Marines

versus

Zombies

FJGaming

Marines vs. Zombies

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Introduction

"Marines! We're running low on ammo and I'm not sure where the helipad is... keep moving and don't let those zombies catch you!"
Your marine patrol has been caught in an abandoned town. You're running low on ammo and the zombies just keep coming. Your only chance is to find the helipad and evac to your base.

What you need

Several Six-sided dice (marked from one to six)
One or more eight sided, twelve sided and twenty sided dice
Printed out tiles.
Printed out and assembled counters.
Character cards.

Dice Rolling and other conventions

D12 means a 12-sided dice
D20 means a 20-sided dice
D6 means a 6-sided dice
1D6 means a single 6-sided dice
2d6 means roll two 6-sided dice and add them to together (for example, if you roll 3 and 2 you add them to get a score of 5)

Credits

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Using the Rules

Start off by reading through the Basic rules section, lay out the map and play a game using those rules. Once you are happy with the basic rules you may wish to introduce some of the elements of the Optional Rules (such as letting one player have a Marine Lieutenant) to liven things up.

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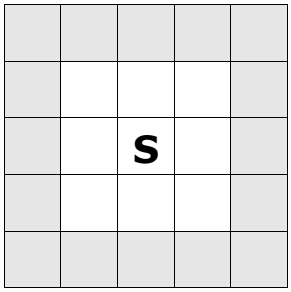
The Rules

Terminology
Map: The word map is used to describe the whole playing area of twenty five tiles.
Map Edge: The edge of a tile which borders on the edge of the map.
Tile: A single seven square by seven square tile.
Speed: How many squares a marine can move each turn.
Hit Points: How many times a marine can be hit by zombies before dying.
Round: a single bullet.

The Object of the Game
The marine players win the game by getting to the helipad tile and killing every zombie on it. This allows the waiting chopper to land and take you to safety.
The Zombie player wins by killing every marine.

Game summary
The players move their characters around the map looking for the helipad. The zombie player receives a number of zombies each turn to place in the centre tile or on an edge square and new zombies each time a tile is flipped over. When a zombie or marine moves onto an unflipped tile it is flipped over and doors and zombies placed on it.

The Map
The map consists of twenty five tiles laid out face down in a five by five grid.



Before Play
At the start of the game the twenty five tiles are taken and shuffled then laid face down in a five by five grid as shown. The centre tile, marked S, is then turned over and is known as the Spawn tile. The marine players choose one edge tile between them (shaded on the diagram above) and turn it over. This is the marine start tile. Next the newly flipped tiles are populated.

Indoor and Outdoor Squares
Shaded squares on the map are outdoor squares. Unshaded squares are indoor squares.

Walls
Thick dark lines on the map are walls.

Zombie Spawn Squares
Zombies spawn squares are any empty outdoor square in the centre tile of the map or any empty outdoor square on the edge of the map.

Populating Tiles
Whenever a tile is flipped over the following procedure occurs:

1. The Zombie players rolls 1d6 to determine how many door counter there are in the tile:

1d6 Roll	***Door Counters***
1-3	2
4-5	4
6	6

2. The number of door counters just rolled is divided, half (rounded up) to the the zombie player and the remainder to the marine players.
3. The zombie player places the first door counter, then marine player than places a counter. This continues until all door counters have been placed on the new tile.
4. Door counters must be placed on walls (thick lines) between two squares, not at the points.
5. Next the Zombie player rolls 1d4 to to see how many Zombies they receive. If there are four to six marines roll 2d4, 3d4 for seven to nine marines, 4d4 for ten to twelve marines and so on.
6. These zombies must be placed in outdoor squares on the tile and not within two squares of the tile edge. If there are no eligible empty outdoor squares place the extra Zombies in an eligible zombie spawn square.

Marine Starting Placement
Once the flipped tiles have been populated each marine player chooses a marine counter and places it anywhere in the marine start tile and play begins.

Types of Marine
There are three types of marines in the game; **Medics, Grunts and Sergeants.**
Each type of marine has different characteristics (explained later in the rules) and has its own counter. At the start of the game each player takes one marine counter of their choice.

Marine Medic: Speed 5, HP 3; Pistol (12 ammo), Submachine gun (SMG) (20 ammo) + one reload, Medkit, Knife
Marine Grunts: Speed 3, HP 5; Pistol (12 ammo), Assault Rifle (+1 attack, 20 ammo) + one reload + one grenade (kills all zombies in 3x3 area), Knife
Marine Sergeant: Speed 4, HP 4; Pistol (12 ammo) + Auto-Shotgun (+2 attack, 8 ammo), Knife

Turn Order
Each turn is broken down into three phases.

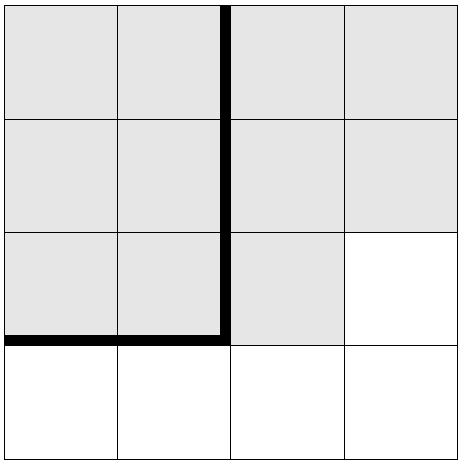
1. **Zombie Spawn:** The Zombie player receives 1d4 Zombies for 1-3 marines, 2d4 for 4-6 marines, 3d4 for 7-9 marines, 4d4 for 10-12 marines and so on. These zombies are placed in zombie spawn squares.
2. **Marines Turn:** Marines move and attack, attack and move, just Move (+1 Speed) or just Attack (+1 on their attack roll).
3. **Zombie Turn:** Standing Zombies may move up to 2 and attack. Knocked Down Zombies just stand up.

Marine Movement
On their turn a marine may move up to Speed squares, movement is from edge to edge, never diagonally. Movement cannot be through walls unless a door counter is on the section of wall moved through.

Stand and Fire
A marine may opt not to move during a turn, in which case they get +1 to Attack rolls in that turn.

Sprint
A marine can decide not to fire, in which they case they can sprint, moving an extra square this turn.

Marine Attacks
You can attack any zombie within line of sight with a weapon. Walls block line of sight. If a straight line drawn between the centre of the marines square and the centre of the target Zombies square touches a wall at any point it is blocked.



In the above example the marine could shoot any target in a clear square, but not one in a shaded square.
Marines do not have “facings”. They can fire in any direction.
Marines and Zombies do not block line of sight (so a marine can shoot through a square with another marine in it, or choose to ignore one zombie and shoot another further away).
If you attack a zombie roll 1d6 to determine the result. If you are not using an automatic weapon you can only attack one zombie per turn.

The weapon you use to attack with may give you a modifier to the attack roll as follows:

Weapon	Attack Modifier
Unarmed	-1
Pistol/SMG	+0
Knife	+0
Assault Rifle	+1
Auto-Shotgun	+2

Results of Attacks

D6+Attack Modifier	Result
1-3	Miss
4-5	Knock Down or Kill if already knocked down.
6	Kill

A knocked down zombie is placed on it's side. A killed zombie is removed from the map.

Automatic Weapons
The Auto-shotgun, Assault rifle & SMG are automatic weapons, you can keep attacking with an automatic weapon until you roll a natural 1 attack. Each shot can be against the same target or a target in an adjacent square (adjacent edgewise or diagonally).

Note that every time you roll the to-hit dice you use up one unit of ammunition, even if you roll a 1.

Example of Automatic Fire
A marine shoots a zombie with an SMG and rolls a 5, knocking it down. Because the SMG is an automatic weapon the marine decides to shoot again, rolling a 4. A knock-down on an already knocked-down zombie kills it. The marine decides to keep firing at another zombie adjacent to the first and rolls a 1. The shot misses and they cease firing.

Ammunition
Whenever a weapon with an ammunition number is fired it uses up one unit of ammunition. Once all of a weapons ammunition has been used up it can no longer be used. It is useful to record a characters current ammo on a dice with the appropriate number of sides (e.g. a d20 for an SMG or Assault rifle, d12 for a pistol, d8 for an auto-shotgun).

Reloads
Some types of marines have a reload for one or more of their weapons. A reload lets you return the weapon to its full ammunition again (for example, if you reload an assault rifle it is back to 20 ammunition). Reloading counts as an attack, so you cannot sprint or attack a zombie in the same turn as reloading.

Swapping Equipment
Marines can swap equipment as they wish, provided the characters concerned are directly (not diagonally) adjacent to one another. You can take equipment from dead marines.

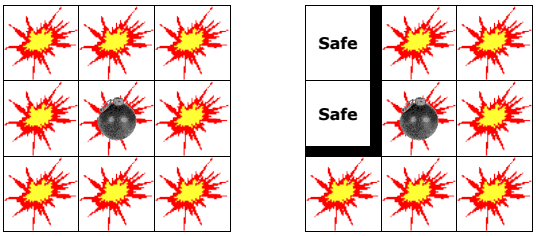
Marine Close Combat
If a marine is adjacent to a zombie they may attack it with their bare hands or a knife. Roll attack with -1 for bare hands or +0 with a knife.

Zombie Movement
On the Zombie turn each Zombie may move two squares. Movement cannot be across diagonals. Movement cannot be through walls. A zombie can move through a wall section with a door counter on it by rolling a 6 on 1d6. The door counter is then placed down on its side to show it has been destroyed. Marines and Zombies can move freely through destroyed doors.

Zombie Attacks
A zombie in an adjacent square to a marine after moving (edge or diagonally adjacent) causes 1 attack to the marine, which reduces the marines HP score by 1.

Death
If a marine is reduced to 0 HP's they die and are placed face down on the map.

Grenades
Marine Grunts receive a single grenade each. The grenade can be thrown to any square in line of sight and kills any zombies or marines in the square it lands in and those in adjacent squares (directly and diagonally adjacent). Any marine or zombie with a wall between themselves and the grenade square is unaffected by the grenade.
The diagram below illustrates the effect of a grenade.



Doors & Grenades
A door which is directly adjacent to the square a grenade lands in is destroyed (turned on its side).

Destroyed Doors
Doors are destroyed when Zombies successfully move through them, or when a grenade explodes in a square which the door is next to. A destroyed door is laid on its side. Marines and Zombies can move freely through destroyed doors.

Medkit
The marine medic may move & heal an adjacent character or just heal an adjacent character and get +1 on their healing roll. Healing replaces any attack for the turn. Roll 1d6 to determine how many HP's the medic restores:

D6 Roll	Result
1-3	No Healing
4-5	Restore 1 HP
6	Restore 2 HP

Healing cannot increase a characters HP score above its starting value.