

A dark, rainy, and desolate city street scene. The ground is flooded with water, reflecting the dim lights and the overcast sky. Several people are wading through the water, some carrying items. In the foreground, a man with a determined expression looks towards the camera. The overall atmosphere is one of hardship and survival.

FEEDING FRENZY

Food & Friends
After The Virus

BRA



FEEDING FRENZY!

version 1.4

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THE FAKE VIRUS

They said there was this virus. But **we** knew it was a plot by 'them'.

They said there was a vaccine, right? Just another example of how 'they' were going to control us! Not for me, oh no - I and my friends were Awakened to the Truth by literally minutes of intensive research on youtube.



Me and my immediate friends and family, we're not going to be Controlled and have microchips installed in us by Big Pharma and Silicon Valley in cahoots with the Deep State.

We protested. We demanded Democracy And Freedom Today! NO TO KILLER VACCINES! NO MASKS! GIVE US OUR FREEDOM!



It was brilliant! The authorities didn't know what to do about us.

And then I got sick for a bit.

Seems like it was no worse than seasonal 'flu, and I had a bit of a lie down and a rest and before I knew it I was up and about, and I felt so much better!

All that nonsense about a killer plague sweeping the nation was just some attempted mind control by the urban elites.

And now that I am fully awakened I realise the truth, that we, the Awakened have evolved into something much better, more durable and stronger than all those sheeple that bleated about 'public health' and 'stopping the spread'.

And we're Hungry! Fortunately there seems to be a lot of very edible food just wandering about for the taking. Admittedly some of the food sort-of fights back, but not for long.

And, my circle of friends is growing daily - we are legion, we are The Awakened!

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AIMS

Each player in this game leads a group of The Awakened through an urban landscape changed by the so-called 'mass casualties' of The Fake Virus.

The aims of each player are:

- Find and consume food (nothing keeps so it has to be consumed immediately)
- Expand their circle of friends (or 'horde' to the un-Awakened).
- Survive
- [Optional] become the largest horde by the end of the game.

Players are not in direct conflict and do not fight each other, and they can and do cooperate from time to time to gain access to the harder to reach food, or to overcome the resistance of the food to being consumed.

FOOD

Whilst in your new, improved form you cannot easily die of starvation, food is very important. Consuming food gives you and your friends more energy, which in turn will help with the hunting. Also, you often find new friends not long after eating, which is handy.

Potential food is represent on the map by FOOD CARDS. These are randomly placed face down on the terrain and are flipped and revealed when they get close to you. They also move - but more on that later.

But be careful - revealed food cards can be anything from a terrified and passive group (which is easy to hunt) to the fearsome *Armed Food (AF)* - which is very hard to consume, and might even lead to a reduction in the number of friends you have.

Armed Food also tends to find its way to barricaded buildings which are harder to enter.

This is where you might need to call on other groups to help with the break-in.

The good news is that where there is Armed Food there is also usually a lot of normal Food hiding with it.

When food is consumed, it creates ENERGY POINTS (represented by counters)



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CHARACTERISTICS

As a charismatic Awakened Leader you impart some of your character to your group, this is reflected in three ways

INTELLIGENCE

(score up to a maximum of 5) – this is used when interacting with the environment. Sometimes obstacles can be tricky, and an Intelligent Awakened has a better chance of quickly navigating such obstacles.

STEALTH

(score up to a maximum of 5) – stalking food can be fun. A high stealth score not only means there is a chance of sneaking up on Food, but also of ambushing both Food and Armed Food when they least expect it.

SPEED

(score minimum 1, up to a maximum of 3) – organising your friends to move quickly is sometimes helpful. A high speed score means you can move faster.

At the start of the game you have NINE Characteristics Points to spend and allocate them across each of the three characteristic of your choice.

OBJECTIVES

Each player will secretly select their own personal objective for the game. This could be anything, but here are some suggestions:

- Have the largest horde at the end
- Have the most energy at the end
- Achieve more than one Mutation in a single game
- Attempt to eat the most food (successful or not)
- Eat a Tank
- Be the first to assault a barricaded building
- Cross the board from one end to the other.
- Enter at least 5 buildings

Over subsequent games players could pick progressively harder tasks as their horde grows and they seek greater challenges. Players might also gain inspiration from other players as they learn which objectives have been selected and completed by others. Naturally, player objectives might not be mutually exclusive, though some might unintentionally turn out that way.

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MOVEMENT

FOOD CARDS are not turned over until they get within 30cm from the player.
Once revealed Food Cards turn into Food (represented by one or more figures).

Movement Distance

Unrevealed Food Cards and Food	25cm
Armed Food	40cm
Army Murder Squad	50cm
Killer Tank	60 cm
Mystery Bus	50cm
Vengeful Vaccinators	20 cm
Firefighters	20 cm

Horde Movement

Hordes cannot swim and become confused under water, so deep water such as rivers and lakes are impassable.

SPEED	ENERGY POINTS USED							
	0	1	2	3	4	5	6	7
1	10cm	12cm	14cm	16cm	18cm	20cm	22cm	24cm
2	10cm	14cm	18cm	22cm	26cm	30cm	34cm	38cm
3	10cm	16cm	22cm	28cm	34cm	40cm	46cm	52cm

Creeping & Hiding

A horde can attempt to use **stealthiness** to creep.

This costs 1 energy and the horde may only move 10 cm.

However, it reduces the chance of damage from Armed Food by doing this - roll d6 and score **STEALTH SCORE or less** to be stealthy for a turn.

Alternatively a horde can HIDE instead of moving. This costs 1 energy and is good for ambushes. Hide must be in or very near some terrain feature that is a likely hiding place. A hidden horde can AMBUSH any food within 10 cm of its hiding place.

Armed Groups Moving

Army Murder Squads and Armed Food will always move towards the nearest barricaded building and try to defend it.

If there is no barricaded building, then they will move to the nearest building and spend 2 turns

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barricading it.

Killer Tanks will continue to move along main roads and may not enter buildings or alleyways. They move at random, dicing at each junction to decide which direction to move. If this means they leave the game board then they leave the game.

Obstacles & Buildings

Roll 1d6, score 6 to gain entry to a barricaded building. Once breached the building is open to others.

Roll 1d6 score 3+ to cross a linear obstacle successfully.

Entering an unbarricaded building offers no obstacle and reaching undefended rooftops is easy from within a building, or by clambering up drainpipes etc.

Modifiers to obstacle die rolls

Defended by AF	-2
Defended by Army	-4
Defended by Clever AF	-5
Defended by Spikey AF	-3
INTELLIGENCE 5	+2
INTELLIGENCE 3 or 4	+1
EACH 5 Energy spent	+1
Each 5 strength	+1 (Can combine with other groups)

Combined Operations

When storming a building or the equivalent, a horde can defer its die roll until other hordes arrive to add to the strength being used. Then one of the assembled hordes will roll for entry, combining strength and energy used, and taking the best intelligence stat from the involved hordes.

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GAMEPLAY SEQUENCE

Players can go in any order each turn (or you can decide for yourselves).
In their turn each player

1. Player **MUST** Move ONE FOOD CARD or a FOOD anywhere on the board its full movement. **BUT IS CANNOT BE MOVED DIRECTLY TOWARDS THE PLAYER.**
Once revealed Armed Food or New Friends cannot be moved by a player (they have their own rules).
A FOOD or FOOD CARD **can** be moved again in the same turn by another player. However, once moved by a player or players it will not make a random move of its own.
2. Horde does SIGHTING (see below).
3. Move the Horde, spending Energy Points as needed to move faster or overcome obstacles.
4. If the movement brings them within the DANGER ZONE of an Armed Food (or the equivalent) then use the shooting rule (see below).
5. If the movement brings them into contact with any Food, then the Eating Food rule applies (see below)
6. If Eating is successful, add Energy Points to player total immediately.



Once **all the players** have had their turn update the following

1. Roll to move all the Food that has not been moved at least once by players this turn. Movement will be random unless in sight of a barricaded building or within range of a Boat/Helicopter, in which case they will move towards those. If the random move places the food in a building the food will remain there and cannot be moved again, either randomly or by players.
2. Draw an incident card from the Incident Card Deck.

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SIGHTING

Spotting range for a FOOD CARD is 30 cm, so long as there is a line of sight.

A Food card is revealed automatically once it is in sight.

Players can extend the sighting distance by using Energy Points: +10 cm per energy point expended, per spotted food card.

A group with intelligence 0 or 1 can only 'spot' one card per turn.

Otherwise groups can spot the number of cards in line of sight and in range up to their intelligence rating. For example, a horde with Intelligence 3 could 'spot' up to 3 cards.

Large things like vehicles are spotted automatically at any distance so long as there is a line of sight.

ARMED FOOD & SHOOTING

Types of Armed Food

- **Spiky Armed Food (SPAF).** If good at hand to hand fighting because it is armed with things that are sharp (umbrellas) or heavy (briefcases). Very dangerous up close. This includes Firefighters.
- **Shooty Armed Food (SHAF).** Guns, lots of guns. This would be the typical Armed Food, and all the Army Murder Squads.
- **Clever Armed Food (CLAF).** They like booby traps and 'clever' ambushes. Especially dangerous when defending buildings.

Shooting

The DANGER ZONE is determined by range from the Armed Food / Army Murder Squad or tank model, or any point on the building the AF/AMS is in, if it is a Barricaded Building.

Danger Zone Modifiers

Target INTELLIGENCE 5	-2
Target INTELLIGENCE 3 or 4	-1
If target being Stealthy	-2
Target is Swarming	+1
Targets are HULKS	-1
Targets are RUNNERS	+1
Target RESTING	-1

A horde that is HIDING cannot be shot at.

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Danger Zone Results Table

Type	Danger zone Range cm	Damage Inflicted d6			
		2 or less	3 to 4	5	6 or more
Shooty Armed Food	30	No effect	1 energy lost	1 loss	1 loss
Army Murder Squad	50	No effect	1 loss	1 loss	2 losses
Killer Tank	Unlimited/ LOS	No effect	1 loss	2 losses	3 losses
Spikey / Clever AF / Firefighters	5	1 energy	1 loss	1 loss	1 loss

EATING FOOD

If your group moves into contact with Food (i.e. base to base contact) then **Roll 1d6** for the outcome and add or subtract the modifiers below:

If you have enough movement you can make up to TWO eating attempts in a turn.

A NATURAL ONE on the die is always an automatic fail whatever the modifiers (= **Food intact** - you get nothing and must move away 10cm)

Food Eating Modifiers

Food is hiding in open	-1	You have ambushed them	+1
Food is hiding in building	-2	They are Armed Food	-2
You're Being Stealthy	+1	They are Army Murderers	-3
Your Strength over 3	+1	They are THE TANK	-5
Your Strength over 6	+2	Vengeful Vaccinators	-3
Your Strength over 9	+3	They are Spikey Armed Food	-3
Your Strength over 12	+4	Each subsequent eating attempt in turn	-1

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Feeding Results

-2 or less Food intact - Lose **TWO** strength and horde must move away 15cm.
AND Food UPGRADES to Armed Food

0 to -1 Food intact - Lose **ONE** strength and must move away 15cm

1 Food intact - you get nothing and must move away 10cm

2 - 3 Food Consumed - gain 1 energy.

4 - 5 Food Consumed - gain 2 energy

6 or more Food Consumed - gain 3 energy

'Food consumed' means the food figures are removed from play.
Food intact means the food remains in play.

INCREASING YOUR CIRCLE OF FRIENDS

For each food that was encountered you can chose to recruit friends instead of taking energy.
You can recruit one friend for each **TWO** energy you forgo.

Except:

If the food was the tank, the boat, the helicopter or the Vengeful Vaccinators you cannot gain new friends even if you win.

If the Medical interference card is in play then it costs 2 energy to recruit 1 new friend.

New Friends

Sometimes food turns out to be New Friends.
Once revealed they will hang around where they are and cannot be moved by player or at random.
They will automatically join a horde that co-locates with them.

Skillz

New friends bring new skillz to the horde (and their type is revealed on the food card).

Each of these skillz are **ONE USE**, after that the friend is just one of



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the regular horde.

- **Breacher** +2 to an obstacle roll
- **Teacher** Re-roll one die
- **Leecher** Double energy gain
- **Reacher** A ranged feeding attack that can reach out 5cm.
- **Nietzsche** Change one food to sitting ducks.
- **Beseecher** Increases range of singing to 60cm
- **Leader** When combining Strength with another Horde, +50% to strength total.

OTHER ACTIONS

SING ENTHUSASTICALLY

Your horde can sing enthusiastically once per game.

Though to sheeple ears this seems like an horrific loud moaning to your mind it cheers everybody up.

Costs 3 energy and can be heard up to 50cm away. Every other horde within range that heard it gains 2 energy.

You can sing and move but not sing and eat (its rude to sing with your mouth full!).

The signing is always drowned out by an arriving or departing helicopter, the SIREN SONG card, or by a tank moving within 20cm of the singers.

HAVE A NICE LIE DOWN

This act of masterful inaction doesn't cost any energy - in fact it generates ONE energy for each turn you do this. Of course you can't do anything else at the same time.

SWARM

You can do this **only once** in any game. It lasts for one turn only. Swarming costs one strength (taken off at the end of the turn).

When swarming:

- Double movement. If this means encountering more than one Food then you can do more than 2 eating attempts in the turn.
- +3 for all feeding rolls in the turn
- Ignore the effect of MEDICAL INTERVENTION on recruiting.

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MUTATE

You can put energy into evolving your horde further. To mutate, the group must be stationary and not in a Danger Zone for a complete turn. It costs 10 energy points to mutate the first time.

Possible mutations – you can only pick one per game:

HULKS Less vulnerable in danger zone but slower.
Base movement 5cm instead of 10cm
-1 to Danger Zone rolls.

RUNNERS More vulnerable in danger zone but faster.
Base Movement 15cm instead of 10cm
+1 to Danger Zone Rolls.

FRENZIES Ignore losses in feeding rolls.

CREEPERS Prehensile extrusions allow feeding on Food groups at range (up to 5cm).
Roll as normal but gain 1 energy without taking losses when beaten off.

BLOATERS Give off gasses that paralyse food making the energy gain greater (+1 energy gain each time you gain energy)

BITERS Gain 1 strength automatically on any successful feeding.



COMBINATIONS

It is possible to combine mutations, but it becomes progressively harder.

Second cumulative mutation 20 energy

Third cumulative mutation 30 energy ... and so on.

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GET MORE STUFF (optional)

There are also opportunities to gain some more things as you encounter certain food or break into buildings.

Looting Buildings

On breaking into a building, make a INTELLIGENCE roll (score intelligence or less on a d6). A successful roll allows you to choose which of the options below you find (pick one per building). Each horde can only 'loot' a building once. Multiple Hordes can loot the same building though.

High Fashion

The sheeple might think these are old socks and rags, but as they have entangled your feet they make you elegant shuffling movement quieter. +1 to your STEALTH SCORE for the rest of the game.

Self Defence

Lumps of wood, bits of furniture and iron bucket are not only great accessories, but will reduce the chance of Armed Food harming you. -1 on Armed Food Danger Zone rolls for the rest of the game. [Note this modifier cannot be stacked - i.e. -1 is the most you ever get].

Fast Food To Go

There are some snack-sized bits of food (arms, legs etc) lying around. Yum! +1 Energy.

Exotic Food

If you successful eat a CLEVER AF, consuming such talented brains will PERMANENTLY increase INTELLIGENCE by 1.

YOU WILL RISE AGAIN

In the unlikely event that your horde strength falls to zero, do not despair. You will rise again. When this happens, the player starts again on the edge of the playing area, with a horde of 2. Retain the original Characteristics, and start again. We are the Awakened, nothing can stop us!

WHEN WILL THIS ALL END

When all the food on the map is consumed, of course. Or each game can form part of an ongoing series of games, with your horde (hopefully) improving with each game as you (and other hordes) move to different locations in search of food.

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SUMMARY OF INCIDENT CARDS

Number of cards	Description
1	VENGEFUL VACCINATORS - Food that might cure you! Potential to reduce horde numbers in a big way. They move towards the nearest horde in sight at 20cm. If they make contact the horde loses 1 strength immediately.
1	ARMY MURDERERS - Army squad enters the map. Like AF but so much worse! Moves towards nearest barricaded building and occupies it.
1	KILLER TANK - tank enters the map and patrols the town. Like AF but so much worse! (can be defeated by ambush though). Moves only on main streets, and turns at random at road junctions. Keeps moving until it leaves the playing area.
2	MEDICAL INTERFERENCE - Increases the cost of a new friend to THREE energy for one turn.
1	THE HELICOPTER - its come to steal the food! Acts as a magnet to unmoved Food within 50cm. Collects 4 food before flying off.
2	THE SIREN'S CALL - the sound is energising! Hordes can move an EXTRA 5cm if moving towards the sound. Source of sound is determined at random from a vehicle on the playing area.
3	BASEMENT FEAST - they foolishly decided to to come out of hiding. Add a food to a residential building nearest a horde.
2	ROAD TRIP - HOME DELIVERY - A bus full of 6 Food enters the map - if it is stopped the food panics and disperses from the bus 15 cm in six directions.
2	RAISE THE BARRICADES - A random building [die roll] has been barricaded. Armed Food and Army Murder Squads will gravitate there. Food reaching the building will stay there and cannot be moved out.
1	THE BOAT - its come to steal the food! Acts as a magnet to unmoved Food within 50cm. Collect 4 food before moving off.
2	FIREFIGHTERS - a group of burly firefighters appear near a fire engine. They move 20cm towards the nearest Horde.

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THE CAMPAIGN GAME (DRAFT)

Linking individual games of FF together can give a bigger narrative. In the campaign game, each game board is an area of a larger city.

The terrain is themed to the district being played, and groups of players (hordes) decide which direction to move next after each game, revealing a new part of the city.

Different types of city area have special rules / characteristics.

Farm Land	Not much food and few buildings for it to hide in
Residential	Many small buildings and high population.
Commercial District	Good population and mixture of buildings
Heavy Industry	Very large industrial complexes. Low population
Central Business District	Large buildings easily defended, but low population.
Harbour	Great chance of an escape boat or two
Light Industry	Lots of buildings with medium population.
Parkland	Not much food and few buildings for it to hide in
Airfield	Greater probability of a helicopter. Plus an Escape Plane.
Military Base	Higher incidence of Army Murder Squads & Tanks

TOWNSVILLE

FARM LAND	FARM LAND	RESIDENTIAL	RESIDENTIAL	AIRFIELD
RESIDENTIAL	COMMERCIAL DISTRICT	FREEMWAY 98 CENTRAL BUSINESS DISTRICT	LIGHT INDUSTRY	LIGHT INDUSTRY
FREEMWAY 99		FREEMWAY 98		
RESIDENTIAL	COMMERCIAL DISTRICT	FREEMWAY 98 CENTRAL BUSINESS DISTRICT	RESIDENTIAL	MILITARY BASE
HEAVY INDUSTRY	HEAVY INDUSTRY	HARBOUR	PARKLAND	FARM LAND