARMED CIVILIANS: Prisoner counters are used to represent Unarmed Civilians.

3.51 Unarmed Civilians may not attack, but may defend in CC. They do not break but suffer combat effects as if they were Prisoners (A 20.54). Unarmed Civilians may not use Support Weapons, but may recover/possess them. Unarmed Civilians are converted into Zombie Counters as per Z 1.34.

3.52 Unarmed Civilians have only 3MF and may be moved freely by the Human Player. The Leadership movement bonus does not apply to Unarmed Civilians. Unarmed Civilians may not use Double Time, but may advance during the Advance Phase normally [EXC. they may not advance into CC with Zombie units, or into terrain which would cause them to become CX].

3.6 FIRE GROUPS: The different types of Human units may not form fire groups with each other. However, they may combine their firepower in Close Combat attacks.

3.7 FPF OPTIONAL: Human units are only required to make one FPF attack (A 8.312) during the Defensive First Fire Phase.

3.8 CC (PZATC): Before advancing into CC with a Zombie unit or reinforcing a Melee, Human MMC must first pass a Pre Zombie Attack Task Check (PZATC), failure of which Pins the Human unit in it's current hex.

3.9 ROUTING: Human units may route adjacent to Zombie units or route in the direction of Zombie units if no alternative route path is available. However, Human units must continue to route away from Zombie units if possible. Human units may remain adjacent to Zombie units at the end of the Route Phase only if there is no alternative route path. Zombie units do not cause interdiction. Human units may not Low Crawl, never Surrender and are never eliminated for failure to route. Broken units that begin the Rout Phase in a Zombie occupied location may not rout and must immediately attempt Suicide (Z 2.4), failure of which *immediately* converts it to a Zombie unit.

3.10 VEHICLES: For Zombie charge purposes, all armored vehicles are eligible as Human units, unless abandoned or destroyed. Unarmored vehicles (trucks, jeeps, etc.) carrying passengers are also targets, unless no passengers exist, at which point they may be chosen as targets, but at the Zombie players choice.

4. SPECIAL RULES FOR ZOMBIE GENERATION

These rules are invoked by SSR only.

4.1 New zombies are generated from any graveyard hex and any building designated as a "morgue" at the start of every players Rally Phase. Providing the hex has not been destroyed, a die is rolled for each hex still capable of generating new zombies. New Zombies are generated on a dr of <4. Dice are rolled once for every graveyard hex and once for any/each building designated as a morgue.

4.2 Zombies may also be generated at random with the activation of the Zombie players SAN number. Dice are rolled for direction and number of hexes and a new zombie counter is placed in that location. A activation of 1 results in a 2-3-7 counter and an activation of 2 or 3 results in a 1-3-7 counter. Once created, they may immediately move regardless of who's turn it is.

4.3 Graveyard hexes and Morgue buildings are neutralized in two ways. With a FT or DC, a final DR resulting in a KIA or K result. Terrain effect modifiers are reversed for this DR. Secondly, by occupying the hex with an armed, good order human MMC. The hex must remain occupied. Otherwise, it reverts back to a zombie generating hex.

The Orkin Men



SOUTHEAST MICHIGAN, LATE NOVEMBER: Things were getting quite serious. The Graveyard and adjoining morgue were generating a flood of zombies. Hour after hour, more and more of the flesh eating monsters were pouring out of the two locations. All local law enforcement and civilians had fled the area. Special forces from the nearby national guard base were called in to seal off the source of the growing threat. Nicknamed "The Orkin Men" by their commanders, their job was to advance on the graveyard and close it down.

Dinner's Waiting



EASTERN KANSAS, EARLY NOVEMBER: They sat and they waited. A couple of days and a night. Waiting. Watching. Worrying. Time seemed to stand still outside. The breeze didn't blow, the birds didn't chirp, "shit, even the crickets were gone". It was more than eerie. "No crickets? The f@#king Zombies eat them too?" Help was coming. The radio said it was. The Kansas National Guard was on its way. Folks were told to stay put until the Guard arrived to evacuate them, and stay put they did. Neighbors and friends for years, they hid away now, barricaded in their respective homes. The one thing on everyone's mind, will the Guard get there before the walking dead?

Killing Fields



NORTHERN MISSOURI, LATE OCTOBER: Lt. Commander Fields had set up his line knowing that the dead were coming. Reports of a mass coming out of the north had been confirmed by recon. In order to effectively eliminate the largest possible number of Zombies, Fields positioned his men opposite the northern treeline with a large, open field between him and the coming flood. "This was going to be a slaughter", he told his boys. "The only thing left to decide is which of you unlucky bastards is going to bury all those corpses". That next morning, as the mist burned off the dewy field, the Guards awoke to the horror that awaited them. For as far as the eye could see, the horizon was filled with a wall of walking dead.

Hell and High Water



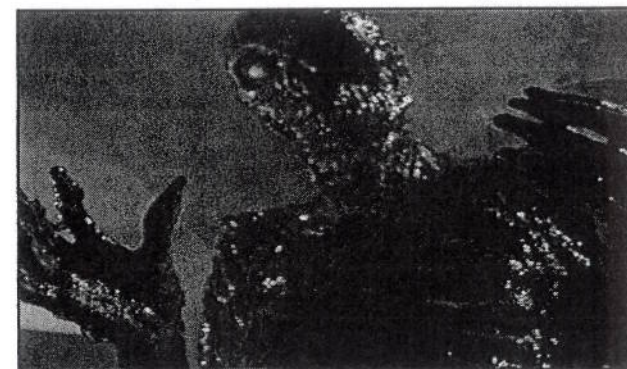
WEST TEXAS, MID OCTOBER: Llano was surprised by the unholy plague of the living dead. The elementary school on the edge of town was evacuated by frantic parents and teachers just minutes before becoming a Zombie buffet. Since the roads out of town were now a "dead zone", the hundred and twenty or so brave survivors fled across the open fields, short on weapons and ammo, but determined to save the children and reach safety. After finding the river, they turned east towards the Llano River bridge which to their horror had hundreds of Zombies crossing it and coming straight for them. The desperate civilians now turned and followed the river for about a quarter mile, and were becoming exhausted when they spotted police officers on the other side gesturing towards a jetty where a couple of small motorboats were waiting to rescue them.

Women & Children Last



CENTRAL MARYLAND, LATE NOVEMBER: It had been a long night. No one had gotten any sleep. All night they listened to the cries and pleas of their friends and neighbors as the Zombies gorged themselves on the unprotected citizenry. The holdouts in the station house were unable, or unwilling, to lend assistance. They survived the night by staying put and covering their ears. As dawn broke and the cries for help fell silent and an eerie silence fell over the city. It quickly became apparent to everyone they couldn't stay in the police station one day longer. One night longer and the Zombies would be coming for them. The city was teeming with living dead and they were getting restless. The smell of fresh, human flesh was getting them stirring. Accompanied by a few local law enforcement officers, the remaining citizens armed themselves and prepared to run the gauntlet west out of the city. Last out of the station house were the women and children.

Matchstick Men of the Fighting O



SOUTHEAST OHIO, LATE OCTOBER: The picture was changing rapidly. Smaller cities and towns in the southeast were dropping off the radar screen daily, and in ever increasing numbers. Whole areas began to "Black Out", becoming ghostly voids where people once existed. According to local reports, the last received three days ago, the Zombies were still at a manageable stage. The Guards loaded up at the armory, and having their choice of weapons, they chose the flame throwers. No one could have blamed them. Reports were filtering in that it was an excellent weapon in close-in Zombie fighting with a nearly 100% kill factor. "Screw shootin'em in the head, I'm goanna torch'em". The men fighting they were the "Matchstick Men of the Fighting O". What someone forgot to tell them was they were going into an area severely hit by that summer's drought ... and a "Matchstick" might not be the best thing to be.

Zombie Pak 1 - Six Horrifying Scenarios - Complete Rules - Strategy & Tactics
from EastSide Gamers - <http://home.earthlink.net/~shouseman/eastsidegamers>

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Errata

ESG #39 The Grind

Note - Only 2 Valentine XI's are provided in standard modules. Substitute another counter (i.e. Valentine VIII) for the 3rd Valentine XI.

ESG #49 Atrocity is Mandatory

American turn 5 reinforcements enter on the SOUTH edge.

In addition to existing SSR, SAN SSR3 should be added and read as follows: Japanese snipers became more and more active during the battle. To reflect this, Japanese SAN is equal to the player turn. Sniper checks are NA for both sides.