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VENGEANCE IS ZOMBIE

Vengeance is Zombie is another gaming supplement for the *Pike & Shot & Zombie* rules and contains lots of new scenarios, new event cards, new characters and lots of new zombie types. In fact a whole host of challenges for those determined to survive in this dark and deadly post-apocalyptic Renaissance world!

INTRODUCTION

The terrible undead plague can find its way into even the most secure location. The most well organised and strongly defended outpost of hope can succumb - and those that survive the wreckage must now once again find sanctuary. Just such a misfortune has befallen these survivors. A once settled community has been destroyed, betrayed from within. Those that managed to escape have been scattered across the dark and hostile land.

Our band of survivors have found themselves at the foot of a hill having endured a perilous journey through plague-ridden wood and infected moor-land. Atop the hill sit's a small village showing obvious signs of life. Surely all that the survivors need to do is pick their way up the narrow path that negotiates its way up the rocky slope and safety, at least for a short time, will be found.

TOO GOOD TO BE TRUE?

If the community have properly organised their defences, this village could be an excellent place to resist the undead plague. However, having spoken to people in the area, the survivors encountered decidedly mixed views about this hilltop outpost. The survivor players will be allowed a number of "rumours" before they commence the first mission (see page four).

PLAYING THE SCENARIOS

These scenarios can be run as a series of linked games, starting at the beginning and moving through them in sequence. Or the umpire can simply select one or two and use them as "one-off" games for an evenings entertainment.

NEW EVENT CARDS

This supplement contains a number of new event cards. These are designed to be used with the scenarios described below. Players are free to use all, some or none of them - as they wish and the umpire can choose to include more than one card of each type.

GAME REQUIREMENTS

Players will of course need a copy of the *Pike &*

Shot & Zombies rules, the post-apocalyptic Renaissance survival game. They will also need a small selection of Renaissance figures representing the survivors and a lot of zombies! A number of models representing terrain features such as buildings of the appropriate scale and plenty of trees and other woodland terrain. Rocks and hill features will also be useful as well as a narrow bridge. Players may also find it useful to have some card "floor-plan" sections to represent building interiors. Six-sided dice and a rule or tape measure is the other essential for this game plus one umpire player and two or more survivor players.

THE FORCES

It is recommended that players should use between four and six survivor figures for each scenario. This could mean two to three players with two figures each or up to six players with one figure each. More can play if the umpire is confident in handling large games as each scenario describes how the strength of the undead will rise to meet the increased threat.

WARNING

The rest of this gaming supplement should only be read by the player taking the role of umpire. Survivor players should not read what follows until after the scenarios have been completed.



VENGEANCE IS ZOMBIE

RUMOURS

The umpire should divide-up these rumours as equally as possible and distribute them amongst the survivor players. The umpire should ensure that the rumours handed to players should not be revealed to the other players. Of course, the survivor players can choose to share their rumours with their colleagues - but they don't have to if they prefer not.

- The village suffered severe attacks during the great war that preceded the coming of the undead plague.
- The population of the hilltop village was wiped-out ten years ago.
- The villagers were massacred after they had shown hospitality to the soldiers that eventually killed them.
- The village is a well defended haven that has long resisted the undead plague.
- The villagers have long resisted the undead plague.
- The villagers thirst for vengeance against those that wronged them.
- The village location is blessed by the Almighty, the undead plague will gain no purchase here.

- Any outsiders that stray into the village are never seen again.
- The villagers were massacred when a witches coven was discovered there.
- Ghostly apparitions of long-dead soldiers can be seen wandering the village late at night.
- The surrounding area is absolutely infested with the undead - especially the woods.
- There is an unholy alliance between the villagers and the undead. The villagers allow the undead occasional access to their village to feed off of ensnared travellers.
- A relic of great power protects the village from the undead.
- The local priest has been driven from this village after accusing the community of un-holy practises.
- A witch controls the village and preys on outsider that happen to stray too close.

It is not for the umpire to comment on the veracity of these rumours. This is the information that the survivors have, it is up to them what they make of it.

THE MISSIONS

Mission One describes how the survivors make their way to the hilltop village. This is their destination and arrival there means that the other missions detailed in this supplement can be "unlocked". As with other scenarios, this first mission should be a challenge but it should result in survival of the majority of participants - otherwise the rest of the missions will not be played!

The second mission can be played once the survivors have settled-in to the village. The survivors will respond to a request to help the villagers in return for continued protection within the community. But on this mission, the survivors may discover things that cause them to doubt the safety of the village.

By the time the survivor players get round to the third mission, their suspicions will have increased and some will begin to question their hosts motives. However, these investigations are likely to be met with some hostility.

In the fourth mission, those survivors that remain will be fighting for their lives as the true nature of the settlement is revealed and the undead seek vengeance on those that wronged them so many years before.



MISSION ONE

THE PATH TO SAFETY

Whether the survivors approach the village with trepidation or relief - they have all decided to chance their luck at this hilltop refuge and are approaching as rapidly as possible. The unmistakable and disconcerting sounds of zombies can be heard emanating from the woods. The undead have definitely picked up the survivors trail and are making their final approach.

THE TERRAIN

This mission can be played on a six by four foot table. As we can see from the map, one end of the table will be wooded, the opposite end represents the rocky slopes of the hill with the path leading up to the village.

CROSSING THE ROCKS

Survivors and zombies alike can attempt to cross the rocks, but this does bring the risk of falling and injury. Running is not permitted when survivors move across the rocks. If a one is rolled for movement for zombies, the umpire must roll another d6. The score is the number of inches that the zombie figure has fallen or slid down the hill. The direction of fall is away from the rocky table edge and towards the wooded table edge. If a six is rolled, the zombie has fallen six inches and is "spoiled".

If a one is rolled for a survivors movement, the player must roll another d6. The score rolled is the number of

actions that the figure loses (in this or the next turn). If the number of actions available brought to less than zero - the figure has fallen down the hill (1d6 inches) and suffered an injury (lose one Life Point).

SURVIVORS DEPLOYMENT

The survivor figures will begin the scenario on the path in the woods (see Entry Point on the map below).

THE UNDEAD

The majority of the zombies in this scenario will be "normal" but the umpire can include a few "zombies with sticks" and a few "scary" zombies.

ARRIVAL POINTS

For this mission there will be only one arrival point for each survivor figure that starts the game. One arrival point will be located in the woods, twelve inches from the survivor figures start point. There will be another arrival point twelve inches from the Exit Point - the rest will be spread out along the path.

UNDEAD DEPLOYMENT

A number of zombies will start the game deployed in the open ground between the woods and the rocks. There will be one zombie per survivor figure that starts the game.



MISSION ONE

SURVIVORS OBJECTIVE

The survivors objective is to get to the Exit Point. If they get there they are safe and have completed the mission. The exit point represents a rope bridge over a narrow ravine. This is the only viable entry into the village and it will be dismantled (by the villagers) when zombies approach to within six inches of it (this takes two villagers one turn to achieve and these figures are activated during the undead phase). This may well mean that the bridge will be dismantled before all of the survivors have managed to cross.

If survivors do become trapped on the wrong side of the ravine, the villagers will call to the survivors to defeat the undead in the area (i.e. those within six inches of the bridge). When they do this the villagers will raise the rope bridge, secure it on their side and allow the survivors to cross.

INFECTED SURVIVORS

Usually, if any survivors are infected by the undead they will be barred from entering any community. Strangely, survivors that are suspected of infection or have actually been infected will be welcomed into the village (even if the infected survivors colleagues protest). Incredibly, the villagers will tend to any wounds, infected or otherwise and will say that no harm will come to travellers will they abide in this place.

SOMETHING TO FIND

Halfway up the slope and just off the path can be found a heavy coat and nearby a leather bag. If the survivors take the time to investigate they will find that the coat is of reasonable quality and contains a few coins in its pockets (1d6t1r). Inside the bag is a bible, and some priestly robes.



IN THE VILLAGE

THE VILLAGE

The village is a pleasing arrangement of a about a thirty buildings gathered around a small church that sits at the highest point of the hill. Aside from the church there are the usual village buildings including the blacksmiths and other workshops, an inn, guest-houses, stables, a small manor house, a communal oven and various domestic peasants dwellings. Space is quite limited in the village as the buildings perch seemingly precariously on the very top of the this rocky hill.

SEÑOR VARGAS

The first person that the survivors are likely to meet in the village is Señor Vargas. It is probable that he is supervising the guards at the bridge. This diminutive and elegantly dressed man seems to speak with an authority that the other villagers are quick to respond to. Vargas will offer an empty guesthouse for the survivors to stay in and rest a while. Once the survivors have recovered a little from the drama of their arrival - Señor Vargas will come and talk.

Assuming that the survivors accept this offer, Señor Vargas will be happy to talk. He will regale his audience with tales of his exploits in the great war and his eventual retirement and grants of land from a grateful Emperor. Sadly all that remains of his estates is clustered around the crown of the hill. All the lands beyond that once he ruled are now too unstable and too dangerous to occupy. Despite this, Señor Vargas seems happy enough and well pleased with his communities ability to resist the undead.

If the survivors question their host about the massacre in the village he will assume a rather distressed demeanour. He will say that many tragedies occurred in the war and he will prefer not to talk about it. The Señor will say that he lost many who were close to him and does not want to bring back these painful memories.

Señor Vargas will not allow himself to become too gloomy and will say that what they need to do is have a big celebration. A celebration for the safe arrival of the survivors in the village and a celebration for the continued resistance against the undead plague. Unfortunately, the food reserves of the village are low but would be significantly increased with the addition of a couple of wild boar. The feisty but oh so tasty creatures are abundant in the woods and a well timed hunting expedition could hopefully bag a couple of boar before the undead become aware. In the Señors opinion, the undead seem least active during the middle of the day, indeed, Vargas claims that this is when the villagers do most of their hunting and foraging.

THE CHURCH

At the pinnacle of the hill is the church. This building has the distinct air of disuse. The building is open and people can go in, but there is no priest in attendance and no regular services held. Apparently there has been no in charge here since the coming of the undead plague.

THE BLACKSMITHS

The blacksmiths forge is a busy workplace from first light until sunset. Here survivors can ask about armour repairs and blade sharpening. The blacksmith himself is a hard-working and helpful fellow but usually far too busy to stop and talk for long.

THE INN

If the survivors were expecting a hearty meal and several long and refreshing draughts of ale they will be very disappointed. Not only is no food on offer but there is nothing to be drunk either. Local brews are being produced but these have not come to readiness yet and existing stocks have run dry. The innkeeper assures the survivors that they will not have long to wait - if only they can be patient for a few more days. Consequently the inn presents a rather dismal prospect at the moment and most people are staying away for the moment.

THE MANOR HOUSE

Señor Vargas lives in the manor house. This is a substantial (compared to others in the village although still rather modest) and solidly built residence in the centre of the village close to the church. A number of other persons live in the house, including the Señor, his servants and a couple of soldiers who one suspects may have been bodyguards or comrades of the Señor during the war.

The survivors certainly won't get an invitation to the manor house. If they call at the residence, the soldiers will politely inform the visitors that the Señor is not available or can be found somewhere else in the village.

THE VILLAGE HOUSES

Señor Vargas may be a friendly and welcoming individual but few others in the village seem to have the same disposition. The rest of the community seem scared of the new arrivals, most are mistrustful of strangers, a few are even angry at the survivors arrival (although they quickly try and cover up such displays of emotion). For this reason, the survivors are unlikely to receive an invite into any of these basic domestic dwellings occupied by such people. If they do, these sparse rooms will offer little that interests the survivors - certainly no valuable and strangely no food.