

Dyhernfurth Terror



Near Dyhernfurth, 6 February 1945:

Just the day before, a daring German raid by Kampfgruppe Josse succeeded in securing the stocks of lethal gas at the Dyhernfurth Factory. The gas was released into the Oder River. Mission accomplished...or so Major Josse thought. But then on the 6th he received orders to take a small taskforce to the village of Kranz...and the order came directly from the Fuehrer...

BOARD CONFIGURATION:



63

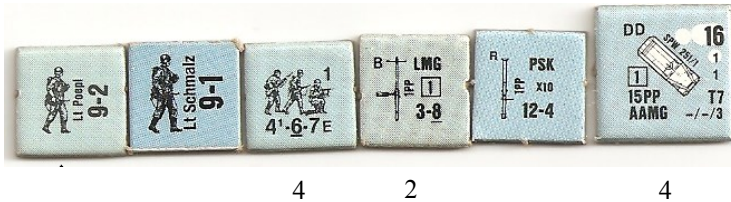
VICTORY CONDITIONS: The Germans must locate Hauptman Steiner and Professor Mendel and evacuate them from the area by exiting through Hex A6 on Board 63.

Zombies Set up First	1	2	3	4	5	6	7	8
German Moves First	+			+				

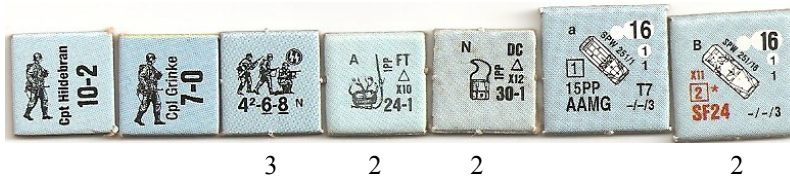
Survivors of Kampfgruppe Steiner (ELR 4) (Setup by Special Rule) (SAN 6)



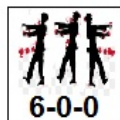
Kampfgruppe Josse (ELR 2) (Enter Turn 1 via the West Edge)



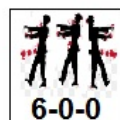
Special Action Group Graezer (ELR 5) (Enter Turn 4 South Edge)



Zombies of the Village of Kranz (set up per special rule)



20



Additional Zombies enter play per special rules.

Abandoned Soviet Equipment (Set up on Board 63 between Hex Rows N & V)



3

2

Special Rules:

1. See Page 2 for all Special Rules and storyline.
2. EC are moderate with no wind.

Dyhernfurth Terror Background Story:

Background continued: Unknown to Major Josse, the supposed Nerve Gas produced at Dyhernfurth was inadvertently consumed by an advanced Soviet Tank Unit. The Germans has assumed the Soviets had not entered the factory. The Soviets took a 55 Gallon Drum back to their forward camp at Kranz. They then proceeded to mix the liquid gas with vodka. The results were shattering...within hours of consuming the brew, the entire Soviet force became mindless, brain craving zombies. Soon the village of Kranz was a charnel house of dead and terrified villagers as the Soviet zombies roamed the area.

Also in the area at the time, known only to the Fuehrer himself was a small German Sonderkommando Team led by Hauptman Steiner. Steiner had been sent to the village by parachute to rescue a chief German scientist, Dr. Peter Mendel. Mendel was the architect of the posion gas factory and had produced the gas at the behest of the Fuehrer himself.

Steiner's men parachuted into the middle of the rampaging Zombie apocalypse in progress in Kranz. Only Steiner survived and located the desperate Dr. in the top of a church steeple where he was begging for help on a radio set that was monitored directly by the Fuehrer himself.

Steiner quickly informed the Fuehrer of what had happened in the village and asked for any available help. The Fueher conferred with SS Chief Himmler. Himmler immediately dispatched orders to one Hauptmann Graezer. Graezer had operated in the East under strictly confidential orders for the past three years. His specially trained Special Operations Force was equipped with flamethrowers to be used against the "supernatural" enemies of the Reich. Graezer prepped his men and they quickly headed to Kranz.

And finally, Major Josse's Kampfgruppe finds itself entering the village of Kranz, searching for a wayward German Scientist. And all Major Josse knows is that the Fuehrer himself wants Dr. Mendel rescued. As he enters the village from the West he can see the tall steeple of the Marien Kirche in the center of Kranz. He directs his panzer grenadiers to head for it.

Dyhernfurth Terror Special Rules:

1. The initial 20 Zombie Squads set up HIP in concealment terrain. They are only revealed when they move. Once a Zombie unit is revealed, they do not gain concealment. Zombies may not setup in Hexes T5 or T6 at the start.
2. German units cannot gain concealment. Steiner and the Doctor are unknown to the Zombies and Zombies may only move towards them if Steiner fires or moves.
3. Zombie Units have 6 movement per turn. They are not subject to CX.
4. Zombie Units have no range, no ELR and no morale.
5. Zombies move as Berserk units and must attack in Close Combat the nearest German Unit.
6. All CC with Zombie Units is conducted as Hand to Hand.
7. Ambush not applicable for either side.
8. Zombies can only be eliminated by KIA results. (there are no zombie halvesquads)
9. German units eliminated in CC by Zombies become Zombies in the next Rally Phase.
10. Zombies may engage vehicles in Close Combat. Essentially, conduct a normal Hand to Hand Close Combat as the Zombies swarm the vehicle.
11. The abandoned Soviet Equipment may be used by the Germans. German squads may take refuge in the tanks (max 1 squad). Once buttoned up the Germans cannot be attacked by the Zombies. However if the Germans attempt to leave, they are immediately held in Melee by any Zombies in the same hex.
12. German squads may fire Panzerfausts at Zombie with a - 2 to hit and -2 on the effects.
13. Zombies are subject to all moving in open penalties and also always have an additional -1 for all fire directed at them due to their bunched up swarming movement.
14. German units must pass a Task Check whenever they go into Close Combat with Zombies. Units failing their Task Check are pinned.
15. Cpt. Steiner is not subject to the task checks and has a factor of 3 for all attacks directed at Zombies. Dr. Mendel has no attack value. Both Steiner and Mendel can move CX in back to back turns with no penalties.
16. German units may elect to move CX in back to back movement phases, but must pass a Task Check. Failure to pass the Task Check results in the unit being pinned.
17. Beginning on Turn 2— the Zombie player may check for additional Zombie Units created from deceased villagers in the Rally Phase—Roll 2d6. The colored die of 1-3 indicates creation of Zombie Unit(s) and the white die determines the number of Zombie Units created.
18. The German SAN of 6 represents the surviving members of Steiner's command who are still fighting for their lives. Zombies are only affected by a 1, which eliminates the entire unit.