

An expansion of the first Roll & Write game
set in the world of Planeta Sacro
Fully Print & Play!

SOLDIERS ZOMBIE HORDE

(NECROPOLIS)

SCENARIO 2

A Game by J. Manuel López



SOLDIERS ZOMBIE HORDE

(NECROPOLIS)
SCENARIO 2

You need:
3 dice of 6
1 pencil per player
1 Eraser
1 Copy of the game

Print & Play Game Roll & Write - October 2020
Design: J. Manuel López
Manus.fs.fs@gmail.com
Instagram: @PlanetaSacro

Our spirit moves freely in a plane known as Sacred Planet, like us, it is not aware of the activity of its physical counterpart. In Sacred Planet the spirit walks, works, sleeps, is afraid and also laughs out loud, perhaps like you or not. In Sacred Planet the spirit is born, lives and sleeps waiting for the day of judgment. Generally when someone sleeps they are taken to the Necropolis of their city and there they are stored until the indicated day arrives.



Sacred Planet Data:
The Light Sword is also used by the **Intercessors**, another group Called by the Great King.

Mission

Reach the Azor-Solar Civilian with at least one Civilian and activate it before time runs out.

In this opportunity the Civilians will become the most important thing, every time a Soldier is attacked he will make a mark in one of the Civilians boxes indicating that he was infected and that he no longer counts as a Civilian rescued, this is very important for the condition of Failure.

1 Player: Start with **7 Civilians** and **7 Dabar**. You will have only **25 turns** to complete the mission.

2 players: They start with **7 Civilians** and **6 Dabar** (Mark an X in the first corresponding box of each of the Soldiers, the Civilians will be shared between them). And they will have **15 turns** to complete the mission.

Failure Conditions:

If at any time they run out of **Civilians** (that is, the last Civilian box is marked) or if there are no more boxes to mark on the **Time/Turn Track**, the game ends and the mission will have failed.

PREPARATION AND TURN DEVELOPMENT:

This section is the same as the previous mission. You will remain the same Soldier as before, maintaining your symbol. The turns remain the same, the one that started the previous mission will start and will do so from the Arrow that indicates the entry (the first move is made within this box).

Doubles: In this mission, if the dice roll **two 1s** or **two 6s**, they lose **1 Civil** immediately. But if any other result is achieved with doubles, the sum is automatically equal to **12 AP**.

ACTIONS

Movement and Sprint:

This section continues the same as the previous mission.

Attack:

Remember that each attack consumes **AP** and **Dabar**. When you start, you once again possess the Unique Sword, it consumes **2 AP**, **1 Dabar** and deals **1 Damage** to a Zombie that is orthogonally adjacent, every time you do 1 Damage to a Zombie, cross out one of its **resistance hexes**, if no longer The zombie will no longer be active and you will be able to move through that locker as if it were empty.

Interact with Special Circles:

This section continues the same as the previous mission. And a new type of Special Circle was added.



Triangular Push Button: Activating it consumes 1 AP, the Soldier who uses it must leave his mark in the hexagon of the same and in one of those with the Circular Push Button. The Triangular Push Buttons are used to activate electromechanical systems, in this case the Azor-Solar Civilian. It does not matter the order in which they are activated.



Circular Push Button: They can only be activated if all their hexes are marked, doing so consumes 1 AP. These Push Buttons represent electromechanical systems, in this case the Azor-Solar Civilian.

The Soldiers of the Great King have managed to escape from the Necropolis with 7 civilians, but the streets of the City have become a nest of infected, there are zombies in all directions. They think fast, the civilians get into a vehicle and cross the city to where the aerial docks are to board a Azor-Solar Civilian, an aircraft used to transport passengers between cities, that way the civilians can escape. But suddenly an Akyrios crosses the road, taking the vehicle ahead and they end up crashing into a building. They are all fine, but the Soldiers have lost all the improvements they had made and will also have to do the last leg on foot. The city has never been so plunged in darkness. Getting to the aircraft will be a matter of eternal life or death.



Watch out! There is a new kind of Zombie!

Zombie Hélej:



This type of infected emanates a zombifying gas orthogonally. And they only resist **1 Damage**. But they move very fast, in order to damage them when attacking you must roll the third die. If you roll a number **higher than 2**, the zombie takes the damage and you can cross off his hex, but if you don't get it, you will have spent the **AP** and **Dabar** of the attack in vain.

The other zombies **Kinesi**, **Laimargos** and **Akyrios** behave the same as in the previous mission.

Test of salvation:

This section continues the same as the previous mission.

TIME TO LEAVE CITY!

Now you are ready to walk the streets of the city until you reach the aerial dock! Print a copy of the following page that contains the map and enjoy (this PDF includes the Color and Black and White versions, you can print the latter and use the Color version as a reference to know which are the boxes marked in a different color, still choose the one you want, both have the same design).

DON'T READ ON IF YOU HAVE NOT PASSED THE GAME YET!

If you have managed to complete this mission, I want to tell you that I am very grateful that you have played this Roll & Write version of Zombie Horde Soldiers. But the story is not over yet! If you want to know how it continues, write me to the mail Manus.fs.fs@gmail.com with the subject: **Zombie Horde 2**. And I will gladly send you a new map so you can enjoy eliminating the zombies.


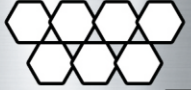
And don't forget: We were born to be free, not to be Zombies. So yell out loud: **NO MORE ZOMBIES!**




SOLDIERS ZOMBIE HORDE



(NECROPOLIS)


SCENARIO 2

SOLDIER X



DABAR  




WEAPON   



SHIELD  


SPIRIT 

SOLDIER O

DABAR  


WEAPON   

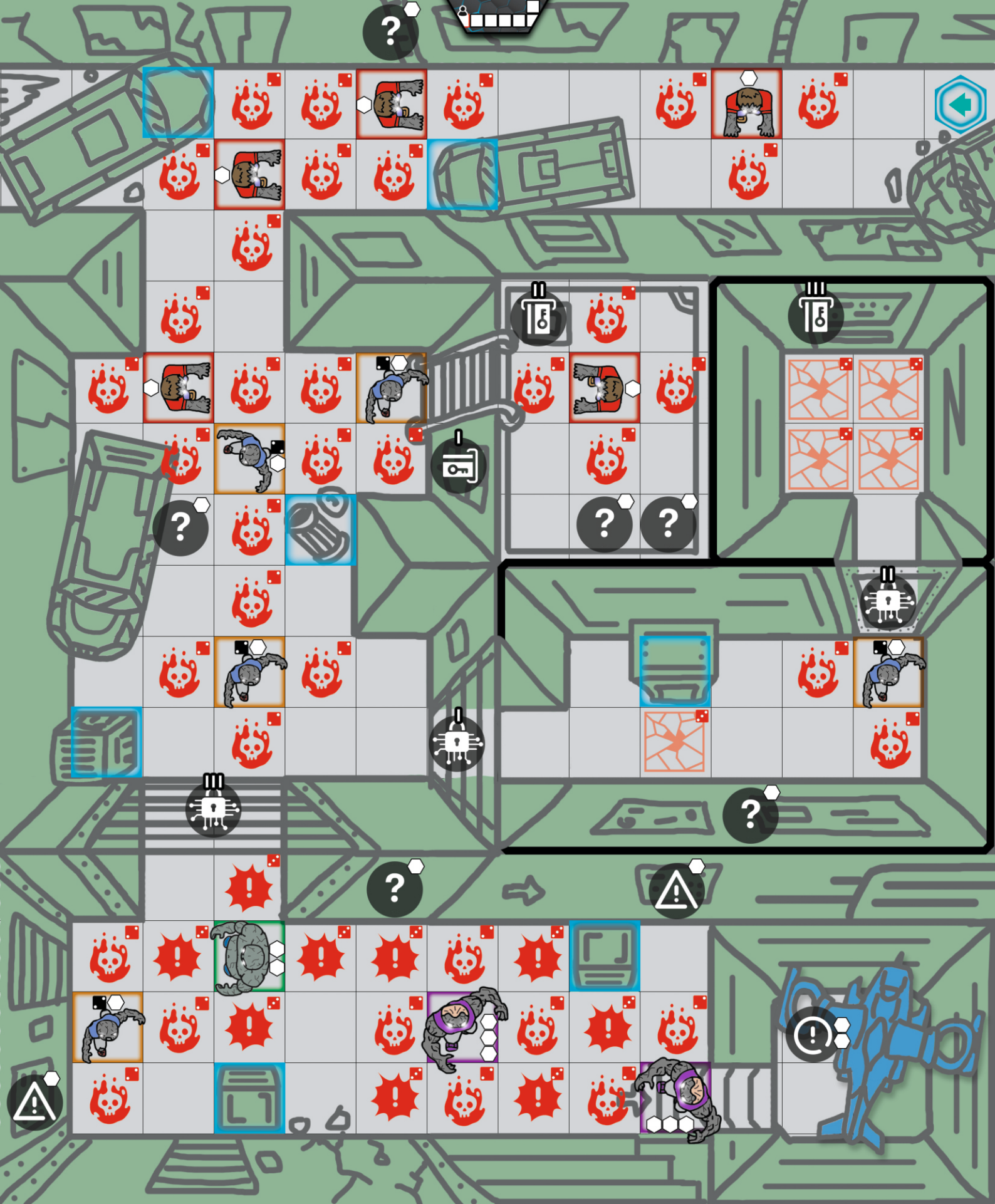
SHIELD  

SPIRIT 



 DABAR  DABAR  SHIELD

 LIGHT SWORD  CROSSBOW SACRED  DABAR GRENADE



SOLDIERS ZOMBIE HORDE

(NECROPOLIS)

SCENARIO 2

SOLDIER

WEAPON

SHIELD

DABAR

SPIRIT

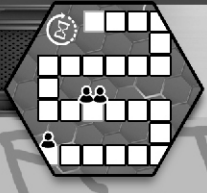
SOLDIER

WEAPON

SHIELD

DABAR

SPIRIT



DABAR **DABAR** **SHIELD**

LIGHT SWORD **CROSSBOW SACRED**

DABAR GRENADE

The main game board is a large grid of squares. It contains various icons representing game elements:

- Zombies:** Several zombie icons in different poses (crawling, standing, attacking).
- Soldiers:** Soldier icons, some with small black squares next to them.
- Weapons:** Light sword and crossbow icons.
- Environment:** Crates, doors, and other objects scattered across the grid.
- Special Icons:** Question marks, exclamation marks, and a robot-like icon.