

# DASHA'S STORY

## Mini Campaign



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## Dasha Chapter 1: Red Dawn

*Dawn comes late at this time of year. For a brief time, the rising sun lances under the lowering smoke clouds, painting them in ominous purples, and everything else it touches blood red. Dasha has been here for hours now, waiting for this moment. Perfectly positioned in a pool of shadows, accompanied only by the body of one of the combat engineers who had died holding this factory. Her view of the fascist observation point and its binocular periscope is clear. With German punctuality, the foe will occupy his post, and then, Dasha will have him.*

*The usual dawn barrage begins, an ideal audio mask for her shot, but something is amiss. The Germans are never late. In the distance, some of her comrades clumsily move in the open, and still the Nazis do nothing. Her usual aplomb shaken, the sniper pans around, ready to relocate. Then she sees her prey, stumbling a bit, foolishly standing straight, maybe drunk, or shell shocked, or just had enough. She's seen it before, and the result is the same. The rifle kicks against her shoulder and the target is down, a solid center of mass hit. With a smooth economy of motion, she retreats and gathers her things.*

*From her target area a sharp cry, almost a marmot's whistle, but much louder, cuts through the crackle of distant small arms fire. She risks a glance. Like angry ants they swarm, pouring out of their trenches and dugouts, Soviet and German alike. Some are turned upon by their fellows. There are a few shots and screams quickly silenced. Most spread out. Dasha backs out of her hide and behind her, something moans hungrily...*

### FORCES

#### Characters

Dasha  
with Nagant Sniper Rifle,  
2 ammo and a knife.

#### Zombie Pool

Beta x8  
Kugelfisch x2  
Armoured x1  
Alpha x1

### SETUP

- Dasha starts on the square marked **A**.
- Remove Alpha and Armoured zombie markers from the zombie pool.
- Place Alpha zombie in the square marked **Z**.
- Place objective marker on the square marked **O**.

### SPAWN

- Zombies randomly spawn on squares marked **S1**, **S2**, **S3** and **S4**. Roll on the Zombie Spawn Location Chart. If the space is occupied, reroll.
- Armoured zombie spawns on the square marked **AZ**.

#### Zombie Spawn Location Chart

Die Roll	Location
1-3	S1
4-6	S2
7-9	S3
10-12	S4

### OBJECTIVE

- Eliminate 1 Alpha zombie.
- Eliminate 5 other zombies.
- Exit the board at the square marked with a green arrow.

### SECONDARY OBJECTIVES

Pick up Dasha's pack at square marked **O**. It contains 1 medkit and 1 food.

### SPECIAL RULES

**Inexperience with Ghouls:** Dasha has not learned the importance of head shots when dispatching the fiends. She suffers a -2 to the S/W number when conducting a ranged attack against zombies until she has killed the Alpha and 5 other zombies.

### EXIT

*Though her mind balks at the scenes she has experienced, Dasha cannot deny what she has witnessed. The dead walk, and they hunt the living. She must return to her lines and the forward cp to report her findings. Whether or not this is the Hitlerites doing she cannot say, and she also does not know how far things have spread, or even how she can convince her own comrades to believe her in time.*

*Perhaps Pavel will know, or Algyr. As she moves back across no-man's land the bloody sun climbs behind the grey murk of the smoke. A new army grows in the ashes and rubble. Z day has begun.*

#### Play chapter two: White Rabbit

### BETWEEN SCENARIOS

Gain 2 fatigue. You do not have time to stop and build a fire but if you have food you may eat on the way and reduce fatigue by 1.



ROUND TRACK	/	/	AZ	S	/	/	S	/	S	/	/	S	/
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## Dasha Chapter 2: White Rabbit

*With dangerous haste Dasha moves clear of the factory ruins. Though she can hear small arms fire all around she dares not cling to the shadows that once meant safety. Twice she had to dive behind chimney stumps to shelter from mortar fire shrapnel. The last time, something crooned from a collapsed basement. She is out in the open again before the final patters of steel cease. Not once does anyone shoot directly at her and the only figures she sees are from a distance. Those move with an awful jerkiness that speaks volumes.*

*Eventually reaching Soviet lines the sharpshooter spies armed figures in the earthworks making up their own forward observation point, although the fact that there are only two left from the squad posted there when she set out the previous night is cause for concern. Her comrades track her approach and Pavel, the nearest, raises a newly bandaged hand in greeting.*

*"Good morning, White Rabbit. Glad to see you made it. We..."*

*Dasha cuts him off, blurting out her story, what she has seen, knowing how crazy the words sound, but unable to stop, driven by the need to excise the madness by speaking it aloud. She finishes and looks for a response, registering only then that neither Pavel, heavily sweating as he puffs furiously on a thin makhorka cigarette, nor giant Algyr, who has drifted closer as she spoke, have tried to interrupt her. They just nod, until she is done. Algyr waves a shovel towards the smoldering fire behind them, and she sees what fuels it.*

*Pavel says tiredly. "They came at sunup. Some Fritz, some of our own boys. After we mopped them up the Leytenant left us to hold here while they evacuate the command post and the aid station. No defeatist talk of upyr or ghouls either. Once they've got the wounded away they will send a runner and then we pull back to the rally point before they send a barrage to ...*

*Chort, chort, chort...The wolves have followed you home, Bilyy Krolyk..."*

### FORCES

#### Characters

Dasha  
Algyr\* with PPSH-41, 2 ammo

#### Ally

Pavel\* with Nagant, 2 ammo

#### Zombie Pool

Beta x10  
Armoured x3  
Kugelfisch x2  
Alpha

\* Algyr and Pavel are under orders to hold position. They may not leave their starting squares until a zombie has moved to range 3 or less of them.

### SETUP

- Dasha, Pavel and Algyr start on any square marked **A**.
- Remove alpha from zombie pool.
- Place zombies in the squares marked **Z**.
- Return alpha to zombie pool.
- Place objective markers on the squares marked **O1** and **O2**.

### SPAWN

- Zombies spawn on squares marked **S1**, **S2**, **S3** and **S4**.

### OBJECTIVES

- Prevent any alpha from exiting the board edge marked by green line.
- Exit at the square marked with a green arrow after round track resets. No alphas may be present.

### SECONDARY OBJECTIVES

- Pick up squad cache at square marked **O1**. It contains 1 medkit and 1 food.
- Pick up shovel at square marked **O2**.
- Prevent zombies from exiting board edge marked with a green line.

### SPECIAL RULES

#### Trenches:

- Jump over trenches if running for 3MPs.
- Enter trench for 1MP/2MPs and exit for 2MPs/3MPs.
- Figures in trenches can only be targeted if the attacker is either adjacent to the trench or in it.
- Figures in trenches can only target figures outside the trench who are adjacent to the trench.
- Zombies can move into or out of trenches freely.
- A figure in a trench does not affect the LOF of figures outside of the trench.

#### Pavel:

- Pavel is represented by a Soviet soldier marker. Place his Nagant marker under his marker or miniature. Keep his ammo marker adjacent to him.
- If he takes a wound place a wound marker on him. He may no longer use a Run activation. Taking a second wound kills him. Draw a zombie from the pool and replace his marker. It activates in the zombie round.
- Pavel is otherwise treated as a character.
- Pavel is infected. At the beginning of his activation roll a d12. A roll of 10+ causes him to take a wound. Pavel may not be shot by a character until he has risen.

**Ominous Purpose:** Zombies treat the green line as a character when more than range 3 from an actual character.

### EXIT

*No runner is coming. Sooner than later the dead will get by you. Maybe some already have. A shell screams down, just to the front of your position, flattening ghouls and causing you to duck. Bright green smoke rises. Spotting round. You fire a red flare in answer. Fire for effect! Now you must go...*

### Play chapter three: Black Cross

### BETWEEN SCENARIOS

Gain 2 fatigue. The barrage behind you is so heavy that it buys you time to scavenge and/or hole up if you need to. Available to play are scenarios 10 and 13.



Dasha Chapter 2:  
White Rabbit

ROUND TRACK	/	/	S1	/	/	S2	/	S3	/	S4	/	/
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## Dasha Chapter 3: Black Cross

Behind them, the sky rains steel, shrouding the advancing hordes in smoke and dust plumes. Staggering drunkenly from the concussion waves the little group clear the next block. One last intersection to cross and a row of smashed houses to reach the sandbagged positions that guard the rally point. Instinctively, everyone halts before darting into the potential kill zone.

"There's the new kid. Near the manhole. Can't tell if he was coming or going but it looks like an mg got him, not one of those things." Dasha observes.

"Speaking of," mutters Pavel wryly, "here they are." A grossly swollen Fritz leads the way from a side street, followed by the remains of a female antiaircraft gun crew and a gas masked German with an arm gnawed to the bone. They cast about listlessly, but almost together. One turns towards a crumbled house opposite the Soviet survivors and the other, at them.

"Chort, I think we..."

A familiar ripping buzz, surprising even when it's half expected, hammers the fat ghoul, causing it to explode in a sickly green cloud. Another burst spins the next closest one to the ground. A giant of a man is revealed in the muzzle flashes. He screams, mowing the zombies down. The gunner steps into the street, howling ferally and raising his steaming machine gun over his head, an incoherent but still obvious invitation.

"He's right in our path. We will have to take that rabid dog out," murmurs Dasha. Algyr nods agreement as, in the street, the madman kisses his Iron Cross, invokes his Fuhrer's name and fires a long burst into something they cannot see, laughing all the while.

### FORCES

#### Characters

Dasha  
Algyr\*  
Ally  
Pavel\*

\*Algyr and Pavel are only available if they survived the previous scenario.

#### Zombie Pool

Beta x10  
Armoured x3  
Kugelfisch x2  
NPC

Gunnar MG42  
1 ammo

### SETUP

- Dasha, Pavel, Algyr start on any square marked **A**.
- Place Gunnar on square **G1** facing down.
- Place zombies on the squares marked **Z**.
- Place doors on blue doorways.
- Place objective markers on **O**.

### SPAWN

- Zombies randomly spawn on squares marked **S1**, **S2** and possibly **S1\*** and **S2\***. Roll on the Zombie Spawn Location Chart. If the space is occupied, reroll.
- Return killed zombies return to the pool and draw and spawn a zombie using the random zombie spawn chart.
- If more than 2 zombies exited the board last scenario, **S1\*** is active, if more than 5, **S2\*** is also active.

#### Zombie Spawn Location Chart

Die Roll	Location
1-3	S1 + S1*
4-6	S2 + S2*
7-9	S3
10-12	S4

### OBJECTIVE

Kill Gunnar and exit the board at the square marked with a green arrow.

### SECONDARY OBJECTIVES

Pick up 1 ammo at squares marked **O**. Leave markers.

### SPECIAL RULES

#### Pavel:

Pavel is governed by the same rules as in the previous scenario, including infection and is only available if he survived.

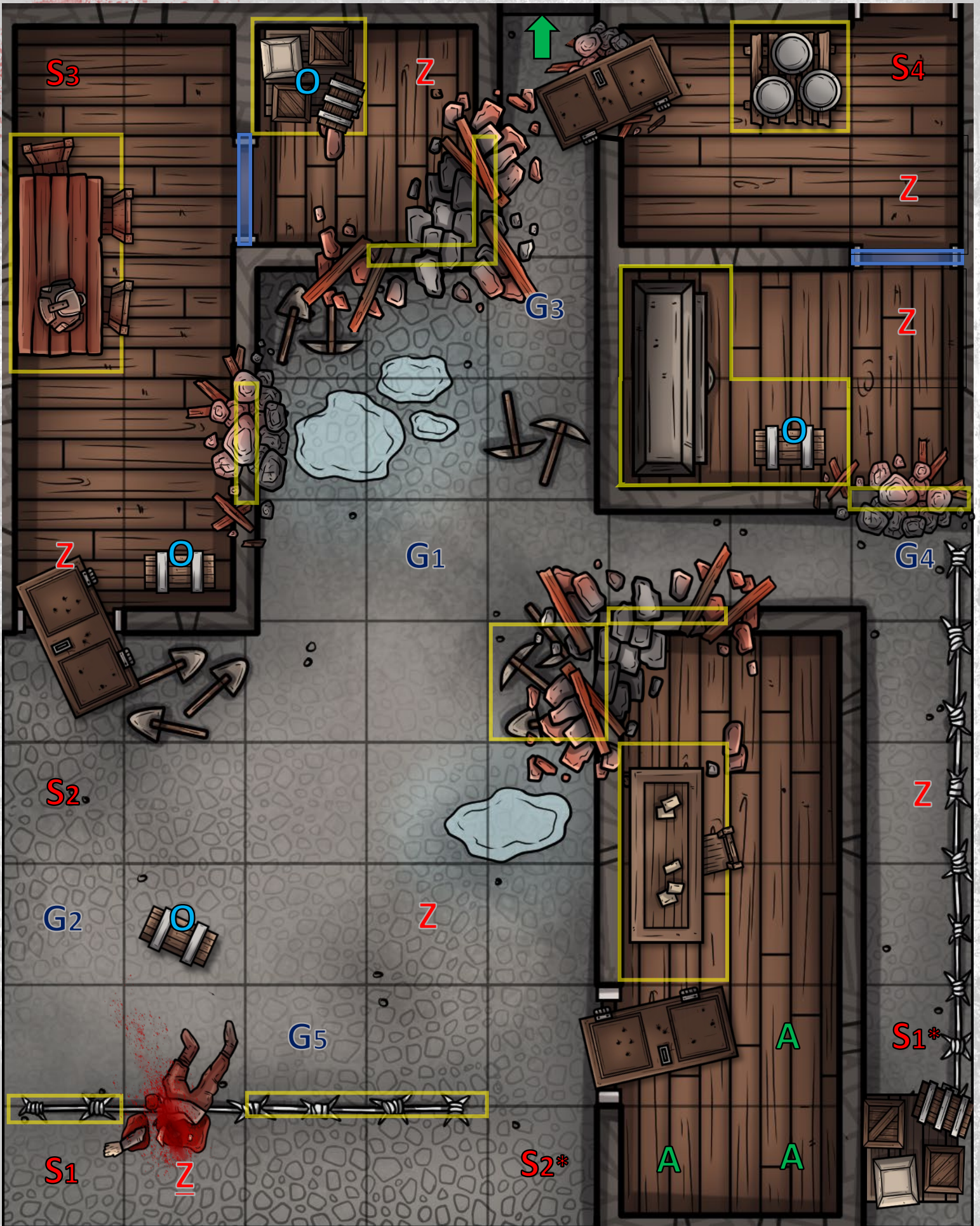
#### Gunnar:

- Gunnar is an NPC, use a German soldier marker to represent him. He has 3 wounds and is immune to stuns. He will never cover fire and always walks each activation.
- Activates between player and zombie phase.
- He uses the same movement rules as a character does.
- He attacks closest figure, zombie or human. If no target is in arc, he will move to change firing arc to attack closest. Player chooses if figures are equidistant.
- If no figure is in LOF, roll a die: if even, he will walk towards the closest even **G#** square, if odd, then towards the closest odd **G#** square. He will stop when he sees an enemy and turn to face them if able.
- If he has ammo and there is a figure adjacent to him, he will select walk, attempt to break lock if needed, move to range 2 (if possible) and attack the closest enemy with his MG 42.
- If Gunnar is ever in HtH combat, he uses the HtH value of a club (S/W - 4/8).
- If he runs out of ammo he will walk towards the nearest **O** square and pick up an ammo.
- Zombies treat him as a character when he is alive.
- If killed Gunnar will raise from the dead immediately. Place the Grinser marker in the zombie pool. Grinser has the powers Leader of the Pack and MG-42.

### EXIT

The giant is down, but that is scant relief. The fight has drawn too much attention. The little group hastens towards the rally point and hopes of answers. As the temperature drops and night falls Dasha cannot help but feel that things will get much worse before they can ever get better...

Dasha's story continues in scenario 1 in the Tabletop Conversion rules available at <https://www.rayboxgames.com/efszfreestuff>.



Dasha Chapter 3:  
Black Cross

ROUND TRACK	/	S	S	/	S	S	/	S	/	S	S	/	S	/
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