**SCENARIO 1 – ZOMBIE ISLAND**

*Using the map you purchased, you have set out across the sump sea looking for the buried Archeotect. You have found the Island, exactly where it said it was on the map. Upon exploring you can’t escape the feeling of dread in your bones. Thats when you spot them. This island in the Underhive is overrun, thousands of the infected are roaming, looking for flesh to devour.*

In this scenario, both gangs are trying to escape the island before they become infected or worse!

**TERRAIN**

Terrain is placed according to normal rules. Once you have placed the terrain you must place 8 counters on the table edge (2 for each edge) to represent the Zombie spawn point.

Each player takes it in turn to place a counter. Roll a D6 to see which player goes first. Spawn counters must be placed no more than 8" from the edge of the table and at least 8" away from each other.

Counters are placed before deciding deployment of gangs, so ensure that the counters are placed towards the middle of the table.

**GANGS**

Once all the Loot counters have been placed each player rolls a dice. The high scorer chooses which table edge he wishes to set up on, and places all of his gang fighters within 8" of the centre of the board.

His opponent then sets up within 8" of the opposite table edge in the centre of the board.

When gangs have been set up; roll for zombie numbers and set them up as below.

**ZOMBIES**

2+D3 zombies are placed at each Spawn point, each player takes it in turn to roll. Roll a D6 to see which player goes first, you then deploy that number of zombies within 4” of the spawn point.

Zombies are very simple creatures; they move towards food and then eat. Unfortunately, their food is your gang! To represent the shuffling, mindless advance of the zombies, they have their own turn and move according to simple rules.

When both players have completed their turns the zombie horde then moves. Zombies automatically move towards the closest gang member, even if that character is out of their line of sight or unreachable (e.g. behind a wall, or up on a platform). Zombies are moved one at a time, with players taking turns to move them, of course this could lead to a player moving zombies towards his own characters, but no-one said life in the hive was easy! Each zombie only moves once per turn.

For example, after player 2 completes his own turn; Player 1 selects one of the zombies and moves it towards the nearest ganger. Player 2 then selects another zombie and moves it towards the nearest ganger, player 1 then moves another zombie.

When all the zombies have moved, it is the zombie attack turn…

Resolve hand to hand combat as normal. As above, players take it in turns to attack their opponent (or even their own gang!) using the zombies. Each zombie may attack only once per Zombie Attack turn.

When all zombies have made their moves and attacks, their turn ends and the gangs move.

**Turn Sequence:**

**1.** Player 1: Movement, combat and recovery as normal.

**2.** Player 2: Movement, combat and recovery as normal.

**3.** Zombie Move: Players A and B alternate moving zombies.

**4.** Zombie Attack: Players A and B alternate zombie attack

**STARTING THE GAME**

Both players roll a D6 and the highest scoring player takes the first turn.

**ENDING THE GAME**

The game ends when one of the gangs exits the board from the side.

Any gangers left on the table (i.e Down when the rest of his gang has left) is devoured by the zombies on 1-2, becomes infected on a 3-4 (this counts as a wound roll a d6 before each battle on a roll of 1 that member has succumbed to the virus!), and escapes on a 5-6.

**EXPERIENCE**

At the end of the game, gang members gain the following experience:

**+2D6 Survives.** Each fighter who survives the battle earns D6 points. Even fighters who are wounded and taken out of action receive experience for taking part.

**+1 Zombie Kill.** A fighter earns 5 points for each zombie that he puts out of action.