

THE INFECTED

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OVERVIEW

This setup concentrates on an earlier/different strain of infection in Zombie Plague.

A powerful virus is unleashed. The Infection is highly contagious, transmitted in a single drop of blood, and devastating within seconds. The virus locks those infected into a permanent state of murderous rage. The disease has reached epidemic proportions, the country is overwhelmed, and society is on the verge of collapse.

PLACEMENT

Placement of The Infected is carried out in exactly the same manner as Zombies (i.e. along the board's edges). The player controlling the Infected is known as the Infected Player (IP). Any Infected may be automatically retired/removed from play at the beginning of the IP's turn, and replaced randomly at the board edge with a fresh reinforcement.

MOVEMENT & AP'S

The Infected receive 4 AP's per turn. Any damage from a Body Shot causes the Infected to lose 1 AP as well as knocking them back 1 square in the process. Each time an Infected loses 1 AP, adjust the IP's Action Points on the Turn Sequencer.

Body Shots cannot take an Infected below 1 AP. The damage (*but not the knockback effect*) is ignored, and the Infected's APs remain at 1. The Infected are still destroyed immediately with a "Head Shot".

BEGINNING WITH WEAPONS

HP's begin the game with a choice of either one Weapon or one Item apiece. This is decided upon by dealing 2 cards from the Card Deck for each HP in the game. The HP's then choose which Item or Weapon they wish to keep from the drawn Cards. The remaining unused cards are returned to the deck, which is then re-shuffled. If a Zombie card or some other effect card is drawn during this stage, it is ignored (*not replaced*) and returned to the deck. If the HP's cannot come to an agreement over which card they wish to keep for themselves, the card is lost and shuffled back into the deck.

EXPOSURE

If an Infected is successfully hit (*Body Shot, Head Shot, or Unarmed Attack*) while adjacent to any Human figures (i.e., in any of the surrounding 8 squares), the Human figure stands a risk of becoming infected with the blood from the Infected carrier. Any Human figure in range must check for infection by rolling a D6 with the following results:

- 1-2 Infected
- 3-6 Clear

If a Human figure becomes infected, the infection will take over at the beginning of the next Infected Player's turn. The Infected is then controlled by the IP.

Such is the speed at which the virus takes effect that once an infection roll has been achieved, the player loses any remaining AP's. They may be immediately attacked by any Human figures in range.

THE DAYS ARE NUMBERED

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