

TIL'S STORY

Mini Campaign

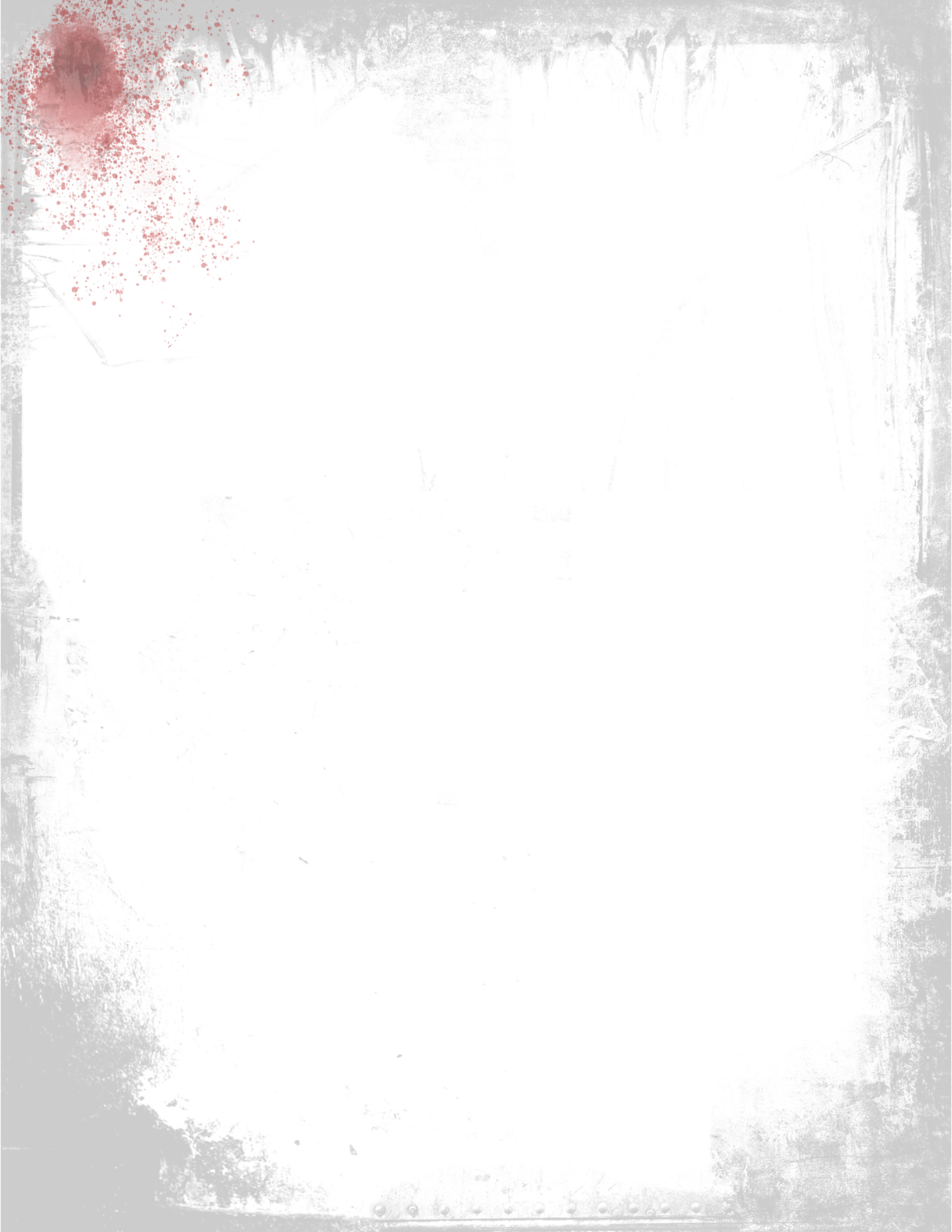


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Til Chapter 1: Rein Raus

Gefriertor Til sat in the back corner of the bunker the little group of survivors sheltered in. Over the small fire they'd lit, he watched the feldwebel of the infantry squad he'd joined the morning after "der Nacht". Steiner exhaled wearily, shifting his field cap up and rubbing his temples. From the expression on his grey face, it brought little relief. "What now. What have you found to bedevil me with?" asked the senior NCO to the scouts before him.

"It's more ghouls, sir. Lots more. Gathered in the runoff channels by the reservoir," Soldat Werner reported nervously. The youngster inclined his head, including the two Soviet troopers standing stolidly behind him. "It's right along the only bridge left that will carry our Hanomag. They'll hear and follow us right to the train station. Or they could cut us off."

"Sheiße. Okay. Just how many?" Steiner asked, then redirected his thoughts when Algyr, the giant Siberian, rolled his eyes slightly and exhaled. "Plans anyone? We used all the explosives to drop the chimney yesterday..."

"I might know of a stash," Til said. "Some of them should still be dry. And a box of cigars too, maybe. Our warehouse collapsed around the storage magazine, but we got out through the sewers. Panzermann Becker there drops us off by the right manhole and a couple of you little mice come with me..." he grinned and continued.

"Then we blow the pumps on the reservoir wide open and sweep the ghouls away. In and out. In and out."

FORCES

Characters

Til (10 XP)

with axe, luger,

2 ammo, 2 grenades

Werner as per special rules

Zombie Pool

Beta x10

Kugelfisch x2

Armoured x3

Alpha x1

SETUP

- Place team on the squares marked with an A.
- Remove Alpha from zombie pool.
- Draw and place zombies on the squares marked Z.
- Place doors on blue doorways.
- Return alpha to the zombie pool.
- Place objective markers on squares marked O1, O2 and O3.

SPAWN

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

OBJECTIVE

- Search for dry explosives at squares marked O1.
- Search for detonators at squares marked O2.
- Exit the board at the area marked by the green arrow.

SECONDARY OBJECTIVES

Pick up Til's goodies stash at the square marked O3.

Receive 1 medkit, 2 food, 2 Molotov cocktails, four cigars and a half pack of smokes when you do.

SPECIAL RULES

Finding Dry Explosives and Detonators

- Search squares marked O1 and roll d12 on the following chart to find dry explosives.
- Search squares marked O2 and roll d12 on the following chart to find dry detonators.
- Til may add +2 to this roll.
- If no explosives or detonators have been found when the last O1 and O2 squares are searched the result will be 9-12 automatically.

Die Roll	Result:
1	Unstable. Roll d12. On 9+ resolve grenade blast centered on search square.
2-5	Nothing
6-8	1 x Grenade
9-12	Dry explosives

Die Roll	Result:
1	Unstable. Roll d12. On 9+ resolve grenade blast centered on search square.
2-6	Nothing
7-8	1 x Grenade
9-12	Dry detonators.

Werner

- Werner is represented by a German soldier marker. Place his 98k and knife markers under his marker or miniature. He starts with 2 ammo markers.
- 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.
- Werner is otherwise treated as a character.

EXIT

"This warehouse won't hold up much longer", thought Til as he took a last look around for items of use. Werner hesitated a moment before entering the manhole that led to their return through the sewers. The heavily laden and sensitive former student is close to breaking, but maybe not so close as he thinks, mused the big Pionier.

He offered the boy a coarse Russian cigarette. "Take one of these. It will ease the stink. I'll go first. Let's hope our ride is on time."

Play chapter two: Laichzeit

BETWEEN SCENARIOS (Gain 3 fatigue)

-2 fatigue if hero uses up a cigar between scenarios.

There is no time to eat or perform a hole up or scavenging scenarios.



ROUND TRACK	/	/	S1	/	/	S2	/	S3	/	S4	/
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Til Scenario 2: Laichzeit

Til moved with cautious haste through the calf deep slurry of waste and slush. Whatever contaminants were in here were not freezing, and despite what he'd told Werner earlier, the cigar was not helping much.

A brief electric white glow showed ahead, distinctive in the muted firelight of the sewer chamber awaiting them. Til froze, covering his own feeble light. Behind him, Werner sloshed along for a second and then stopped as well. By the time the echoes had ceased the light ahead had vanished.

Til listened for a moment, then, deciding the hell with it, said "Kamarad", not loudly, but the sound amplified in the junction chamber ahead.

"Da. Comrade", came the reply. "Davai, davai, da? Vurdalaki..ghoul...he starting to wake."

With some relief, the German Pionier recognized the voice. It was Algyr, the massive Siberian assault trooper they had only joined up with days ago. This was about as much as Til had ever heard Algyr say, underlining the urgency behind the words.

"We are coming through to you." Til answered, and turning to Werner, said "Stay back until its clear, all you have to do is keep those explosives dry."

FORCES

Characters

Til armed with Axe, Luger and any supplies left from chapter 1.

Algyr armed with Shovel, PPsH 41 with 2 ammo

Ally

Werner armed with 98k, knife and any supplies left from chapter 1.

Zombie Pool

Beta x 9

Armoured x 2

Kugelfisch x 2

Alpha x 1

SETUP

- Place Til on the square marked with a T.
- Place Werner on the square marked with a W.
- Place Algyr on the square marked with an A.
- Remove Alpha from zombie pool.
- Draw and place zombies on the squares marked Z.

SPAWN

- Zombies spawn on squares marked S1, S2, S3 and S4.
- Add the Alpha to the zombie pool when the round track resets.

OBJECTIVES

- Destroy all spawn markers and zombies.
- Keep Werner alive.
- Exit the board at the area marked by the green arrow.

SPECIAL RULES

Werner

See chapter 1 for Werner's rules.

Slush

- The slush subtracts one from all character's movement points if they are walking and 2 if running.
- Zombies are unaffected by slush.

- Grenades only affect the square they detonate in.

Cold and Stench

- Whenever an ^ is shown on the round track add 1 to each character's fatigue and apply any effects immediately.

Random Zombie Spawns

- Zombies spawn randomly whenever an S is shown on the round track.
- Use the Random Zombie Spawn Location Chart to determine their spawn location.
- If a spawn location is occupied, then spawn the zombie on the closest empty spawn location.
- If a spawn location is destroyed a zombie does not spawn.

Random Spawn Location Chart

D12 Roll	Spawn Location
1-3	S1
4-6	S2
7-9	S3
10-12	S4

Destroying Spawn Points

- Spawn points have 2 wounds.
- They ignore stun results.
- They continue to function normally until their wounds are reduced to zero.
- Place an objective marker on each one when it is destroyed.

EXIT

By the time they made it out, the three soldiers were like the undead themselves. Moving stiffly towards the light stumbled out of the culvert exit. The grey outdoors offered little relief while the promise of fresh air gave way to the reality of an icy wind that burnt their lungs and quickly began to freeze their soaked trousers.

The clatter of track links and the putter of a poorly tuned engine grew louder as a Kettenkrad, their Kettenkrad, careened around a corner. They shuffled towards the little vehicle and were waved aboard by the ex-tanker, Becker.

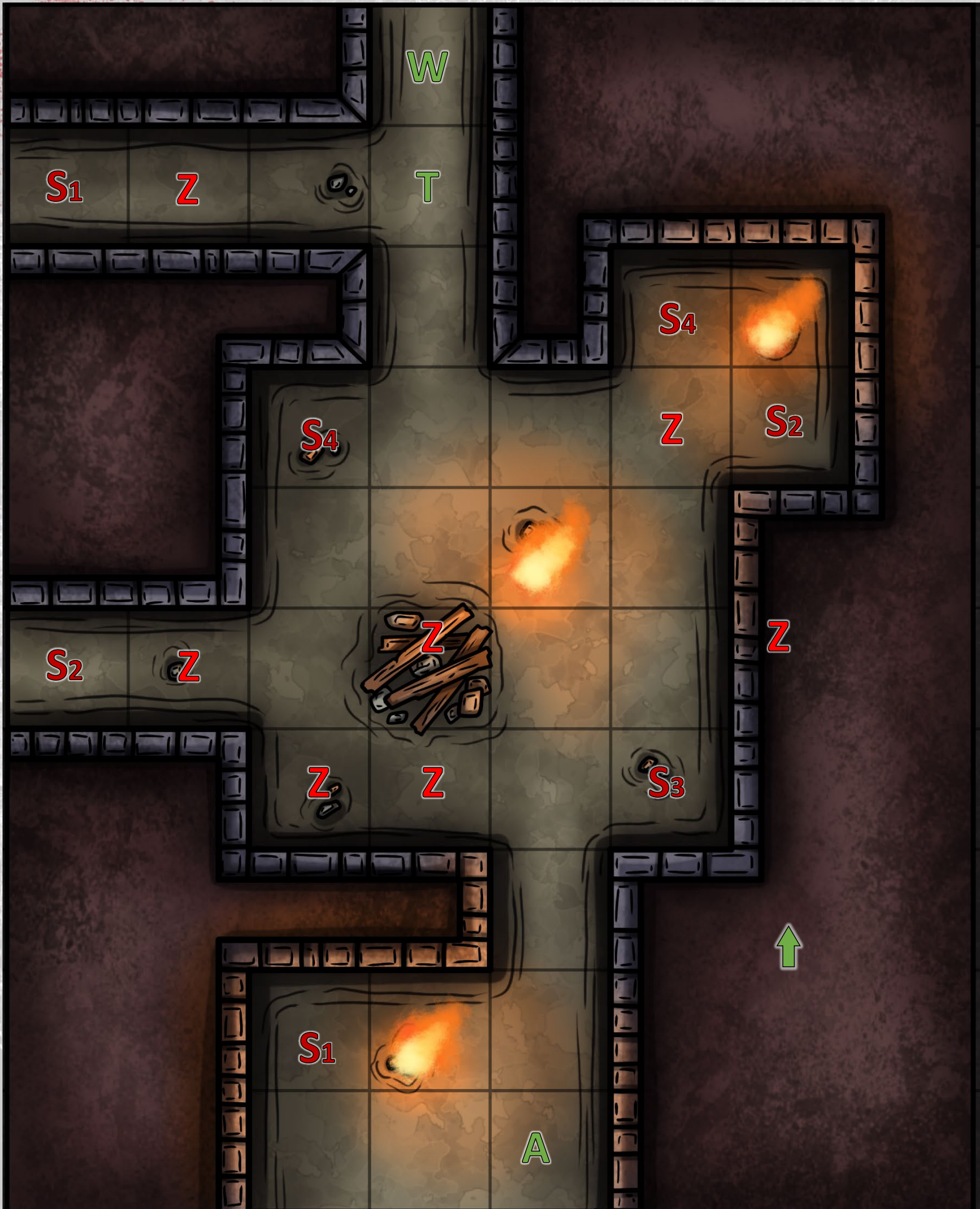
"Get under those blankets and cozy up to the hot water bottles. We've got to keep you warmed up for the big show at the water works. Now hold on, gentlemen. We're off."

Go to scenario #3 Feuer und Wasser.

BETWEEN SCENARIOS (0 Fatigue)

You may perform a holing up and scavenging scenario. If you do, use Algyr, if he survived, and Becker, who is armed with a Luger, knife and MP-40 plus 2 ammo for these scenarios, as Werner and Til must save their strength for the next day.

Each detonator and dry explosive obtained can be combined to make a satchel charge to be added to a team member's inventory for the next scenario.



Til Scenario 2: Laichzeit

ROUND TRACK	/	/	S1	/^	/	S2	/	S3^	/	S4	/^	S3	/
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Til Scenario 3: Feuer und Wasser

The demolition team had arrived at the site of the pumping station at first light. Becker dropped them off and circled away, using the noise of the Kettenkrad to bait local ghouls into following him off.

Til led the way into the pump building while Werner followed close behind, carrying the satchel charge Til had rigged last night. Both men were surprised at the condition of the facilities. The upper floors of the works had been damaged but the infrastructure down in the control room was intact and the lights were on. Traces of fighting were there, to be sure, pocked walls and floors and smears of dries brown and dark red in corners, but someone was keeping things tidy.

"This is where we get to work." Til said softly. "The ghouls won't be far behind. Hey, what's this?"

A frightened technician stepped into the room; empty hands clearly visible. "Don't shoot. Don't shoot". He said in passable German.

"Okay, okay. Listen. We're here to blow the pumps. Flush the ghouls away. We're heading to the train station. You can come if you want but keep out of our way for now." Til said urgently.

"No, he cannot," interrupted another more heavily accented voice. "He has his orders, as I do. Hold this facility at all costs." A burly commissar moved into view, flushed and sweating. A PPSH was in one hand, a nearly empty vodka bottle in the other.

As the tech, seeing a chance, dove for the door behind the Germans the politruk screamed and cut him down.

"NO RETREAT! NO SURRENDER!"

FORCES

Characters

Til armed with gear and supplies left from chapter 2.

Ally

Werner armed with gear and supplies left from chapter 2.

Zombie Pool

Beta x 8

Armoured x 3

Kugelfisch x 2

Alpha x 1

NPC

Commissar with PPSH-41 and 2 ammo.

SETUP

- Place team on squares marked with an A.
- Place Commissar on the square marked with an C.
- Place doors on blue and purple doorways.
- Place a zombie on the square marked Z.
- Place a satchel charge marker on squares marked O2.

SPAWN

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

OBJECTIVE

- Set armed satchel charges at all three squares marked O1.
- Seal the purple doorways.
- Exit the board at the area marked by the green arrow.

SECONDARY OBJECTIVES

- Pick up 1 satchel charges at each of the squares marked O2.
- Pick up PPSH-41 and ammo from Commissar's body.

SPECIAL RULES

Werner

See chapter 1 for Werner's rules.

Commissar

- The Commissar is an NPC, use the Commissar marker to represent him. He has 2 wounds. He will never cover or spread fire and always walks each activation.
- Activates between player and zombie phase.
- He uses the same movement rules as a character does.
- He takes whatever movement is necessary to attack the closest figure. Player chooses if figures are equidistant.
- If there is a figure adjacent to him, he will attack them with his PPSH-41.
- Zombies treat him as a character when he is alive.
- If he is killed, place the Omega marker in the zombie pool.
- Leave any weapon and supply markers where he was slain. They may be picked up by Til or Werner.
- The Omega has the powers Leader of the Pack and Maw.

Setting and Arming Satchel Charges

Werner or Til may place a satchel charge on an O1 square, but only Til can perform a special action on it to arm and set the timer. Place a timer marker on the charge to show it is armed.

Sealing Doors

- To seal a door on a purple doorway close it and then perform a special action on it.
- Once closed they may not be re opened.

EXIT

Running as though the devil was at their heels, and perhaps he was, they ran back up through the stricken monolith that was the water works. Chests heaving, fog streaming from their mouths the men stopped at a shattered power pylon overlooking the overflow to the canal. Below, ghouls glared at them. Some were frozen into slush and ice at the edges, but a multitude more were moving towards them. Like ants they began to heap up to reach them.

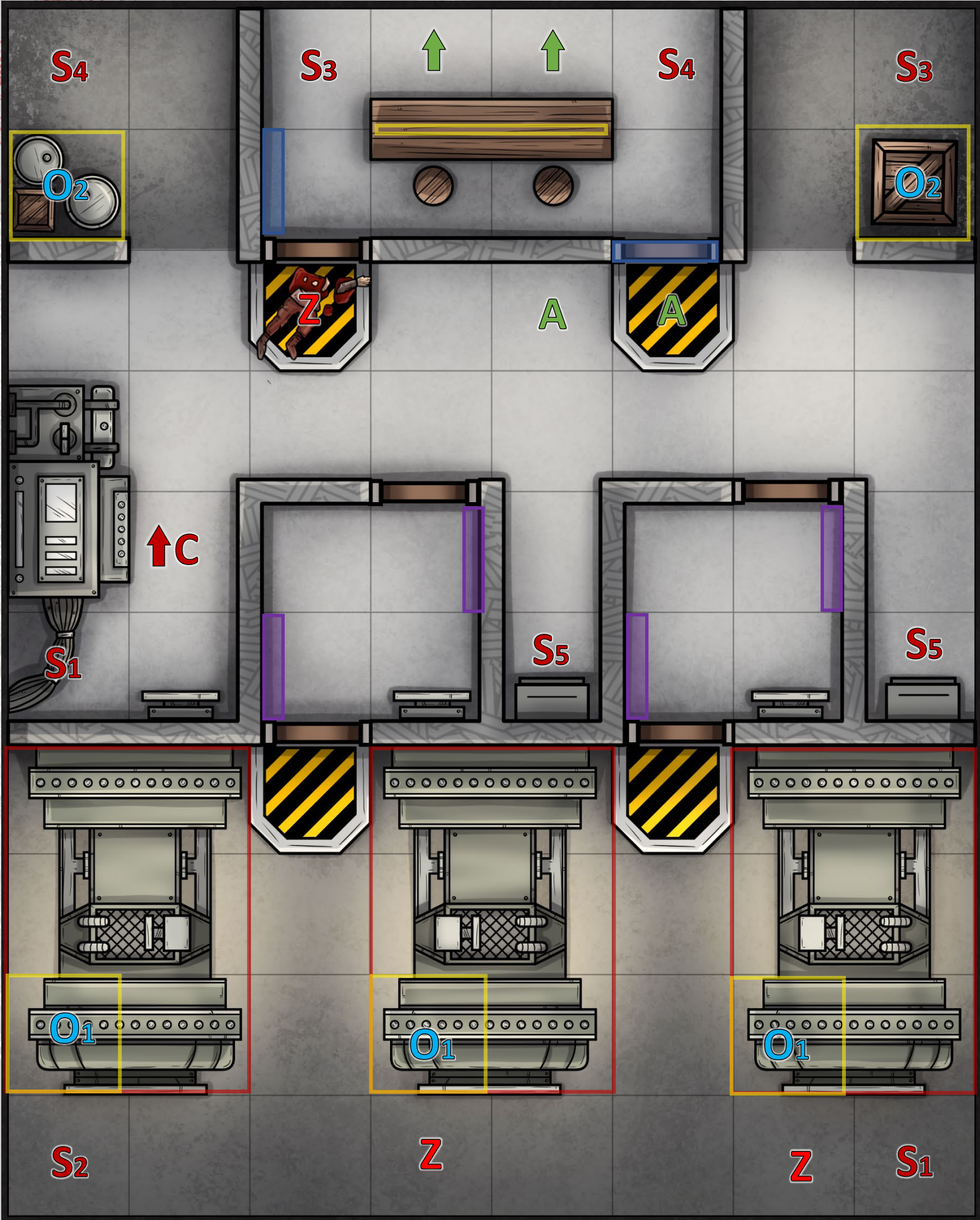
"Where's Becker?" Werner asked nervously, between gasps. "Don't die before me, kid. He'll be here or he won't. But look now. See, they're moving communally..."

There was a muffled whump, nothing compared to many blasts they'd felt before, but Til smiled the genuine smile of a man who'd competed a job well done.

The wall of the pumphouse blew out and a vast surge of water surged down the concrete canyon, sweeping the ants away.

With a flourish Til reached into his tunic pocket. "We've got a chance now, at least. Here's a half cigar. Start it now and we'll share what's left with Becker when he picks us up."

Note: This campaign takes place between EFSZ scenarios 40 and 41.



ROUND TRACK	/	/	S1	/	S2	/	/	S3	/	S4	/	S5	/
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