

**GLOBAL COMMAND SERIES**

# **ZOMBIE APOCALYPSE**

**A GLOBAL WAR EXPANSION SET**

**A "GLOBAL WAR" 1936-1945 EXPANSION  
ALTERNATE HISTORY SCENARIO**



# INTRODUCTION



Welcome to Zombie Apocalypse (ZOM) – the Global War 1936-1945 expansion that brings zombies into your Global War game!



## SET CONTENTS

- Zombies (x25)
- Zombie Marker (x15)

## OVERVIEW

In this expansion, there are several “zombie” scenarios to suit your style of play.

### **Scenario 1: Zombie Global Game (Section 2.0)**

Players set up for a standard game that starts with a global zombie outbreak. World War II is fought with the added challenge of zombie hordes in several theaters of war.

### **Scenario 2: Zombie Outbreak (Section 3.0)**

Players begin with a standard game but do not know when or if the zombie outbreak will occur. Players pursue victory objectives with the added menace of zombies when randomly introduced.

### **Scenario 3: Zombie Scheme (Section 4.0)**

Schemes are part of several Global War expansions and generate a series of extraordinary changes to the game. In this scheme, a player initiates a scheme to build biological weapons that initiates the zombie outbreak.



# 1.0 ZOMBIES

“Zombies” represent humans infected with an atypical Lyssavirus (rabies) spread between humans. This “zombie virus” takes over a person’s central nervous system quickly, causing them to be hungry and aggressive. Because the virus is airborne and worldwide, all casualties in any combat can become zombies. Any territory controlled by zombies continues to generate more zombies as the civilian populace tries to defend themselves.



## 1.1 ZOMBIES COMBAT VALUES

Unit	Attack	Defense	Move	Cost
Zombie	4*	4*	1	N/A

**\*Zombies may never hit air or sea units.**



## 1.2 REPLICATE



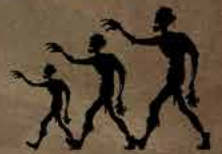
The zombie outbreak spans the globe. Not only will zombies generate more zombies, but combat casualties of all unit types will result in a portion of those units adding to the chaos.

1. The global virus. Once zombies are on the board, they are generated by player combat losses, even where no zombies are present
  - i. For every six land or air units eliminated in combat (attacker and defender combined rounded up - minimum of one zombie), create one zombie in that land zone during the player Place Units and Collect Income phase.

ii. In sea zones place one zombie for every six destroyed land, sea, or air units (both sides rounded up) and noncombat move them one sea zone to the nearest land zone. If there is no land zone in any direction (two or more sea zones) then remove the zombies from the game.

iii. When zombies are present with other units, zombies must be the first casualties in every combat engagement between players on their turn and zombie casualties do not count as part of further zombie creation.

iv. On the zombie turn, any zombies in a territory with land units from the preceding combat turns will attack those units.



2. During the Collect Income and Place Units Phase in zones possessed at the start of the turn by zombies, multiply by the IPP value of the zone times two and add that number of zombies to that location (without military protection the civilian population is being turned).



## 1.3 ZOMBIE MOVEMENT

1. The zombie player moves first in all games (starting the round after the first outbreak).

2. The zombie player must leave two zombies in every conquered territory.

3. The zombie player may cross one sea zone from one territory to a new land territory with no more than six zombies, even if a territory they originate from has greater than two zombies remaining to move. These remaining zombies remain until the next round.

## 1.4 ZOMBIE CONTROL



There are two options for all scenarios, a zombie player or a zombie non-player (artificial intelligence (AI)). Where the rules refer to the zombie player they may also refer to the player using the AI. Players should decide before the game begins if they will designate a zombie player and who that player will be or if they will use zombie AI.

1. **Zombie Player.** One player can be designated to play the zombies. The best choice is a second western Allied player (non-Comintern) or second Axis player but ultimately it is a choice by the group or willing volunteer.



2. **Zombie Artificial Intelligence (AI).**

i. Zombies will move following the same restrictions in 1.3.

ii. Any territory with greater than two zombies will move in the direction of the highest IPP value. Leave two zombies in the land zone and move the remaining. If there is no IPP value in any adjacent territory, zombies move in a direction toward the next closest and greatest IPP value. e.g. If the game starts with 12 zombies in Haiti. 10 would move to Cuba - this is the closest point worth the most.

iii. Zombies hordes will not follow other hordes to land zones already occupied by other zombies, they will move to the territory with the next highest IPP value. If a land zone is retaken by a player, zombies may again travel that direction.

iv. Where there are two potential choices for zombie movement and players cannot agree on a direction to choose, roll a dice designating each result for movement direction.



## 1.5 TERRAIN

Zombies are never impacted by terrain. They may not enter impassable terrain.

## 1.6 ZOMBIE MARKER

Every marker eliminates the territory IPP value from player income collection until removed.

1. Place a marker when first used as a biological weapon in Zombie Scheme.
2. Place a marker in zones possessed at the start of the turn by zombies.
3. Remove the marker whenever land units re-occupy or co-occupy the territory. If the territory is also being liberated between players, the territory changes ownership.

## 1.7 ZOMBIE INCOME



Zombies do not collect income. In the zombie place units phase each zone possessed at the start of the turn by zombies produces the number of zombies two times the IPP value of that territory.



## 1.8 RESTRICTIONS

1. The zombie player may never engage in diplomacy, make declarations of war, research technology, lend-lease, or build any other unit type.
2. Zombies do not retreat.

3. Aircraft, when independent of ground forces, may only make one combat attack against zombies.
4. Naval units do not attack or defend against zombies but may conduct shore bombardment in an amphibious assault.
5. Zombies may not attack air units; when zombies eliminate all land units in a territory, any air units remaining in that territory will retreat to a territory within range. Aircraft that cannot land will crash and create more zombies!

## 1.9 NEUTRALS



Any neutral attacked by zombies will join the closest alliance with the closest land units.. If players disagree, then a neutral can be aligned by the highest bidding major power. Players make one written IPP offer to align the neutral. Once all bids are submitted they are opened and the largest bidder pays the IPPs. If there is no bidder roll dice and the lowest roller pays the IPP value of the neutral land value.

## 2.0 ZOMBIE GLOBAL GAME SCENARIO



### 2.1 THE OUTBREAK

At the start of the game determine the location of the outbreak in three random locations using the zombie outbreak table below. Remove all units in that location.

## 2.2 ZOMBIE OUTBREAK TABLE



Select these locations with a D12 roll. If at any point zombies appear contained, feel free to roll a new event during the game.

Roll	Location	Vector	Effect
1	Haiti	Ancient voodoo practices unleash the virus	Place 12 zombies
2	Amazonas	A virus is unearthed while clear-cutting jungle in a remote region of Brazil	Place 8 zombies
3	Belgian Congo	A rare simian virus mutates to infect humans	Place 16 zombies
4	Madagascar	Lemurs spread the virus to humans	Place 12 zombies
5	Hungary	An ancient tomb is opened unleashing a virus	Place 16 zombies
6	Irkutsk	A meteorite lands in Siberia	Place 10 zombies
7	Nanking	Crowded slums spur new diseases	Place 10 zombies
8	Sapporo	Japanese gas research accident on Ainu	Place 10 zombies
9	New Delhi India	A strange insect bite with deadly results	Place 16 zombies
10	Borneo	A strange liquid comes out of a Dutch oil rig	Place 14 zombies
11	Madrid	Spanish nationalists gas attack	Place 10 zombies
12	East Prussia	German experiments go wrong	Place 12 zombies

## 2.3 VICTORY CONDITIONS



If you are playing Global War Advanced Victory Conditions use the following victory conditions for the zombie player in any of the scenarios.

# Zombie Victory Conditions Table

Condition	Victory Points	Scoring
Expand the Horde	4	Gain 1 victory point for every 25 zombies that are on the board at the end of the game
Rule the World	6	Gain 1 victory point for each territory zombies possess at the end of the game
Kill all Humans	8	Gain 1 victory point for every capital city and circled city areas you control at the end of the game

## 3.0 ZOMBIE OUTBREAK SCENARIO



### 3.1 GAME STRUCTURE

In the zombie outbreak, the outbreak is a possible event every round. At the beginning of the German turn that player rolls a D12. Once Germany rolls a "12" the zombie outbreak occurs, at which point you roll for three locations in Zombie Outbreak Table (2.2). Remove all units in that location. Once the outbreak has occurred the German player stops checking each round.

## 4.0 ZOMBIE SCHEME



## 4.1 PURCHASE

The German, Japanese and Soviet player may pay 10 IPP to purchase the Zombie Apocalypse Scheme. Once purchased the purchasing player can build “zombie gas” (as represented by the zombie marker). The zombie gas can be placed beneath any aircraft, artillery or strategic rocket that begins in the factory location in the player’s Home Country. Each marker costs 5 IPP.

## 4.2 ZOMBIE GAS EMPLOYMENT



When the zombie gas is used all land and air units in that zone become zombies and place the zombie marker. Add a number of zombies two times the IPP value. During this round any attack in that zone becomes zombies.

## 4.3

Nations which employ zombie gas lose a maximum of one victory point for the game.

## 5.0 OPTIONAL RULES

### 5.1 FAILED QUARANTINE

Any transport with land units moving from a territory infected during the last turn must roll a D6 at debarkation for every unit. On a “6” the unit becomes a zombie.





## 5.2 PATIENT 0

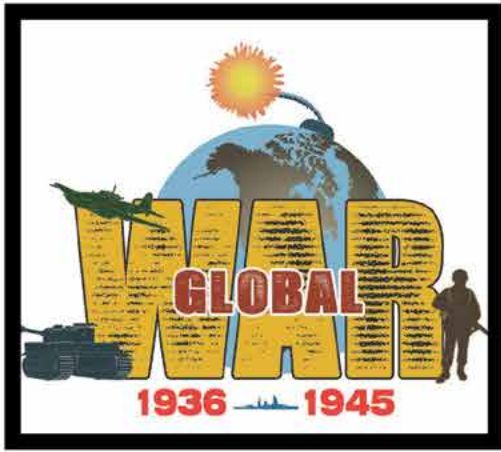
All zombie replication as per 1.2 will discontinue if, during any round, all zombies are destroyed at all points of initial outbreak.

### EXPANSION COMPATIBILITY

1. **Ordnance I and II:** Zombie gas is ordnance that can be equipped to any aircraft or artillery.
2. **Chemical Weapons:** Zombie gas is a biological weapon subject to first use (CW 2.2).
3. **Antarctica:** Zombie gas can be produced at Base 211. Zombies cannot be placed in Antarctica for any reason.
4. **Partisans:** Zombies may Attack Partisans and Partisans may Attack zombies at "1", Partisan generation roll for each zone occupied by Zombies is 9-12. Partisans are under control of territory's original owner. The Zombie player never generates Partisans.
5. **Alaskan Warriors:** Zombies may move across the Bering Sea railroad at no cost.



# Global War 1936-1945 - The Ultimate War Game



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