

MASSACRE AT VIREVILLE

VIREVILLE, FRANCE; JUNE 7th, 1944

The French village straddled the road from Utah Beach to St. Come du Mont, a location key to the Americans and the Germans alike. The Yanks captured Vireville on June 6th, 1944, but on June 7th, most of the 2nd Battalion of the 506th PIR vacated the town, leaving only a small holding force from the 1st battalion to guard the village. It was then the Germans decided to mount a counterattack, using their new test subjects : the Sturmpzombies. Those undead mindless creatures were programmed with one thing only in their minds...devour the flesh of their fallen enemies. That night not a single leaf was moving, no wind, nothing. The young men of 1st battalion were patrolling the town when a loud series of screams broke that calm night. Red eyes filled with blood were roaming through all the village killing every poor soul on their path. That night was the beginning of the nightmare for those poor Yanks. A night of fear. A night of massacre.

ORDER OF MASSACRE

AMERICANS

Elements of 1st Battalion, 506th PIR, 101st Airborne Division; Set up as follow:

- 1 x 2-5-4 : Hex I6;
- 1 x 2-5-4 : Hex I5;
- 1 x 1-4-4 : Hex J5;

GERMANS

Test subjects of Die Glocke facility, 935th Research Group; Set up as follow:

- | | |
|-------------------------------------|-----------------------|
| - 1 x Screamer, 1 x 2-*-3 : Hex H1; | - 1 x 2-*-3 : Hex M3; |
| - 1 x 2-*-3 : Hex I1; | - 1 x 2-*-3 : Hex N6; |
| - 1 x 2-*-3 : Hex F3; | - 1 x 2-*-3 : Hex D7; |

SCENARIO ESSENTIALS

PLAYABLE AREA : Whole Map 15. **SCENARIO LENGTH :** Five Turns. German player has initiative on Turn One.

VICTORY CONDITIONS : To win, the American player must exit from the North edge of the map at least ONE good order MMC. Any other result is a German Victory.



SPECIAL SCENARIO RULES

- The 2-*-3 Sturmpzombies can Melee only.
- If a 2-*-3 get a shaken result it is flipped to its reduced side.
- If a 2-*-3 get a shaken/casualties result it can continue its movement, even charging into Melee.



8
1
4
SCREAMER



4
2 * **3**



4
2 * **3**



4
2 * **3**



4
2 * **3**



4
2 * **3**



4
2 * **3**



6
0
3
SCREAMER



4
1 * **2**



4
1 * **2**



4
1 * **2**



4
1 * **2**



4
1 * **2**



4
1 * **2**

Designer's Diary



Die Glocke, Sturmpzombies and Nazi Wonder Weapons

While it is debatable or not if the Germans actually possessed such weapons, one can't debate the Fuhrer and Himmler appeal for supernatural relics.

It is said they searched for the Saint Graal, Alien technology and secret forms of energies.

Probably all those things were pursued for their propagandistic effect or maybe they were really thinking to swift the War back in their favor with those artifacts. The fact is that apparently some secret documents referred to a certain secret Nazi laboratory called "Der Riese" or "Die Glocke" with all sort of unimaginable technologies, from Tesla guns to the power of reanimate the deads.

Of course, ona can immediately tell those are all fantasy stories but still they contributed to keep the myth of German Magical realm well and alive.

The Germans created life beyond death?



Who knows if some experiment were made and even if some of those were partially succesful.

By the way, even if they were, the very nature of a zombie is of beign a mindless creature that blindly follows the will of his master. Classic iconography teach us that zombies are slow and immune to pain, even if this would be true, i hogly doubt that they could be use effectively in a war theatre if not for create panic and fear. Zombies would be particularly useful in night operations, imagine what would have happened on the East front if Germany were able to overcome Soviet huge man power. A total story entirely.



Ok, but about the scenario?

Well, i don't want to spoil stuff!

I starter the design of this scenario on October 29th and started doing serious stuff the 30th. The testing occurred on the 31th with a lot of revisions and more than 30 matches. I can say the scanrio now is pretty balanced and the SSRs helps create an effective experience. On one side you have a few American troops, the best of their era and capable of getting this job done. The Assault move skill they have will be your only key to survive alongside their great Firepower. Sadly they don't have time, so you need to choose carefully were and when use it. For example, i used one squad in AM in the middle of the street awaiting the certain Sturmpzombies assault while the other ones were covering me, creating an effective tactic.

The German player on the other hand needs to rely on Melee not caring too much about losses, he can handle those, also the Sturmpzombies don't stop their movement if they get reduced so...overwhelm the Yanks and eat them! No seriously, use all your experience forged by hours of the walking dead because otherwise you will lose badly. In this scenario thetwo sides needs to create a plan and stick to that plas as Five turns are very few and if the US player gets bogged down down in Melee too much he will lose. I think i created the right feel of a zombie attack. I hope you will get a lot of fun out of this, now stop waste time and go play it! Bye! - Rydo.