

Zombie Supplement for OMOG. © 2017, T. Sheil and A. Sheil All Rights Reserved

The Zombie Rules so Far

These are a set of tentative rules for a Zombie game supplement to OMOG Advanced (obtainable for free at <http://www.thortrains.net/armymen/OMOG-advanced-game-2015.pdf> and <http://www.thortrains.net/downloads/OMOG-advanced-game-2015.pdf>)

These rules are ideas and have not been tested. They are based on popular movie and TV fare of the Zomibe Genre, such as Dawn of the Dead, Night of the Living Dead, The Walking Dead and Fear the Walking Dead. I present them as the first draft of a skirmish game supplement. Please send feedback and reasonable suggestions. I hope people will try the rules as given and then adapt afterward. I no longer use playtesters because they all dick with the rules before testing, and thus give an inaccurate assessment of the rules as given. Suggestions can be posted on our FB page for Shambattle and OMOG <https://www.facebook.com/groups/shambattle/> or by email to milihistriot@comcast.net

From watching sci-fi and horror in my younger days, and because of a couple of current series, I have a pretty good idea of typical Zombie behavior. The Zombie is a mindless lump of rotting flesh that is guided solely by its instincts. Its first instinct is food, that being living beings. Its next instinct is to move toward certain stimuli, in this order: the smell of food, movement, sounds and certain sights.

Any human or animal within a certain area can be smelled. Wind can double or triple the distance of odor.

Zombies have poor vision. They will respond to motion of human-size objects in one move, car-sized vehicles within two.

Zombies respond to sounds. Breaking down doors or similar sounds within one move, gunfire and explosions within two moves.

Zombies respond to bright things, such as large fires and the flash of an explosion. They can spot these from two moves away.

Zombies have no fear and no sense of danger. However, they know enough not to enter a river or pond. If confronted by water, they will go alongside it in the general direction from which they were walking.

Zombies are dumb enough to enter swamps. Roll 1 die for each zombie for each turn or part of a turn it is in a swamp. On a 1 or 2, the Zombie is stuck there for the duration of the game.

Zombies will not walk into a fire or a hole. They will walk around it in the general direction to which they were heading.

If Zombies approach an obstacle or fire perpendicular to the object, they will split into two groups. Half break left, half break right.

Fences baffle Zombies. When their movement takes them to a fence, they will stop for one turn. Next turn they will move in the general direction they were heading, except when they hit full on perpendicular. In that case, the rule above applies.

Zombies prefer to move in packs, or herds. If a Zombie or Zombies get within one move of other Zombies, they will merge unless they are fighting or feeding.

When Zombies make a kill, they will feed once they have stopped fighting. Feeding takes one move when Zombies outnumber the dead by six to one. Anything less than six to one takes two moves. During that time, feeding zombies may not move or initiate combat. Anyone attacking a feeding Zombie rolls special die for the initial attack. 1, 2, 3 means the Zombie is dead. 4, 5, 6 means the Zombie is driven back 1/2 move.

Zombies are mostly stimulated by food. They will move toward any living being within sight or smell. Zombies sight is bad, so they can only see the distance of one full move. They will move toward any living being seen or unseen within one full move (smell.)

Optional smell rule - At the beginning of the game use spinner to determine prevailing wind. Each turn. use a dice to determine if the air is still, moderate wind (two moves) or strong wind (three moves). In case of wind, if zombies are downwind of humans, they can smell them up to three moves. There must be a straight line in the direction of wind from the humans to the zombies

Zombie attacks

Zombies attack en masse at a person or group. They fight as hand-to-hand combat. Zombies disperse so that an even number face each member of the group who is facing them.

Zombies are slow and unarmed. Therefore, the Rule of 3 for hand to hand becomes a Rule of Four when Zombies attack humans. On the other hand, the Rule of Three becomes a Rule of 2 when Humans attack individual Zombies.

In a fight, a human always gets +1 against a Zombie, plus any additional points for his weapon.

In a draw, the Zombie moves back 1/2 turn.

Humans fighting hand to hand with long arms or pistols get a +1. Axes, bats and machetes get +2
Hammers and knives get +1.

Shooting Zombies

Gunfire attracts other zombies within earshot.

Shooting requires two dice. One is to roll for a hit, as per OMOG. The second is to make sure the hit is a head shot - a kill or not. Roll an extra die. At medium and long range, 1, 2, and 3 are a kill. 4, 5, and 6 send the Zombie back half a move. At close range, 1 - 4 is a kill, 5 and 6 drive the Zombie back half a move.

At close and medium range, a hit by a shotgun is an instant kill. No need to roll the second die.

A shotgun fires at the same range as a submachine gun.

At close range, firearms get to shoot twice

Crossbows and bows fire at the same range as the submachine gun. They do not attract attention the way firearms do, being relatively silent. Crossbows do not fire double at close range.

Grenades: a grenade thrown at a group of Zombies will kill one Zombie in the blast area and force any others back 1/2 move. If the grenade is thrown into a building with Zombies, it will kill two of them.

Game Scenarios

Rescue: People are trapped in a building. Teams of Zombie responders move to rescue them. A team must free them from the building and get them back to that team's starting point.

Three-Way War: a battle between two of the dystopian groups amid roving bands of Zombies.

Get Through: each team tries to make it to the other side of the board with as few casualties as possible, fending off Zombies along the way.

Get the Goods: there are certain objectives that teams try to accomplish. Victory is a matter of getting the most objectives and having the fewest casualties. The trick is to keep what you get from an objective and not lose it along the way. Two levels of play: teams are hostile to each other and to Zombies, or teams do not harm other living humans, just Zombies.

Goods can be food, fuel, ammo or medical supplies. Each thing can be carried by one person.

If the person carrying the goods is taken down, the goods remain where he or she fell until someone comes and gets them.

Setup and Mechanism

If you are smart enough to want to play OMOG, you have already figured out that the Zombies are rather mechanical. They are reactive rather than dynamic.

Zombies move in a general direction unless they are moved by stimulus or obstacles..

When Zombies hit the end of the board, they bounce and move. If they hit a dead 90°, they move back. If they hit at an angle, they bounce at an angle in their general direction. Thus if heading SE or SSE, they will bounce and head SW or SSW.

Zombie Mechanics

In Rescue scenario, one pack of Zombies is surrounding the objective. Half of zombies are either in place in buildings or woods. 1/4 of zombies begin roving from center of board. 1/4 begin from far end of the board, heading to the opposite end.

In Three Way War, each opposing side starts on opposite sides of the board. Other of zombies are either in place in buildings or woods. Half of zombies begin roving from center of board.

Get Through: Half of zombies are either in place in buildings or woods. 1/4 of zombies begin roving from center of board. 1/4 begin from far end of the board, heading to the opposite end.

Get the Goods: Half of zombies are either in place in buildings or woods. Others begin from far end of the board, heading to the opposite end.

How to determine who is where. Number each woods and house. Make a card. for each. Mark one card for each group of zombies to be in place. Shuffle cards. Draw when getting within one move of a house or woods.

How will Zombies Rove from the center of the board? One goes N, one goes S, the next E, the next W.

Teams: The teams may be of several types

In a Three Way War, teams may be all soldiers or any combination of soldiers. cops and civilians.

Mos tetams are a combination of police, soldiers and civilians.

Police weapons, pistol, perhaps a shotgun

Solider weapons: assault rifle, perhaps a pistol, knife / bayonet

Civilians - may have sporting rifle, shotgun or pistol or club / axe / knife.

Except for Three Way War, A team may have no more than two long arms (rifle, shotgun) and one pistol.

Get the Goods - items are placed in buildings or near structure (bridges) or terrain (woods) in the center area (1/3) of the board.

Optional Turning Zombie Rule: this is like the Spy Rule in Shambattle. After Turn 5, a person can designate one figure from opposing teams as “turning Zombie”. It immediately attacks the nearest person and gets a +1 on that first strike due to the surprise factor.

There should be a minimum of 6 Zombie packs, each of ten figures. That means 3 in place and 3 roving.

Zombies who leave a house or woods become roving packs until the end of the game.

Setup - using the Shambattle type of maps. Two or three buildings in each town. Buildings should be a minimum of 3 by 4 inches.