

VERSUS



The fire of the dragon burns hot

With several manufacturers releasing new sets of rules and miniatures for horror games, there is quite a lot of excitement around B-Movie style horror games these days. With the minis I had in my collection, the new stuff I couldn't help ordering and the sick inspiration of the stinkers I watched recently, I decided to design a few force lists for beer and pretzel games.

The horror theme was perfect for short & deadly games, as they provide with an excellent setting for "a bunch of heroes against a horde of poor henchmen" kind of games – and therefore with quick carnage and glory (or shame !)

As always, we used the desolated planet Negromundheim as the setting of those clashes: most of the time the deserted city of Fanboyville, which was once infested with mutants and dominators and purged several decades ago – but, as usual, evil hasn't been totally wiped out and it is clear that the forces of darkness still haunt the town and its countryside, and are already confronting for supremacy. Clashes also take place at the western border of Redneckland, as Redneck settlers are often assaulted by local mutant tribes.

Of course, you may think that's a poor excuse for zombie mayhem. And you'd be right.

What's new ?

Ruleswise, next to nothing!

What I wanted was very small scale games, using a couple of figures ; something like 250pts. To make things exciting with so few figures, it is necessary to give them specific abilities – which I tried to do.

Also, to have enough figures for players to get several squads to activate, the cannon fodder had to have close combat attacks only ; and to make that viable, some sort of limitation had to be set on ranged attacks. I therefore decided no missile weapon could have a range higher than 18" – cause those bloodsuckers / braineaters only come out at night, you see.

Other than that, the only exceptions to the rules were that any figure could have up to 2HP, without any limitation as to how many hero points you can get per force (so potentially all figures can get up to 2HP), and the "Forceleader" tweak could be given to any type of figure, not only characters – because we tried not to have Characters take part in the games, as they can add up units for cheap and unbalance things at such a small scale.

For simplicity, I designed a single weapon grid, and used the *sharpshooter*, *frenzied*, and *poorly trained* tweaks to reflect troop quality.



Reinventing the booby trap

Who's in ?

As the aim is to play fast and use any silly stuff that fits in the genre, anything that is more or less a Creature of the Night or its potential opponent can do.

Some cheesy powergamer argued that hookers were Creatures of the Night, and it escalated when some cheeseheaded rule-lawyer then declared that if hookers were accepted, then prostitute transsexual zombie hunters also should.

Originally, though, the games are intended to involve stuff like vampires, zombies, werewolves, mad doctors, and their minions, against survivalists of all kinds – all of them kept low on amphetamines to stay on small budget games.



So in the end, I came up with these army lists in mind :

- Vampires & henchmen
- Necromancer / Voodoo priest & “undead” zombies
- Nazi Zombies
- Werewolves & savage beasts
- Mad Doctor, assistants & creatures / frenzied loonies / “toxic” zombies
- Cultists of Shub-Niggurath (or other silly deity)
- Boogie-men / serial killers
- Survivalists (including civvies, cops, swats - and hookers, therefore)
- Ninjas
- Prostitute transsexual zombie hunters

To allow greater flexibility, I broke them all down into 3 categories: lords of the night, their disposable minions, and the survivalists, so that variations be possible.

The side of “Evil” can choose from the Lords of the Night and Minions categories, whereas the side of “Good” can only pick from the Survivalist army list.

You may have noticed that there are 3 types of zombies listed: the “toxic zombie” family corresponds to the madman kind of zombies, not necessarily dead but frenetically bloodthirsty (as in *28 Days later* or *Dawn of The Dead*); the “undead” zombie family is the mind-controlled one (as in *Re-Animator* or classic fantasy) ; the Nazi Zombie profile can be used for autonomous zombies (as in *Return of the Living Dead*, and most gore flicks).



Nazi Zombie Apocalypse

Army lists and Arsenal

THE LORDS OF THE NIGHT

PP	Description	T	Mv	Df	Mn	CR
48	Vampire <i>Force leader, sole survivor, frenzied</i>	E	12"	3k3	4k4	5"
28	Necromancer <i>Poorly trained, sole survivor, force leader</i>	E	9"	2k2	3k3	5"
37	Werewolf <i>Tough, frenzied, sole survivor</i>	T	12"	3k2	4k3	4"
25	Doctor <i>Butthole sergeant,, poorly trained</i>	T	9"	2k2	3k3	5"
18	Doctor's Assistant <i>Poorly trained</i>	T	9"	2k2	3k3	4"
29	Ninja <i>Ballsy, stealthy</i>	T	9"	2k2	3k2	-
33	Ninja leader <i>Ballsy, stealthy</i>	T	9"	2k2	3k2	5"
23	Boogie Man <i>Sole survivor</i>	T	9"	2k2	3k3	-

THE MINIONS OF EVIL

PP	Description	T	Mv	Df	Mn	CR
10	Undead Zombie <i>ballsy, poorly trained, vindictive, sole survivor, hardcase</i>	T	6"	2k2	3k2	-
14	Nazi Undead Zombie <i>ballsy, poorly trained, vindictive, coup counter, sole survivor, hardcase</i>	T	6"	2k2	4k3	-
7	Toxic Zombie / Maniac <i>poorly trained, blood rage, vindictive, coup counter</i>	T	9"	2k2	4k3	-
14	Henchman <i>Poorly trained</i>	T	9"	2k2	3k2	-
26	Beast	T	12"	3k2	3k3	-

THE SURVIVALISTS

PP	Description	T	Mv	Df	Mn	CR
21	Cop <i>Sharpshooter, sole survivor</i>	T	9"	2k2	3k2	-
25	Cop leader <i>Sharpshooter, sole survivor</i>	T	9"	2k2	3k2	5"
27	SWAT / Soldier <i>Sharpshooter, sole survivor</i>	T	9"	3k2	3k3	-
33	SWAT / Soldier leader <i>Sharpshooter, sole survivor</i>	T	9"	3k2	3k3	6"
23	Monster Hunter <i>Sharpshooter, sole survivor</i>	T	9"	2k2	3k3	-
27	Monster Hunter leader <i>Sharpshooter, sole survivor</i>	T	9"	2k2	3k3	5"
14	Civilian / Hooker <i>Poorly trained</i>	T	9"	2k2	3k2	-
16	Civilian leader <i>Poorly trained</i>	T	9"	2k2	3k2	4"

ARSENAL

WP	Description	R	AV	AE	AET
Close Combat Weapons					
4	slap	-	1k1	-	-
6	punch/kick	-	2k1	-	-
8	close combat weapon	-	2k2	-	-
10	Heavy close combat weapon	-	3k2	-	-
14	Kusari-gama - sickle & chain <i>long</i>	-	2k2	-	-
Ranged Weapons					
18	Handgun	12"	2k2	-	-
16	Hunting rifle <i>Slow reload</i>	18"	2k2	-	-
22	SMG / Assault rifle	18"	2k2	-	-
20	shotgun / pair of handguns	12"	3k2	-	-
24	Heavy SMG / Assault rifle	18"	3k2	-	-
8	Shuriken <i>slow reload</i>	6"	2k2	-	-
16	Ninja Grenade-explosion <i>Multiprofile, slow reload</i>	6"	3k2	-	-
	Ninja Grenade-smoke <i>slow reload, SP: Stone skin</i>	-	3k3	-	-
46	Scary Voodoo Mumbo-Jumbo <i>Mental Attack, One Shot</i>	12"	3k3	3x	Ex
Special powers					
22	Actuate casualty	-	3k3	-	-
27	Adrenal overload	-	3k3	-	-
17	Rally	12"	3k3	-	-
17	Terror	12"	3k3	-	-



Were our heroes prepared for the Were-german shepherd shock ?

Why, don't you think that's a bit silly ?

As I said, the original aim is to provide very simple army lists that do offer, however, some specificities, and have players adopt different approaches when playing the various factions proposed. Voodoo Cult Zombies, for example, entirely rely on the survival of the Voodoo priests, for those undead troops otherwise go back to their unanimated state ; Survivalists tend to have lots of missile weapons but to be largely outnumbered ; Ninjas are designed to be able to strike fast and hard, but to be quite vulnerable if they fail to do so, and so on.

The games we play generally rest on confrontations for confrontation's sake (hence the name "Versus", which is also a tribute to those silly B-movies opposing two monsters), but we also occasionally play very simple scenarios.

Time to kick zombie ass !



Super Stomper, New Heldon's #1 secret agent

Here's a list of manufacturers that will help you get the job done:

- **Hasslefree Miniatures** (who sponsored the IDT3) now have some cool-looking zombie hunters ; they also have some Druusch for you if you want to play cyber-zombies in your games.
- **Dark Tortoise Productions / Shockforce Warehouse** – because you need Rednecks, and the Deadtech are another funny option for cyber-zombies.
- **WestWind Productions / Old Glory / Superfigs** – lots of references to choose from.
- **Copplestone Castings.**
- **Brigade Games** – their WW2 pulp horror range looks great fun! Make sure you check it out.
- **Pulp Figures.**
- **Cold War miniatures** – zombies and now they've got a pack of survivalists !
- **RAFM** – now they've got moderns to fight their beautiful Cthulhu monsters.
- **Eureka Miniatures.**
- **Hetzerdog miniatures.**
- **Graven Images** (beware : 1/48 !)
- **North Star** – Project X (beware : 1/48 !)
- **ZombieSmith** – and they even ship to France, they say. How cool.
- **Perry Miniatures** have Ninjas.
- Need I say “GW”?



Campaigning in “Versus”

Once again, we have decided to play it fast & simple.

Therefore, we simply keep a diary of all victories & defeats to decide the developments (and in the end the final outcome) of the campaign. We write down what side won (Good or Evil) and count the number of victories & defeats each party (Zombies, Ninjas, Survivalists...) gets. When we decide a party has suffered too many defeats, we'll play a game in which that party has more points than the opposing party – if they lose that one, they're out. That's it !

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