

Total AR:SE

AKULA'S RULES : SKIRMISH EDITION

for use with "A Nightmare on Froth Street"



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Turn Sequence

Moves are randomly driven by a shuffled deck of cards, to give more of an unpredictable feel to the game, as everything happens in a panic. Survivors, and different types of zombies, only carry out actions on a particular type of card (below).

SUGGESTED DECK OF CARDS:

2 Black Aces, 3 Black Royal (JQK), 4 Black Numbers (2-10), 5 Red Cards, 1 Joker

On a **Red card**, each survivor figure may carry out 2 actions.

Examples of a single action:

Move up to 5"
Open a door
Enter & start a vehicle
Aim a Weapon
Fire a weapon
Close Combat attack a zed
Escape a "zombie grab"

On a **Black Number card**, each shambler zed that is considered "active" can do the following:

Move up to 3"
AND attack a survivor if in base to base contact

A Liche/Witch is always considered to be active on a Black Number card.

On a **Black Royal card**, each Fast, or Tank zed that is considered "active" can do the following:

Move up to 6"
AND attack a survivor if in base to base contact

A Tank zed may choose to throw debris (See special rules), OR Move up to 6", and attack

On a **Black Ace**, each zed Horde that is considered "active" can do the following:

Move up to 3"

A Horde doesn't attack in the normal way - any Survivors in base to base contact are automatically removed.

On the **JOKER**

The Round ends.

1. Shuffle cards
2. Remove "Knock-back" markers
3. Recycle zombie casualties via Spawn Points

"Active" Zeds



Without external stimulation (noise/sound/smell) zeds, fast zeds and hordes remain stationary, or sway about on the spot. Once a black card is drawn, only zombies of the relevant type, that meet one of the following, may move in that go.

Survivor within 10" (sight/smell)

Loud noise within 20" in THIS ROUND (ie this deck of cards)

Liche "moan", or Witch "wail" within 30" in THIS ROUND (ie this deck of cards)

Examples of Loud Noise - gunshot/explosion/vehicle engine/shouting/screaming and use of CHAINSAWS in combat
Please note – Loud noise from before the deck was shuffled doesn't count for activation purposes.

The "Zombie Grab"

Each time a survivor moves within 1" of a zombie roll 1d6 – on a odd number the zombie grabs hold of him/her – the survivor action ends with the figure being placed in base-to-base contact with the zed.

If the survivor has a second action, he may use it to shoot the zed, in the normal way, or fight in hand-to-hand combat (if he loses in close combat there is a chance of being bitten/killed as normal). If the survivor doesn't choose to use a second action to fight hand-to-hand, or has already used his other action, the zombie will have to wait for a black card, to attack.

Alternatively, the survivor may spend an action & attempt to wrestle free – roll 1d6 for the survivor, and one for the zed(s) – add one to the zed score for each additional zombie after the first one, in base to base contact with the survivor. The survivor needs a higher score than the zed(s) to wrestle free. A failed roll still counts as one action. A successful "wrestle free" action also includes a move of up to 3" away from the zombie.

Vehicles

Once a vehicle has been successfully started, it may move up to 5" in the drivers first action, and vary the speed by up to 5" in each future action – faster or slower – eg 10" in the next action, 15" in the one after, slow to 10" in the one after that and so on – the current rate of speed is carried over between Rounds.

Any vehicle movement action may include up to 2 x90 degree turns at any point during the movement – these turns may be combined into a single 180 degree turn.

If the driver wishes to slow by more than 5" per action – ie slam the brakes on, he/she may do so, but loses control of the vehicle if a 1,2 result is rolled on 1d6. How serious the result (eg spin, flip, etc) is down to Umpire's discretion, taking into account vehicle, speed & circumstances at the time.

If zeds move into contact with a vehicle that didn't move in the previous survivor go, they may attempt to drag the passengers out (except in the case of an APC/Tank) – roll 1d6 for each zed in base contact with the vehicle – they drag a random survivor out, on a 6 – the survivor counts as grabbed, but no combat takes place until the next card.

Zombie "Tanks"

In rare cases, the zombie virus mutates the corpse, into a stronger, more aggressive zombie. These "Tanks" often hurl debris at survivors before moving in for the kill.

When a "Tank" is activated, if there is a survivor within 10" roll 1d6 – on a 5 or 6, instead of moving, the Tank hurls debris (doesn't need to be represented on the table) at the nearest survivor. The survivor is hit on a 4,5,6, with damage inflicted as per close combat.



"Liches & Witches"

Very occasionally, a zombie retains a degree of intelligence. A Liche or Witch, is always considered to be "active", on a Black Number card.

If at any point in the Liche/Witch's turn, a survivor is within 10", the Liche/Witch may "call" other zombies, within 30", with a high-pitched wail/moan, that counts for zombie activation, for the rest of the ROUND (ie deck of cards).

Spawn Points

Zombies, that have been destroyed, are recycled via Spawn Points, which represent clusters of undead, or likely entrance points to the table. The recycled zeds are placed back on the table at spawn points, at the umpires' discretion, or if no umpire is available by dicing. Horde bases also count as mobile spawn points.

Please note, at the umpire's discretion, recycled zeds may be placed at other locations (table edge/or inside unchecked buildings/vehicles) to aid game play.

Shooting

	Short Range Hit on a 4,5,6	Medium Range Hit on a 5,6	Long Range Hit on a 6
Handgun* M-pistol***	up to 3"	3.1" – 6"	6.1"-10"
Shotgun* SMG**	up to 5"	5.1"-10"	10.1"-15"
Bolt Action Rifle* Assault Rifle**	up to 5"	5.1"-10"	10.1"-20"
Machinegun*** Sniper Rifle*	up to 10"	10.1-20"	20.1"+
RPG* Auto Gren. Launcher**	up to 5"	5.1-15"	15.1-25"
Pipebomb*	up to 5"	5.1-10"	-

* Denotes how many dice (shots) you may have per action used to fire. Second/third shots may be fired at another target with in 1" of the initial target.
Pipebomb/RPG/AutoGL – 3" Blast Diameter – if misses, roll 1d6 for direction, 1d6 for distance (inches).

Hit modifiers

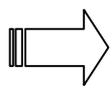
- +1 if shooter has spent a previous action this go "Aiming"
- +1 if shooter has firearms skill
- 1 for each injury marker the shooter has
- 1 if shooter is in a moving vehicle



Once hit, roll 1d6 for damage

Damage Modifiers

- +1 if shooter has firearm skill
- +1 if shot was "aimed"
- +1 for shotgun
- +1 for machinegun
- +1 for RPG



Results of shooting

5,6	"Headshot"	– remove the zombie from the table (except Tank Zeds – see below)
3,4	"Knock-back"	- zombie can't move/attack until next round (ie after deck is shuffled) Place "Knock-back" marker by it.
1,2	"Grrrrhhh"	- no significant damage....

SPECIAL RULE: Tank Zeds – Treat Headshot results as a wound, place wound marker (-1 move/fighting). Tanks ignore "Knock-backs" remove figure when 3rd wound inflicted.

Hand-to-Hand Combat



1. Roll 1d6 PER SIDE
ie Treat multiple zeds in base-to base contact with a survivor as one combat.

2. APPLY MODIFIERS

Survivor modifiers

- 1 for each injury marker
- 1 if fighting barehanded
- no -/+ if using firearm as melee weapon
- +1 if has melee skill
- +1 for melee weapon OR +2 for chainsaw/sword

Zed modifiers

- +1 for each additional zed, over one, that is in base-to-base contact with the survivor
- +3 for each Tank zed (remember deductions for any wounds on tank)



3. Highest score wins

A Draw means a standoff, with no damage to either side

IF SURVIVOR WINS, remove a zed for every additional pip on the dice that the survivor wins by.

Eg zeds result is a 3, survivor rolls a 5 = remove up to 2 zeds that are in base to base contact with the winner.

IF ZEDS WIN, the survivor rolls 1d6

-1 to dice if survivor wearing armour

- 5,6 "BRAAAIIIIIIIISSSS" – you are zombiefood – remove figure
- 3,4 "Bitten" - Place an injury marker
- 1,2 Survivor unharmed (his clothing took the damage)



(Optional Rule)
"Infection"



Everytime a survivor receives an injury marker, roll 1d6.

4,5,6 = INFECTED

Pass out in 3d6 turns
Die after 1d6 turns
Become a zombie the turn after