

"The Heroes of Hollis"



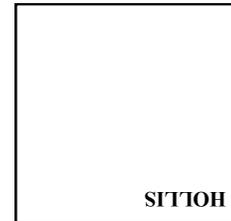
Hollis Military Studies Center, Kansas City, MO — October 31st, 1944

On the night of October 31st, 1944, the ASL Games Section of US Army Intelligence at the Hollis Strategic Studies Center in Kansas City was closing up shop for the day. All the Army Trainees had left the small campus. Only 5 of the Center's Lecturers were settling in for the night. But a strange humming was emitting from one of the buildings on campus. A strange radio broadcast was being transmitted. In that building, a German saboteur was summoning a force of German POW's from a nearby train derailment. These POW's were transformed into rage filled zombies. But as these Zombies emerged from the eastern woods, an American jeep appeared on the road into Hollis. Lt.'s Hallet and Kleinschmidt arrived in the nick of time to warn the instructors and assist in repelling the Zombies.

VICTORY CONDITIONS: German/Zombie Player wins immediately if all American Heroes are eliminated and the American Player wins immediately if the hidden Radio is found and disabled. Any other result is an American victory.



Board Configuration:



(HOLLIS MAP)

American Player sets up first	+	1	2	3	4	5	6
German/Zombie Player Moves First							

Hollis US Military Intelligence ASL Games Section (ELR 5) (Setup: Place each Hero one to a building)

MARESKE 1-4-9	BEST 1-4-9	DEVRIES 1-4-9	REINESCH 1-4-9	WORKS 1-4-9
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Lt. Dave & Lt. Jeff (ELR 5) (Setup: enter on Turn 1 through Hex B1)

HALLET 1-4-9	KLEINSCHMIDT 1-4-9	37 9PP T10 *AAMG -1-12
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Available Weapons to find during Rally Phase Building Search dr

FT X10 24-1	LMG X11 2-6	BAZ 44 X11 8-4	DC X12 30-1	HMG X12 8-16
1	2-3	4	5	6

Walking Dead German POW's (Enter on the east edge per SSR)

6-0-0	20
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1. At the start of each German Movement Phase, the German player rolls 1d6 and adds the turn number to the number rolled to determine how many Zombie Squads enter the board along the east edge. This is done each German Movement Phase until all 20 Zombie Squads have entered play.
2. Zombies are not affected by NVR and see all units normally.
3. 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.
4. Non-Zombie units must pass a Task Check whenever they go into Close Combat with Zombies. Units failing their Task Check are pinned.
5. All close combats with Zombies are conducted as Hand-to-Hand. Ambush rolls are NA against Zombies.
6. Zombies can only attack in the Close Combat Phase.
7. Zombies have 5 MF's and behave as Berserk.
8. Zombies do not pin and do not break. Zombies do not become half-squads, so any casualty reduction results instead eliminate the Zombie Unit.
9. Should the Radio be found and destroyed, all Zombie Squads are eliminated.

Special Rules/Notes:

1. Night Rules are in effect with NVR of 3 hexes at start with cloud cover. The American Player is the Defender (E1.2); the Germans are the Scenario Attacker. The Majority Squad Type of both OB's is Normal. EC are moderate with no wind.
2. Prior to the start of play, the German player chooses one of the American Heroes to be a German secret agent. The selected Hero is played by the American Player until such time as the German Player chooses to declare the Hero as a German Counter-Agent, at which time that American Hero is switched to a German Hero and is controlled by the German Player for the duration of the scenario.
3. Prior to start, the German Player selects one building for the location of the Radio, which is transmitting the signal to raise and attract the Dead German POW's. Each Close Combat Phase, an American Hero can declare a Radio search in the building they occupy. On a Roll of 1 or 2, the Radio is discovered. Once discovered the Radio can only be destroyed by at least 2 American Heroes in any combat phase as the sole action that phase. The Radio is successfully disabled on a dr of 1-4. Once the Radio is disabled, the German Zombies collapse and are eliminated resulting in an American Victory.
4. In each Rally Phase, the American Player may have each Hero currently in a building conduct a dr to search for a weapon. Example a roll of 1 would reveal a Flamethrower and a roll of 6 a HMG. Each American Hero may conduct such a search each Rally Phase. This includes the German Secret Agent as long as he is still controlled by the American Player. Once revealed as a German agent, the German Hero may make no further weapons searches.



Scenario GJ050

Aftermath: With the timely arrival of Lt's Hallet and Kleinschmidt, the Hollis Instructors were able to rally and hold off the Zombies long enough to discover the Radio transmitting the other worldly signal. They succeeded in disabling the radio, but not before losing some instructors to a traitor in their midst. The German Agent known as the Buffalo would reveal himself as he tried to stop the Hollis Heroes from halting the Zombie attack. He would be quickly dispatched...and the Zombie assault would be ended. Hollis and the Advanced Squad Leadership program would be saved.