Stürm-Zombies Invasion

a scenario for HEROCLIX Marvel

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Hydra Zombies from the past...

During WWII, Red Skull and his sick Nazi minions have turn a missing SS division into an immortal experiment. The experimental serum used was based on the own Red Skull blood formula, but all went wrong when the allies reached the Fortress Europa shores.

Since the fall of the Red Skull, the lost battalion of Stürm-Zombies was trapped underneath the ground of a secret Hydra location… till now. Recently, the place has been under construct and several civilian workers have disappeared in bloodshed.

Heroes & Villains are reaching the location of the resurrecting zombie troops, in order to counter this threatening horde or maybe to use it against the world...

Tokens & elements for the game

You need to print as many as possible *Stürm-Zombie* bystander tokens as described here (or use classic plastic toy soldiers), and to print 6 "Spawning Pit" markers as shown below (or use "SPECIAL" markers).

Stürm-Zombie
(single base character or bystander token)

Rookie **Stürm-Zombie**
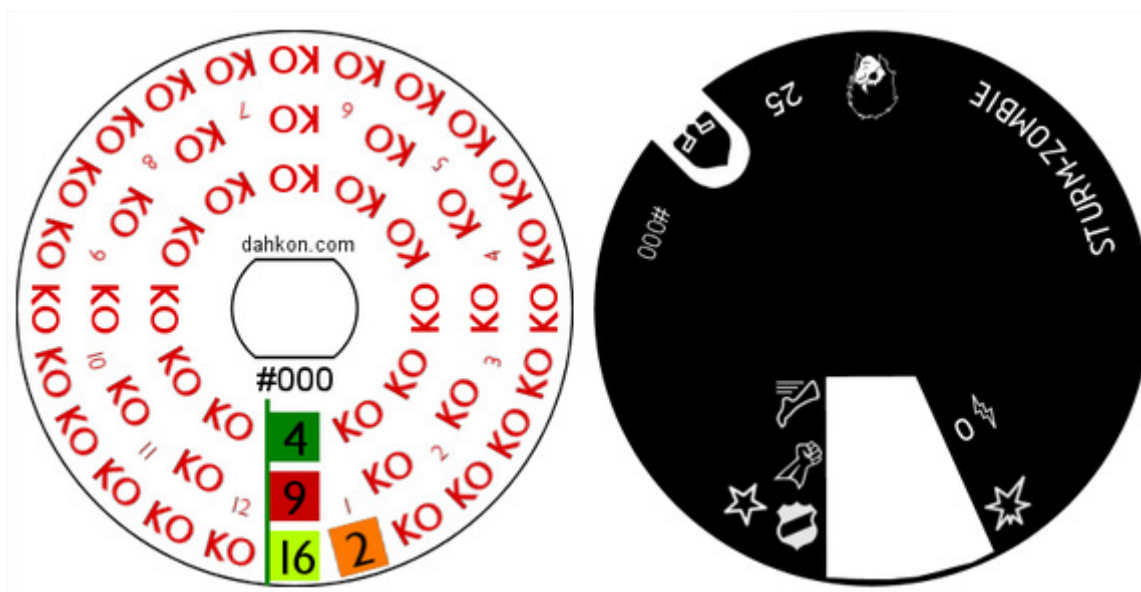Team: **Morlocks**
Range: **0** ⚡
Points: **25**
Keywords: **Past, Soldier, Monster, Mystical, Hydra**

		1	2	3	4	5	6	7	8	9	10	11	12
🏃		4	KO	KO	KO	KO	KO	KO	KO	KO	KO	KO	KO	KO
✊		9	KO	KO	KO	KO	KO	KO	KO	KO	KO	KO	KO	KO
🛡		16	KO	KO	KO	KO	KO	KO	KO	KO	KO	KO	KO	KO
✴		2	KO	KO	KO	KO	KO	KO	KO	KO	KO	KO	KO	KO

Trait 1 - Cannibal Corpse: Stürm-Zombie can use the Morlocks team ability & possesses the Morlocks team symbol.
Trait 2 - Hydra Zombie Plague: When Stürm-Zombie KO's an opposing character with an attack, you may immediately place a Stürm-Zombie bystander token in its square.

Stürm-Zombies Spawning Pit markers

Reminder : the *Morlocks* Team Ability

Setting up the battlefield

You must place the six Spawning Pit markers in the following squares of the map (or squares legals as close as possible of these squares) : F12, L13, A7, P7, A18, P18.

Beginning of the game : The six Spawning Pit markers are placed on the map, but there's no Stürm-Zombie available for the first turn of the game.
Spawning Pit markers are considered Hindering Terrain.
Initiative roll is proceed as usual.

Special rules

Any other existing Map special rules are ignored for this game.

Ruling the Horde : During your turn, you may assign some *Zombie action* tokens to the Stürm-Zombies characters. Each Zombie action from your specific pool must be assign through a different type (or color) of tokens than your opponent's ones. At the end of your turn, you can only clear Zombie action tokens placed by yourself during your previous turn (you can't never clear Zombie action tokens placed by your opponent). Pool of zombie actions can't be mixed with your own free or non-free actions pool.

Beginning of your turn : Before any action, you must roll 2d6.
On a roll of :
2 : During this turn, You can't give any action to Stürm-Zombies and you can't bring any new Stürm-Zombie from outside the game. Clear all zombie action tokens.
12 : You must remove one Spawning Pit marker from the game immediately. You must give each Stürm-zombie one zombie action token.
3-11 : Choose one d6 : it represents the pool of zombie actions you can use till the end of your turn. The other d6 represents the number of spawning Stürm-Zombies. All Stürm-Zombies are considering friendly to your force till the end of your turn.

End of your turn : For each point of the initial spawning d6, you must place one Stürm-Zombie bystander token from outside the game over a Spawning Pit marker. If a Spawning Pit marked square is actually occupied by any other character, place this incoming zombie in any adjacent square (or any legal square adjacent to the Spawning Pit). A spawning Pit can bring only one zombie per turn. If there's more incoming zombie than Spawning Pit markers in the game, overflowed zombies are lost.

Destroying the Pit : A character (other than a Stürm-Zombie) can destroy a Spawning Pit marker by using a power action. This power action give him a free Close Combat attack (character needs to be adjacent to the marker). This attack roll must be made against a locked value of 20 in defense, and minimum of damage dealt required is 3.

Winning the Game

The winner of the game is the last player to have a character (or characters) on the map after all characters belonging to other players have been defeated.

Or, you can choose a limited time of play with the following conditions :
Each Stürm-Zombie KOd is earned **25 points**,
and each Spawning Pit destroyed is earned **50 points.**