INFESTATION

A 'Run?...or Shoot?' Scenario
PLAYER BRIEFING

Background

You are the Police Chief and his team in a small town.

The main characters are:
- **Police Chief McBride**
- **Senior Sergeant Hunter** – deputy to the Chief.
- **Patrol Sergeant Dixon** – in charge of police patrol units
- **SWAT Sergeant Cannon** – in charge of SWAT teams

There have been reports coming from all over of a virus that is turning people into predatory, flesh-eating zombies.

This isn't very widespread in your state as yet, but it is important that any outbreaks are dealt with quickly.

You have been advised in a recent report from headquarters that the research shows that *"... a zombie outbreak is likely to lead to the collapse of civilisation, unless it is dealt with quickly. While aggressive quarantine may contain the epidemic, or a cure may lead to coexistence of humans and zombies, the most effective way to contain the rise of the undead is to hit hard and hit often."*[1]

You have had panic reports from householders that a large number of the undead have gathered in the main business district of town.

As yet you do now know how many of these things there are, but you'r mission is to contain the outbreak and prevent it spreading by whatever means possible.

Resources

Cuts in funding (against your better judgement) have left your police force woefully short of resources and manpower.

This is something you have campaigned against, and you know that although Mayor Quimby supports you in public, he is a bitter rival politically, and has been systematically undermining your position. He knows that if you do well as police chief you are highly likely to take his job at the next election.

Patrol Squads = 3 squads of 8 personnel – however, these are all on duty throughout the town and surrounding districts.

You can call on one of these now, and further one in an hour, and the last one in 2 hours.

1   Munz, Hudea, Imad & Smith , WHEN ZOMBIES ATTACK!: MATHEMATICAL MODELLING OF AN OUTBREAK OF ZOMBIE INFECTION, University of Ottowa 2009

You could also call in another 8-16 patrolmen who are off duty. This would take a variable amount of time, depending on whether they are reacable.

SWAT Team = 3 squads of 8 armed with ballistic vests and automatic weapons.
One squad is on duty at any one time, so to use more than 8 you will have to call people in.

Riot Squad = 4 men (not really a riot squad as such, but you have 4 men trained to use the riot gear you have).

2 x Armoured Cars. You shouldn't really have these, they are locked up in the precinct garage.

There were issued to the force back in 1966 when things were getting out of hand with student and race riots all over the place.

Senior sergeant Hunter is a bit of a gun nut and has been keeping them in lovingly good condition for years.
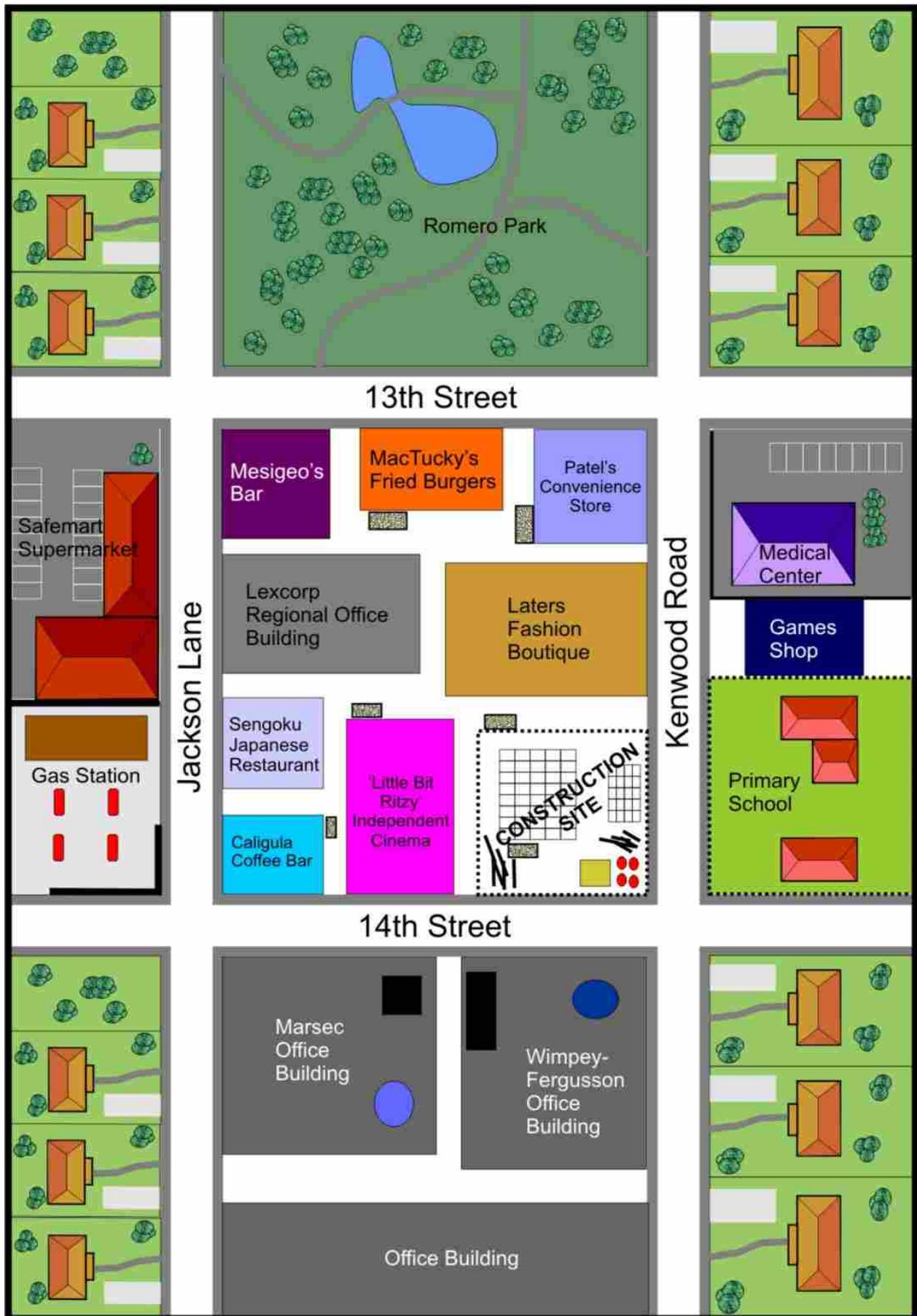
You could probably find enough men to crew them.

The 'Zombies'
You do not know how many there are – but every hour that passes there seem to be reports of more of them.

They are potentially very contagious, especially if they bite or scratch someone.

Victims of Virus Z behave unpredicably and can be very passive, shambing wrecks or fast moving aggressive predators.

13th Street

Romero Park

Safemart Supermarket

Gas Station

Mesigeo's Bar

MacTucky's Fried Burgers

Patel's Convenience Store

Lexcorp Regional Office Building

Laters Fashion Boutique

Medical Center

Games Shop

Sengoku Japanese Restaurant

'Little Bit Ritzy' Independent Cinema

CONSTRUCTION SITE

Primary School

Caligula Coffee Bar

Jackson Lane

Kenwood Road

14th Street

Marsec Office Building

Wimpey-Fergusson Office Building

Office Building

TOWN MAP

INFESTATION

A 'Run?...or Shoot?' Scenario
UMPIRE BRIEFING
(Do not show to players)

The players can choose to wait until more force is available, or choose to go with what they have. If they go immediately, then the Zed deployments are as on the map below. Obviously, the Police are not shown groups out of their line of sight. It is important for the police to indicate their route(s) of approach.

Each turn, there is a chance that they will learn of survivors holding out in various buildings. Roll a 6 on 1d6 to get the position of a group. Obviously they will have to be rescued.

Reinforcement times are as follows:

Second SWAT Team – after 30 minutes
If off-duty patrolmen are call upon – the first 4 arrive after 45 minutes
Second patrol Squad and third SWAT team, and 4 more off-duty patrolmen – after one hour.
8 more off-duty patrolmen after 1½ hours
Third Patrol Squad – after two hours

If **no action** is taken to deploy to the streets then the following happens to change the zed position.

After 20 minutes   – one group of survivors is over-run
After 30 minutes   – one more group of survivors is over-run
After 45 minutes   – one more group of survivors is over-run
After 1 hour   – one more group of survivors is over-run AND groups of 30 zeds become groups of 35 zeds
After 1 hour 30 minutes – one more group of survivors is over-run
After two hours   – one more group of survivors is over-run AND groups of 35 zeds become groups of 40 zeds

Each group over-run adds a further 10 zombies in that location.

If the Police Chief player asks for state police, they MUST publically admit defeat to the Town Mayor first. An additional force of 8 State police arrive 30 minutes after the request.

Timing
The rules don't have an official timescale – so to help things along, each game turn of action on the table-top counts as 3 minutes for the purpose of calculating reinfocement times.

Other reinfocements.
There is no police heicopter – it was cut in the last budget review.

UMPIRE MAP

Romero Park

30 zeds

30 zeds

13th Street

30 zeds

10 survivors to be rescued

Mesigeo's Bar

MacTucky's Fried Burgers

10 survivors to be rescued

30 zeds

30 zeds
Center

30 zeds
Supermarket

Lexcorp nal Office ng

30 zeds

10 survivors to be rescued

Games Shop

10 survivors to be rescued

30 zeds

Sengoku Japanese Restaurant

30 zeds

30 zeds

30 zeds

100 zeds

10 survivors to be rescued

Primary School

Gas Station

10 survivors to be rescued

Jaﾠon Lane

ﾠwood Road

10 survivors to be rescued

30 zeds

30 zeds

14th Street

30 zeds

Marsec Office Building

Wimpey-Fergusson Office Building

30 zeds

30 zeds

Office Building