



Tactical Assault: Combat Cards™

Scenario 5: Here They Come (Solitaire)

“4:00 PM: It has been quiet for most of the day. We have not seen them at all. Nobody believes we have seen the last of them though. In fact, some folks are going a little mad thinking about when they will come. Officer Bill says if they don't show by tomorrow, we should take the bus in the parking lot and make a run for it.

9:15 PM: They have come. They are everywhere around the truck stop now - closing in from all sides. Everyone is in a state of panic. Officer Bill is frantically trying to calm everyone down so we can try and fight them off. Suddenly everybody started shouting as we see a group of people trying to run across the highway to get to the truck stop. Everyone is cheering them on, but they are right behind them. I hope they make it. I hope we all are going to make it. If we don't, please share this diary with anyone you like - I just don't want to be forgotten...”

From the diary of Amy Dalton

SETTING

A group of survivors find themselves trapped at an isolated truck stop during the zombie apocalypse. Can they survive the final onslaught of the living dead?

THE BATTLEFIELD

The key elements of battlefield set-up are: a large area of **Covering Template Terrain** in the center of the battlefield, several additional pieces of terrain that block lines of sight, and an open area that must be crossed to get to the Covering Terrain Template.

FORCES

For this scenario the force attempting to survive the zombie onslaught is considered to be the **Defending Force**. The living dead are considered to be the **Attacking Force**. Both sides should have forces of equal size, but the Attacking Force may only select from **Creature** and **Swarm Units**.

SET UP

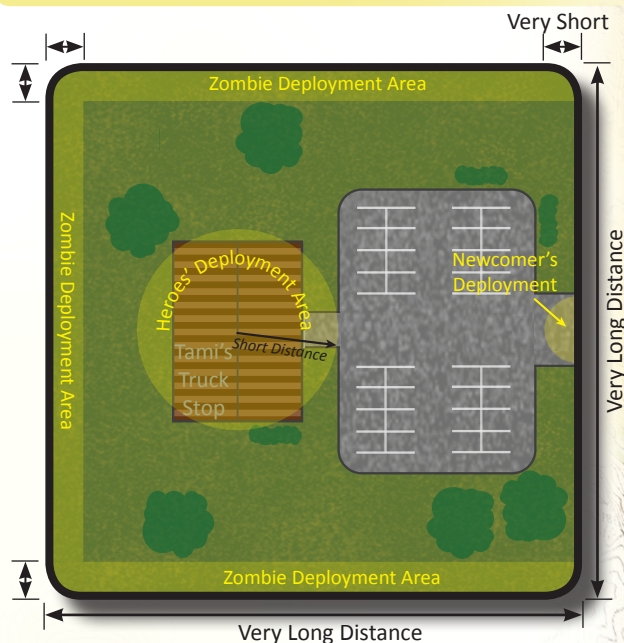
First, the **Defending Force** is divided into two groups - one containing 2/3 of the force (**The Heroes**); the other, the remaining 1/3 of the unit points (**The Newcomers**). Each group is then deployed in its entirety in the appropriate deployment area (see map). The **Attacking Force** is then divided into three equal groups. One group is placed in each of the **Zombie Deployment Areas**, with all units being equally spaced from one another and the battlefield edges. The **Defending Force** takes the first turn.

SPECIAL RULES

THE TRUCK STOP: Is a single piece of **Covering Template Terrain**. Units may fire or enter/exit out of any template edge as normal.

TURNS: The **Defending Force** takes its turns as per the normal rules. The Attacking Force's turns are not played normally, however.

MAP



SPECIAL RULES (CON'T)

Instead, when the Defending Force's turn is complete, the **Attacking Force** takes its turn in the following fashion:

- Any Attacking Force units which have a prohibitive status on them (e.g. Shaken, Out of Action, etc.) remove that status. Only one status may be removed from each Attacking Force unit per turn.
- All Attacking Force units which did not have to remove a status this turn, move a **Very Short Distance** towards the nearest Defending Force unit. (A **Very Short Distance** is also their **Fall Back** distance.) All modifiers to movement apply as per normal.
- Any Attacking Force Units which contact a Defending Force unit are considered to be in **Close Combat** with the Defending Unit; this is resolved in the normal fashion.

After all Close Combats have been resolved, the Attacking Force's turn is complete. During the Attacking Force's turn, the **Defending Force** may play Situations as per the normal rules.

VICTORY CONDITIONS

VICTORY CONDITIONS: The **Attacking Force** wins if they **Eliminate** half or more of the Defending Force's total starting unit points. The **Defending Force** wins if they **Eliminate** all of the Attacking Force's units on the battlefield.

TIME LIMIT: Allow 40 minutes for every 12 points in each side's force to complete the battle (e.g. 36 pts. per side equals a 120 minute game). If there is no clear victor at the end of the allotted time, then the side that has **Eliminated** the most enemy unit points by that time is the winner.

