



# Duel

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Solitaire Zombie Scenarios for Duel

Intentionally Blank

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# Introduction

Zombies.

Need I say more?

Ok, then.

Zombies are the most overused trope in cinematic as well as gaming history. For a good and pretty simple reason: Everyone knows, what to expect from Zombies.

They are slow, they lack brains but are eager to eat yours.

Bonus points for if you get bitten by a Zombie, you turn into a Zombie yourself shortly thereafter.

Fortunately, for miniature wargamers Zombies are among the most easily available resource. And it even does not matter, which setting is played in as for pretty much every setting Zombie miniatures exist.

Well, except maybe primeval Zombies.

So, here come some rules to play against Zombies in your Duel Scenario.

Enjoy your brains!

# Kaí



# Setup

## Requirements

A gaming area, 90cm x 90cm (3'x3').

Suitable Terrain. It's up to you to determine, how much or how little terrain want to use.

Your Warband of 4 Heroes (and their followers, if they have any).

(Feel free to include the Occultus as well as the Heist expansion to create your Heroes.)

Miniatures for the Zombies in 3 kinds: Shamblers, Runners and Fatsoes.

6 Markers you use as spawnpoints. These can literally be anything: Just some dice, some fancy bases, printouts of pentagons - get creative!

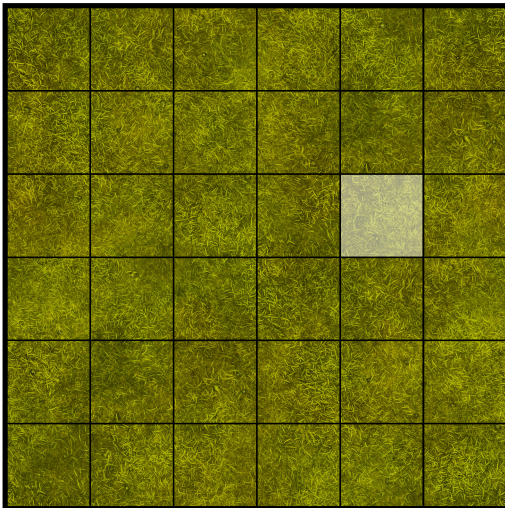
Six sided Dice. Enough for your Heroes as well as at least 10 for the Zombies.

Hit tokens. These can be anything marking a "hit". 5-10 should suffice.

The spawnpoints are placed at random positions in the gaming area.

One option to randomize the positions can be:

Place 6 dice showing the numbers 1-6 in equal distances along one vertical as well as one horizontal border. That way you create coordinates on the board. Now roll 2 dice to determine a coordinate for a spawnpoint.



White 4 and Black 5  
Point to the highlighted  
coordinate



# Scenarios

After setting up your table and gathering your stuff to play, you will want to pick a scenario.

There are two rules all scenarios do have in common:

- 1) At the beginning of each Upkeep Phase roll for spawning Zombies (see below for details).
- 2) Each Hero must survive.

As soon as the first Hero dies, you have lost the game.

Remember: They don't survive, because they are the Heroes - they are the Heroes, because they survive ...

## Spawning Zombies

Assign the numbers 1-6 to each spawnpoint. You may keep the numbers the same during the entire game.

Roll 6 six sided dice.

When you roll a number only once, place a Shambler at the spawnpoint with that number.

On doubles place a Runner at the spawnpoint with that number.

On triplets place a Fatso at the spawnpoint with that number.

Treat a quadruple as a triplet and a single number: Place a Fatso and a Shambler at the spawnpoint with that number.

Treat a quintuple as a triplet and a double: Place a Fatso and a Runner at the spawnpoint with that number.

Treat a six of a kind as two triplets: Place two Fatsos at the spawnpoint with that number.

Example: You roll 2,4,4,5,5,6 - that's 2 Shamblers at Spawnpoints 2 and 6 each and 2 Runners at Spawnpoints 4 and 5 each.

# Scenarios

## Bank Robbery

It's a Zombie outbreak. And your posse has decided to rob a bank.

WHAT'S. WRONG. WITH. YOU?

Anyway, here you are. Use some buildings to build a street. One of those buildings near the centre of the gaming area is the Bank.

Your warband starts inside the Bank, just having robbed it. One of your fighters carries the loot, but drops it upon going prone.

Hidden behind crates or similar scatter terrain on the opposite site of the road (the bank only has one exit to the road) there is a Lawman (Hero, 1 Toughness, Precision Shot) with his 4 ganger- henchmen. The Lawman and his Henchmen are considered *Neutral* (see "The Enemy" for details).

Make sure each of them is able to *return fire* onto anyone leaving the Bank and *initiating a Duel*.

The Lawmen and his henchmen will remain in cover and go for take aim actions rather than moving. They *return fire* to anything but act between the player and the zombies. Their *Duel Score* is rolled after you selected yours.

You win if you can carry the loot out of the gaming area.

**Nightmare Mode:** The Lawman starts with 6 toughness. Additionally during each Upkeep he regenerates 1 toughness up to the maximum of 6.

## Escort

A VIP needs to be escorted through a dangerous area.

Your fighters start in one corner of the gaming area.

Place an additional miniature along with your warband. This is the VIP your fighters have to bring into the opposing corner and from there off the gaming area.

The VIP counts as a regular ganger and is considered *Neutral*. However, he cannot participate in combat. All he can do is try to *Avoid Damage*.

You may move the VIP up to 4" at any time during your turn, but he will only move within 4" to any of your fighters.

If any of your fighters can make use of any ability allowing to control the VIP's movement over a distance higher than 4", the VIP's movement can be controlled that way, too.

**Nightmare Mode:** The VIP is scared. At the end of your turn he moves on the shortest path possible towards the opposing corner, no matter what.

# Scenarios

## Gathering Ressources

You have run out of food, out of beverages, out of hope.

Two out of three ain't bad and at least do make sure you survive another day.

The same way you place spawnpoints you place 6 Ressourcemarkers.

All ressourcemarkers look alike but they do have the numbers 1-6 on their bottom side. So when placed make sure you cannot tell them apart.

Your warband starts within any one corner of the gaming area.

A fighter may pick up a Ressourcemarkers for 1 action, but drops the marker when going prone.

Once a fighter with a Ressourcemarkers is within 4" of the starting corner, spend 1 action to deposit the Ressource. It is now considered "claimed".

You may declare this scenario finished whenever you see fit.

If you do, roll a six sided die: If the number rolled equals one of the numbers of your claimed Ressourcemarkers, you have found THE vital resource and won the scenario. Otherwise you hve lost.

**Nightmare Mode:** Distribute 11 Ressourcemarkers with the following numbers on their bottom side: 4,4,5,5,6,7,8,9,9,10,10. When finishing this scenario, roll 2 six sided die and add the results. Compare the added result to the numbers of your claimed Ressourcemarkers to see, whether you won.



# Scenarios

## Quarantine

Get these people out of here! Or at least - most of them.

The same way you place spawnpoints, place 7 civilians inside the gaming area. Civilians are considered *Neutral* and count as gangers with no weapons, so all they can do is try to *Avoid Damage*. For doing so, roll a die for their *Duel Score*. Also, as they are non combatants, they receive a -1 on each die rolled for *Avoiding Damage*.

If during your turn a civilian is within 4" to any of your fighters, you may move that civilian up to 4" into any direction once during your turn.

If a civilian is outside that reach, the civilian won't move at all due to being too scared.

If any of your fighters can make use of any ability allowing to control a civilian's movement over a distance higher than 4", a civilian's movement can be controlled that way, too.

Your warband starts within any one corner of the gaming area.

You win this scenario by making at least 4 civilians leave the gaming area via the corner your warband started in.

**Nightmare Mode:** Place 5 civilians instead of 7 and rescue 3 instead of 4.

## Your own Scenario

Creating your own scenario is pretty easy, actually.

Just think of any everyday scenario such as „oh, I need to feed my bunny“. Or „I haven't finished doing my taxes. That's something I should still do“. Then add zombies.

It really is as simple as that.

Throw in some stuff that makes a terrible situation even worse, such as a pack of (zombie-)wolves chasing your bunny or officials of the federal bureau of finances to create a **Nightmare Mode**.

As horrible as zombies are for the characters fighting their way through them, as cheesy the whole game can be for you, the player. It's a game after all and games are meant to be fun.

And having fun is mandatory.

(Give yourself a high five if you got this previous sentence.)



# The Enemy

## Neutral Units

*Neutral* Units are units with special behaviour patterns.

They can be anything as they are not Zombies, but they are not player driven in the first place either.

A Scenario's description tells you, how certain *Neutral* units behave. Usually they just remain in position until you move one of your models within a certain range: A weapon's range or a range given by the scenario.

*Neutral* Units can either act indifferent or friendly (such as the civilians in the Quarantine scenario) or they can turn hostile on sight (such as the Lawmen and his henchmen in the Bank Robbery scenario).

Also, *Neutral* units and Zombies will Duel each other as soon as they are within line of sight and within weapon's reach of each other.

## Zombies

All zombies have some things in common:

Zombies lack brains.

This leads to two behaviour patterns all of them have in common.

First, they are slow to react. When playing a Zombie scenario, each round during the Activation Phase the player starts and may activate all of his fighters in any order desired. When the player is done, the zombies get to act in the following order:

All Shamblers act, all Runners act, all Fatsoes act.

Second, upon activation a zombie will move towards the nearest player controlled or *Neutral* model.

If this brings the zombie into base contact with a player driven or *Neutral* model or if the zombie already is in base contact to a player driven or *Neutral* model, the zombie *initiates a Duel* in melee.

# The Enemy

Zombies fight in melee only.

Whenever a zombie moves but does not move into base contact to a player driven or *Neutral* model, it initiates a *Duel* with all player driven as well as *Neutral* fighters within reach.

Whenever a zombie gets *engaged in a Duel* where it is being shot at, it cannot *return fire* - it can only try to *Avoid Damage*.

Whether for *Avoiding Damage* or for a *Duel*, a zombie's *Duel Score* is rolled after you have selected your fighters' *Duel Score*.

Zombies are extremely durable.

Whenever a zombie would be placed prone, it remains standing and receives a *Hit token* instead. With a *Hit token*, the zombie can still act normally but the zombie is removed from the game on the next *hit*.

During the Upkeep Phase remove all *Hit tokens* from all *Zombies*.

A zombie's bite is infectious.

Whenever a player driven or a *Neutral* model is slain by a zombie, immediately replace that model with a zombie model of the type that has just slain the player driven or *Neutral* model.

# The Enemy

However, there are differences among zombies, too, which have to be taken into consideration. There are three different kinds of zombies to be told apart from each other:

## Shamblers

Treat as a regular gangers with a two handed melee weapon and with medium protection:

Upon activation a Shambler can move up to 4" and when *engaged in a Duel* in melee, it gets to reroll 1 die not causing a *hit*.

## Runner

Treat as a regular ganger with a one handed melee weapon and with light protection:

Upon activation a Runner can move up to 5". A Runner receives a +1 on each die rolled, but each die rolled against the Runner receives a +1, too.

On top of that a Runner comes with the feat *Fast*: A Runner always performs 2 actions. *Player driven* and *Neutral* fighters can return fire to each of those actions separately. However, if in base contact the Runner can (and does) *initiate a Duel* after each of those actions, too.

## Fatso

Treat as a Hero with a one handed melee weapon and with heavy protection:

Upon activation a Fatso can move up to 3". A Runner receives a -1 on each die rolled, but each die rolled against the Runner receives a -1, too.

On top of that a Fatso starts with 6 points of toughness and gets to roll 3 dice for everything.

# Recommendation

To have the scenarios make sense (if you disregard the spawnpoints that make zombies appear out of the blue) and to give you a proper challenge, you may want to use the following optional rules from the core rulebook:

Armory

Avoid Hits

Charge

(Climbing)

Cover

Dead Zone

Different Theme (as mentioned initially: zombie minis come for all settings)

(Falling)

Field more than one model per player

Heroes (for obvious reasons)

Jamming Weapons (those can become nasty real quick)

Jump

Melee

Place Randomly

Protection

Take Aim

Weapon Range

And if you want to, feel free to mix in Heroes from the **Occultus** and the **Heist** expansion, introducing Insanity as well as Stress to the mix.

# Space for personal Notes

A large, white, rounded rectangular area occupies the center of the page, intended for taking personal notes. The background of the page is a dark, fiery, and industrial-themed illustration with orange and red tones.



# Credits

To be honest, I cannot name the artist of the zombie cowboy. I found this picture via google image search on some picturedownload site.

While many parts of it appear as if drawn by hand, there are too many details (such as, say, the badge on the hat) hinting at an A.I. painting.

However, if you happen to be the artist, if you recognize the artwork and you want to drop me a line, please see my conacts below.

## **Duel**

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V. 12/23

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Kai Bettzieche

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