

Against all Odds: Zombies



This live play can run for up to 10 minutes which is the time the chopper will arrive to extract the living, even infected players from the zone of contamination.

The game ends if all Survivors have been turned into Zombies.

For **beginners**, the **haunted** mode should be used.

For **experienced** players the harder **Apocalypse** mode should be used. Use an infection time of 3 minutes per hit point. This means after they get hit once, they will turn into a zombie in 12 minutes - no problem (4 hit points left), get hit again, they turn into a Zombie in 9 minutes (3 hit points left).

A medic box respawns on a turning Survivor into a Zombie will restore the hit points to 5/8 but will reset the infection time to 3 minutes only.

BARRACKS

Any Survivor that can reach the zone marked as Barracks gets a weapon emulation upgrade, typically an AK47.

Use the master controller set/chg weapons command to make this change.

POLICE STATION

A Survivor that reaches the Police Station is considered to have put on



SCENE	This Live Play can play out in just about terrain although some signed zones would be great for the barracks, police station, ammunition dump and medical research facility.
Characters	Team "Zombies" versus Team "Survivors" Zombies start with 4 hit points, Survivors start with 5 hit points (with Zombie hit points set to 4 on each Survivors gaming gun). Survivors are initially armed with rifle gun class and a Dragunov SVD. Zombies should have SMG's or Pistols, gun class and weapon emulation irrelevant. Each game 1/3 of the players, play the Zombies.
Objective	For the Survivors, the goal is to escape alive from the transport RV point at the 10 minute mark. For the Zombies turn as many Survivors into Zombies as possible.
Re-Spawns	Zombies receive an unlimited number of respawns from the medical research facility.
Victory	Generally this live play is run 3 times with the same group. Each player starts one game as a Zombie. Players who survived the most number of Zombie games as a Survivor by extracting alive from the LZ win.

Zombies

You have been driven mad by the plaque, your object is to infect as many of the living as possible. Dying again is no problem as you can respawn as many times as you like from the Medical Research Facility. Any living you can infect, will join your ranks. You will have to get in close to infect a human, they have long range firearms and you don't. Ensure the living don't make it to the barracks, the police station or the armoury.



body armour. This changes the maximum hit points to 8.

Use the master controller Set Health function. To make the game harder, have the police station infected with 2 minutes to go so that it becomes a new respawns point for the Zombies.

AMMO DUMP

The Survivor only can pick up an ammunition box from the ammunition dump. The box will be set to 2 reloads per player assigned to the Survivors team initially.

The Survivors can carry the ammunition box with them.

FIRST AID STATION

(Apocalypse version only)

One of the marked first aid stations will start each game with a medic box (not combination box).

The Survivors will not know which first aid station has the medic box. The medic box will have 100% respawns. The Survivors can carry the medic box with them.

MEDICAL RESEARCH FACILITY

A battle box configured as a medic box set to team B, provides unlimited respawns to the Zombies from here. This box is not to be moved by the Zombies or the Survivors. This is where the Zombie's deploy initially. This is the Zombie's respawn point.

FIELD TELEPHONE (optional)

A field telephone can be placed at a phone box and at least one of the survivors must telephone for help else there is no pick up at the RV. The old style phone box is required because the mobile network is down but the land line still works.

EXTRA INFO

Each gaming gun (software v1.6a+) will need to be configured for the Zombie game. Turn on the gaming gun, push the mode button (black) and scroll through to enable Zombie mode – holocaust or apocalypse. Set the Zombie HP to 4. Also set the gun class to rifle.

The use SET/CHG weapons to set all weapon emulation to Dragonov SVD. Use SET/CHG health to set the HP to 5. Once the initial teams are organised use the master controller to set the Zombies to team B and the Survivors to team A.

RESET BEFORE EACH LIVE-PLAY

Before each mission set the players to the correct team for the next mission using the master controller – A Survivors, B Zombies. For the Survivors also

Concept Map : Zombies

This works best for groups that you can divide by 3.



use the master controller to change the weapon emulation back to Dragunov SVD.

Live-Play Designer's Notes

Different gamers should start as Zombies for each round.



Survivors

The world has gone mad, staggering corpses have been seen and most of your friends are already dead, some walking, some not. You and your still living friends have managed to grab a basic semi-auto rifle and a spare magazine & not much else. The only possible salvation from this night mare is to reach the transport to a human sanctuary arriving in 10 minutes.

To survive until then, you will need better weapons, better armour and spare ammunition. (if running with infected, also add.

The medical supplies from the first aid station can temporarily keep an almost dead infected human alive). The Zombies are coming from the medical research facility, a place to avoid if you can.