

PANDEMIC “Z”



- 1: Apartment
- 2: Apartment
- 3: Office
- 4: Police Station
- 5: Supermarket
- 6: Warehouse
- 7: Hospital
- 8: Office
- 9: Supermarket
- 10: Retail Store
- 11: Office Building
- 12: Apartment
- 13: Retail Store
- 14: School
- 15: Office
- 16: Retail Store
- 17: Office
- 18: Warehouse

A quick note on the buildings, even though I have not modelled them I am making all free faces of a building have an entrance / exit. This means the crew could pass through a block, they just don't know what's on the other side!

The Crew

Star

Name: Smiles
Rep: 5
Weapon: Shotgun, Cricket Bat
Attribute: Agile



Grunt

Name: Mary-Ann
Rep: 2
Weapon: Pistol, Softball bat
Attribute: Poser



Grunt

Name: Eric
Rep: 4
Weapon: Pistol, knife
Attribute: Knife-Man



Grunt

Name: "Just Johnny"
Rep: 4
Weapon: BA Pistol, BA Pistol
Attribute: Ambidextrous



Game Type: Raid

Objective is to get as much loot as possible before being run out of the city. The Crew know that there is a Cop Shop, Quickie Marts and Hospitals in this location of the city. They also know that people might still be in here – holed up waiting for salvation. The Crew knows there is no greater power coming anytime soon and the only salvation is the one they offer – Join or be lunch tomorrow.

The Aim is to get to the Police station first and upgrade the crew weapons then hop over to the hospital for a few bandaids

Opening.

The Crew headed South from the intersection coming to a stop beside the first Apartment block.

Nine Zombies shambled from the shattered cracks of urban decay. Five surround their retreat and four in the heading they were taking. Mary-Ann was holding the Crew back, Smiles was not happy 'bout it either!



Turn One

The Activation Dice

Crew	4
Zombie	2

All the Crew except Mary-Ann can take action, the Crew reckon she just froze. Shame, damn shame.

The Crew can see the two Shamblers ahead and now that more must be behind so three of them bootleg it in between the two apartment blocks (buildings 1 and 2), hoping that the Flesh-Eaters haven't heard them yet.

Turn Two

The Activation Dice

Crew	1
Zombie	3

Mary-Ann bolts after the Crew, hoping that she doesn't get left behind like the first time... so scared, so very very frightened! She know unless the Crew waits for her there is nothing she can do other then keep on running. She rounds the corner just in time to see "Just Johnny" open the door to Apartment building 2. They all hustle in and seal the door after the last.

Was it a bad idea? Four corpses where on them in seconds like fleas on a dog in high summer. A 3 was rolled making the Reps as following:
Smiles: 8, Mary-Ann: 5,
Eric: 7 and "Just Johnny": 7
Zombies: 7



Mary-Ann is surprised passing only one dice. The others roll a 2, 4 passing both dice whilst Smiles (the Star) passes all three. Eric and “JJ” open fire, each firing once Eric misses! “JJ” hits and splatters the festering brains across the opposite wall, nice!

Melee time Smiles rolls 5 and 4 brandishing his cherry stained bat swings with the edge profiled. The Zombie gets a 5 minus the Cricket bat giving another darker cherry to the bat!

Mary-Ann receives a 3, Chomping Death scores a 5 but has the joy of meeting the Softball bat – leaving it gnashing it’s teeth. Thank God Mary-Ann took Softball at school!

Eric is looking forward to wetting his blade, even if its in the unfeeling flesh of the death (the others worry about Eric). A 4,3,3 were rolled, Eric liking this! The zombie gets a 3 but meets the flashing blade that is too sharp, too sharp to be normal. Guts spill and a spine is severed!

Another moan adds it voice to the Wail call outside.

Turn Three

The Activation Dice

Crew	6
Zombie	6

Things have just gotten interesting! Mary_Ann gives all she got at the Zombie knowing that if she doesn’t “kill” it now then it’s all been for nothing! She rolls 5, 2 and the Zombie 1 - Both keep at it.

Turn Four

The Activation Dice

Crew	5
Zombie	6

The Death Walk!

The moaning grows louder and louder, Smiles is sure that he can hear the sound of skin being shaved off on the pavement. Crap that close! He thinks to himself just as three Rotters charge into the Apartment. Damn! Attracted by weapon play no doubt!

Surprise Check

Smiles	4, 1
Mary-Ann	2, 2 (Sill in Combat)
Eric	5, 1
“JJ”	5, 3

Smiles readies his beloved Ashes bat, Eric and “JJ” didn’t have a clue while Ms. Mary-Ann hits out for another round of Zombie swing practice. She and it must be of the same calibre as no-one got a foot-up!

Smiles rolls a 6,6 striking out! The Zombie’s 3 does it no good as the Bat of a thousand Cherries holds it back.

Eric know this thing shouldn’t surprised him and now he going to teach it a lesson. A 4,2 (Eric is The Knifeman!) whilst the Zombie flays out at thin air with a 4 (minus a 2 for the Sharp blade.) The blade fends of the Muncher but doesn’t down it.

“JJ” really needed more sleep last night but it was too cold to sleep, that how it must of snuck up on him, for sure! His blade keeps it at bay.

Now time for some fun.

All the Crew step back and pull the triggers:

In-Sight Check

Smiles: 3,3,2
Mary-Ann: 6,2
Eric: 6,3
“JJ”: 5,4

Smiles: Opens fire with the shotgun, BOOM! A fresher smell of death permeates the room with the shot.
Mary-Ann: Shots her cap gun into the Undead flesh thinking “God I hope I don’t have to fish that lead out” The Zombie shudders and just moans louder.
Eric: Eric shoots and hits, the Zombie groans like a cow in labour spitting out the slug
“JJ” “JJ” using only one bullet mists the Once Human with a grunt.

High tail time.

Kicking out the eastern door into the Alley behind, the Crew make a mad dash towards the Police station. They know now there is very little chance of doing any window shopping while in town. Still slowed down by Mary-Ann they come to a halt in the middle of the ally way, or that was the story until they spied the three Dead at the mouth of the Alley. The Guns seem to talk all by themselves as “JJ”’s two BA pistols speak volumes. Shooting both guns twice but three went wild and the four “pushed” the dead child back 10 feet.

All this flying lead did only one thing, bring more of the Shambling Death closer to them. One Zombie even crawled out of the dumpster right in their path. All in all five more made their presents known to the Crew.

At this point in time I had 3 in the building the Crew just left and another 10 shuffling on the pavement.

Turn Five

The Activation Dice

Crew	2
Zombie	1

Well all seem to be going foully for the Crew, everything they did attracted the attention of the Dead so they do it right this time. They all charged the lone zombie falling upon it with open fear and hatred leaving behind a pulpy mess.

The Zombies close closer still.



Turn Six

The Activation Dice

Crew	5
Zombie	3

The turn comes upon which no player wants to come. Smiles and Crew are in a dead end with the Hoard coming ever on. Smile looks around knowing that if he dosen't do something now they would be in a bigger pickle. Looking up he spies the old rusted fire escape ladder, jumping he catches hold of the bottom rung. The bare metal is slick with water from the resent rains, slipping, he lands only to try again. The bottom rung gives in his hand and he land with a curse on his lips.



The leading Zombie charges at Eric causing him to flee in panic – god knows why! But at least he made it to the Police Station in one piece.

Turn Seven

The Activation Dice

Crew	5
Zombie	3

Again Smiles is not smiling as he turns to face the horror that sent Eric packing, bring his boom stick to bare and firing! Some say that up close and personal with a Shotgun shell equals to a pink mist, with the rotting dead you get a foul puritid rain of black goo. Smiles will have to find new clothing too.

The rest of the moving mass keep on closing, the good news is that the last shot didn't attract anymore.

Turn Eight

The Activation Dice

Crew	6
Zombie	4

Oh Crap! The crew freeze not knowing if they should cut and run or go after Eric (again not knowing if he got taken “inside”), in those moments of indecision the lead two Zombies charge.

Smiles:	6,3,1
Mary-Ann:	6,3
“JJ”:	5,2

The Crew send Mary-Ann after Eric knowing that she might fair better with him. Smiles sends two shells into the oncoming, shredding them in their tracks. Now the small mindless mass had arrived.

Turn Nine

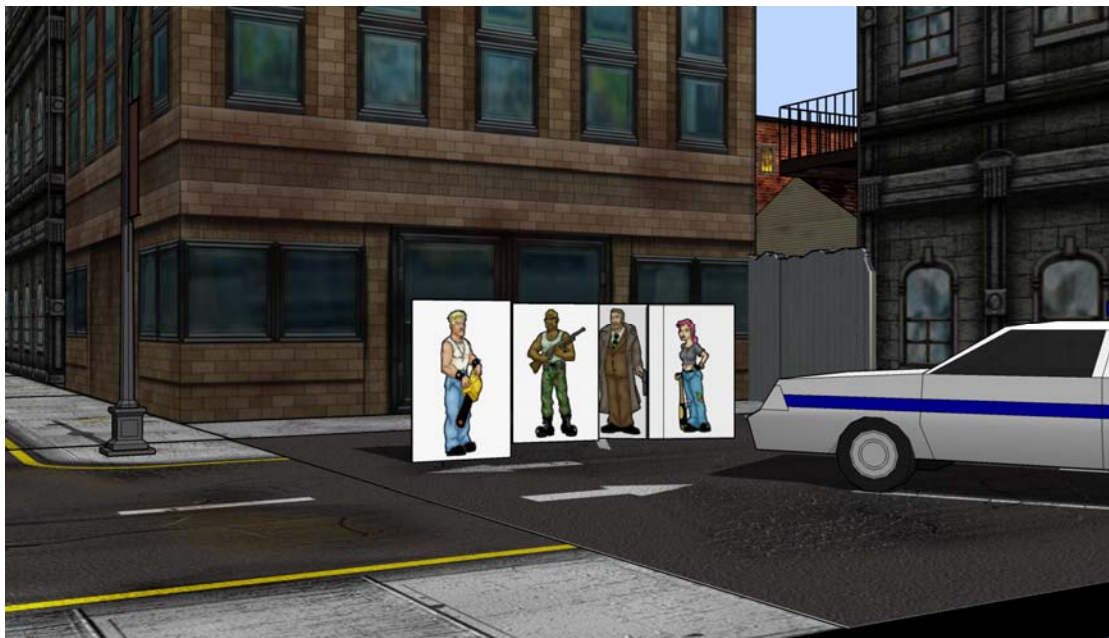
The Activation Dice

Crew	3
Zombie	1

The real question is “ Is it time to stand and fight or cut and run?” Smiles and “JJ” high-tailed into that station as fast as their legs could carry them. They had give a second pause in the thought of using Firepower to cutdown the on coming mass but it was just a second.

Well Eric and Mary-Ann were both found - with three survivors! The upside was Eric was back in the game but Mary-Ann was going for a “little sit down”. So were the natives friendly or at least more so then the outside mob?

Well it was like watching two old dogs in a pissing contest, but like two old dogs they eyes and sniffed and then was politely told to leave. Smiles couldn’t do anything and so had his team lave via the eastern doorway. They see a police car parked out front but Smiles waves Eric off. Smiles had seen that Sniper Rifle cradled in the arms of



that Slow brute and he bet a weeks supplies that it was trained on them as they walked.

The Crew quite the city that has been named Mayhem, none knew if that was before or after, none cared either. Smiles was just pissed not only was the day wasted but precious ammo had been wasted, wasted for what? Nothing! The upside is that they had met the folks in the Station. Might come in handy in the future.

Reported by [Lord Abaddon of Wormwood](#)

List of Goodies

Heres my list of bits and pieces that I have used in this game report.

All Things Zombie – [Two Hour WarGames](#) by Ed Teixeira

Streets of Mayhem – [WorldWorks Games](#) by Denny Unger

Mayhem Armoury – [WorldWorks Games](#) by Denny Unger

Bits of Mayhem – [WorldWorks Games](#) by Matt Lyon

Bits of Mayhem DownTown – [WorldWorks Games](#) by Matt Lyon

Alleyways in the City - [WorldWorks Games](#) by Bob Copper

SketchUp Ver. 5 – [Google](#)

Standees – Crew - [Politically Incorrect Games \(PIG\)](#)

Standees – Zombies - [Cold War Miniatures](#)

(Please note that I used the images of these fine figures as Standees, I didn't actually ask anyone as they were for private use, opps! – Also note that if I needed a physical zombie force I would look no further then these. They are Sweet!)

