

# Zombie! Arena of Death

By Tabs\_Wargamer

Playing the game: Each counter has three statistics. These are: The Boot-Speed. The target-Accuracy. The sword-Combat. The counters also have Hit Points and a copy of the counters and their status sheets including money, and anything else you need to record. Turn: The turn begins with movement. Blue goes first, moving each of their counters up to their speed, and then red. You may not move diagonally. You may only move into the same square as an ally, having an enemy counter in any square around you is combat, whether the players like it or not. After movement is combat. The counter that moved into combat rolls a D6 and adds their Combat. The other player does the same. The counter with the higher score wins the combat and may attack. To attack, roll a D6 and add your currently equipped weapons weapon strength. The defender (other counter) adds their currently equipped weapon defense capability score to a D6. If the attacker has the higher score then remove the weapons strength from the defenders HP. If you don't have a current weapon, WS counts as 1 and DC as 0. Counters may swap weapons that are in their equipment anytime. Combat continues until one counter moves away, in which case the one breaking off automatically loses D6 HP. Shooting: After Combat, players take it in turn shooting. To shoot, delegate which counter is shooting (within his guns range) and its current target. The shooter rolls a dice and adds his accuracy. The target rolls a dice and

adds his speed. The counter with the higher score wins. If the target wins, the attack misses. If the shooter wins, then the target loses the weapon strength of the gun is the amount of HP lost by the target. Counters cannot see through walls and therefore cannot shoot through them.

Deployment: All counters start adjacent to their respawn point, were the counters rebegin after they die.

Money: At the beginning of the game you start with 350\$. You may spend this on weapons for your counters. Record any weapons you buy on your status sheet in the teams equipment section. Before a game players delegate weapons for each counter. At the end all weapons are erased from sheets and go back into the team equipment section.

Should you win a game, you win all of your opponents money. They automatically gain 100\$ after this happens. Record your wins, losses and money on the team sheet. Here is a table of the weapons available for purchase.

## Guns

Name	Cost	WS/Range
Pistol	40\$	3/5
Rifle	90\$	4/6
Bazooka	200\$	6/8
Plasma Gun	120\$	5/5
Plasma Pistol	80\$	5/4
Automatic	150\$	4/8
Ray-gun	250\$	6/12
Sniper	190\$	6/12

## Weapons

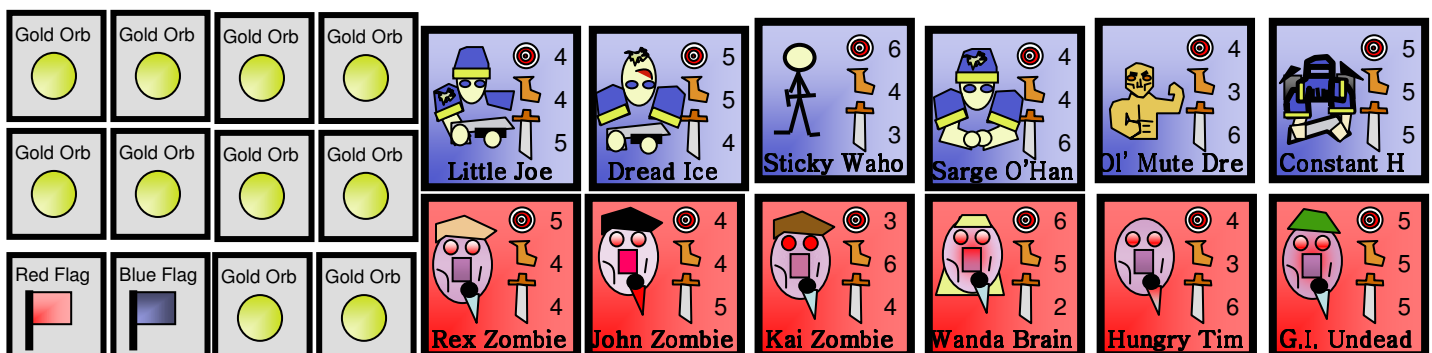
Name	Cost	WS/DC
Sword	30\$	3/3
Cudgel	10\$	2/0
Chainsaw	60\$	5/2

Special Rules for weapons: Ray Gun-Automatically hits. Sniper- Gives the counter +1 accuracy. Bazooka- Counters surrounding the hit counter up to two squares away are damage 2 WS less on a 4+ (roll a D6 for each counter in the zone)

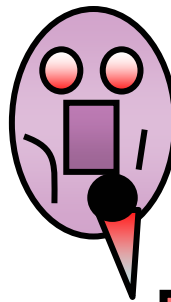
Game Modes: There are two modes- Capture the flag and Collect the Orbs. In capture the flag, players must steal their opponents flag from their base by moving into their flag square. They then have the flag. Flags may be given to friendly counters in surrounding squares. When a counter with the flag is killed, the flag automatically goes back to its flag square. The first player to bring their opponents flag back to their base wins the game.

Collect the orbs: Place the orbs in the gold squares at the beginning of the game. You can pick up a orb by moving into the orb square. You must bring all of the orbs back to your base to win. When counters die they drop their orbs. You may steal orbs from you opponents bases by moving into their flag square. A counter can only carry one orb. Adjust the amount of orbs for different game lengths.

Visit: [www.paperworlds.com](http://www.paperworlds.com) for more free games



# Red Team



## Zombies

From the remains of the planet earth comes the horde of rambling undead slaves.... The Red Team, and the current champions of the arena.... The Zombies!!!!!!

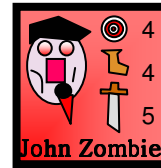
Name: John Zombie

Health (/25)

Current Weapon equipped: \_\_\_\_\_

Current Gun equipped: \_\_\_\_\_

Equipment: \_\_\_\_\_



Money: \_\_\_\_\_

Name: Rex Zombie

Health (/20)

Current Weapon equipped: \_\_\_\_\_

Current Gun equipped: \_\_\_\_\_

Equipment: \_\_\_\_\_



Equipment: \_\_\_\_\_

Name: Kai Zombie

Health (/30)

Current Weapon equipped: \_\_\_\_\_

Current Gun equipped: \_\_\_\_\_

Equipment: \_\_\_\_\_



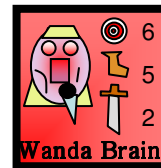
Name: Wanda Brain

Health (/15)

Current Weapon equipped: \_\_\_\_\_

Current Gun equipped: \_\_\_\_\_

Equipment: \_\_\_\_\_



Name: Hungry Tim

Health (/35)

Current Weapon equipped: \_\_\_\_\_

Current Gun equipped: \_\_\_\_\_

Equipment: \_\_\_\_\_



Name: GI Undead

Health (/30)

Current Weapon equipped: \_\_\_\_\_

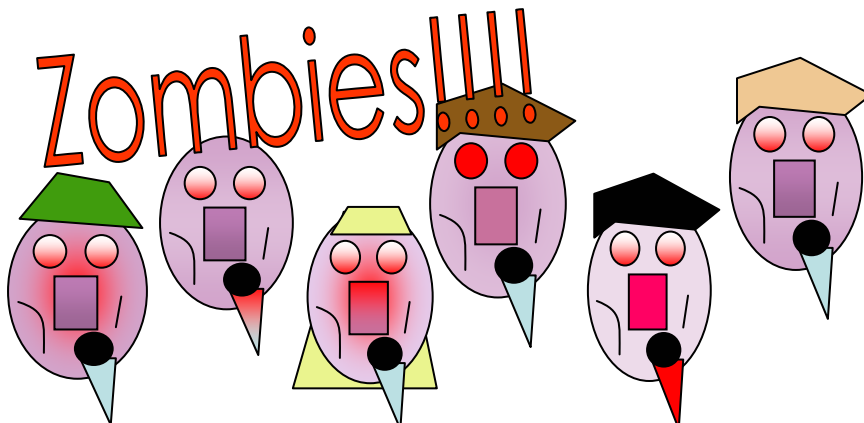
Current Gun equipped: \_\_\_\_\_

Equipment: \_\_\_\_\_



Wins \_\_\_\_\_

Losses \_\_\_\_\_

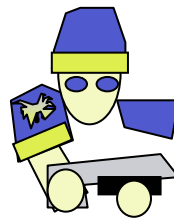


# Zombie!

Arena of Death

By Tabs\_Wargamer

# Blue Team



## Marines

Here at The Arena we are very happy to introduce you to the animals that once populated Planet Earth, the beings that once protected the planet the blue team, our slaves...the marines!!!!

Name: Little Joe

Health (/25)

Current Weapon equipped: \_\_\_\_\_

Current Gun equipped: \_\_\_\_\_

Equipment: \_\_\_\_\_



Money: \_\_\_\_\_

Name: Dread Ice

Health (/25)

Current Weapon equipped: \_\_\_\_\_

Current Gun equipped: \_\_\_\_\_

Equipment: \_\_\_\_\_



Equipment: \_\_\_\_\_

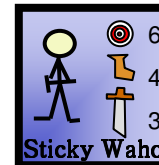
Name: Sticky Waho

Health (/20)

Current Weapon equipped: \_\_\_\_\_

Current Gun equipped: \_\_\_\_\_

Equipment: \_\_\_\_\_



Name: Sarge O'Han

Health (/30)

Current Weapon equipped: \_\_\_\_\_

Current Gun equipped: \_\_\_\_\_

Equipment: \_\_\_\_\_



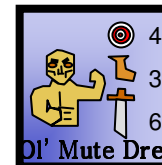
Name: Ol' Mute Dre

Health (/35)

Current Weapon equipped: \_\_\_\_\_

Current Gun equipped: \_\_\_\_\_

Equipment: \_\_\_\_\_



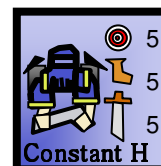
Name: Constant H

Health (/30)

Current Weapon equipped: \_\_\_\_\_

Current Gun equipped: \_\_\_\_\_

Equipment: \_\_\_\_\_



Wins \_\_\_\_\_

Losses \_\_\_\_\_

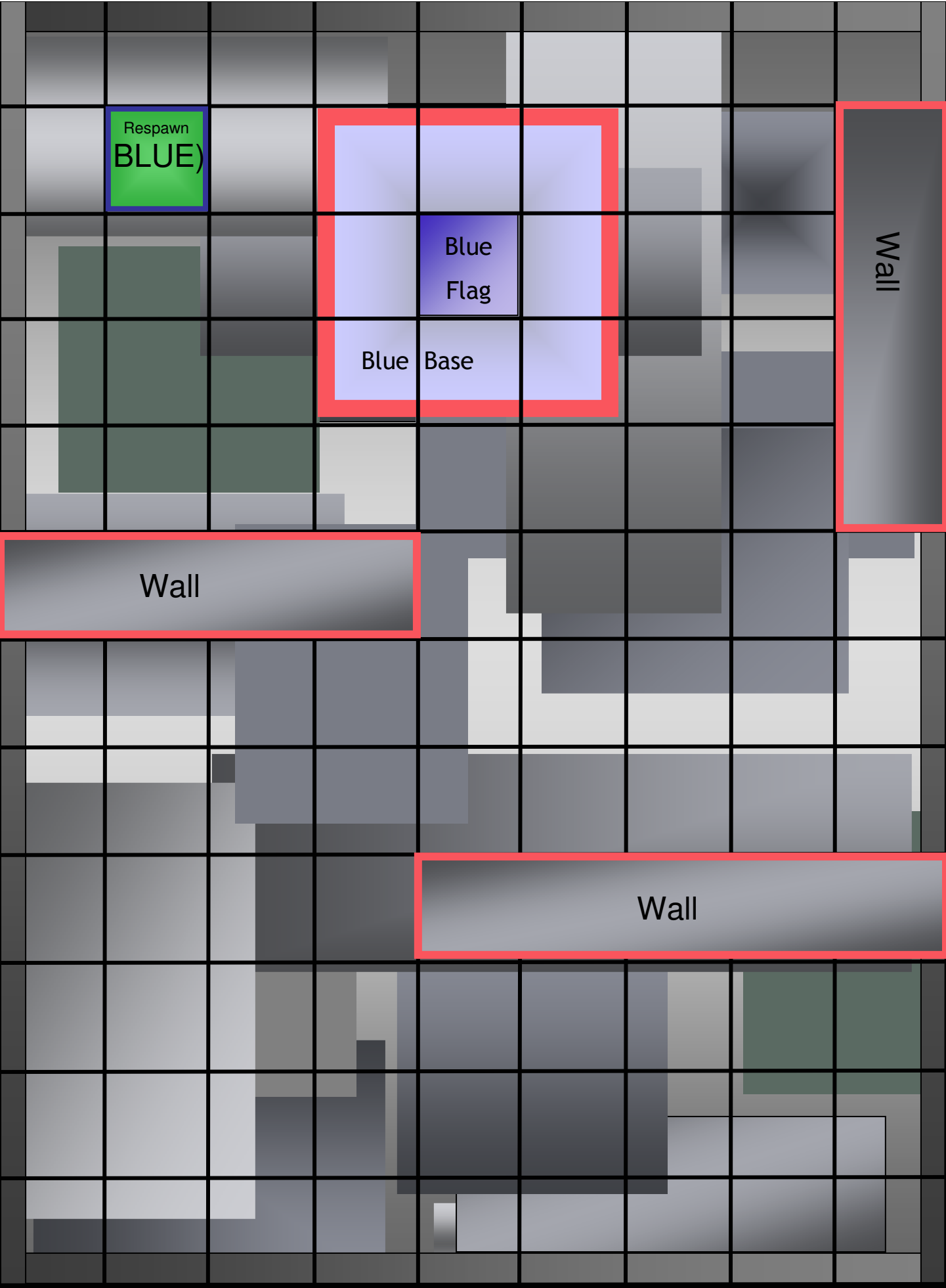
# Human Slaves

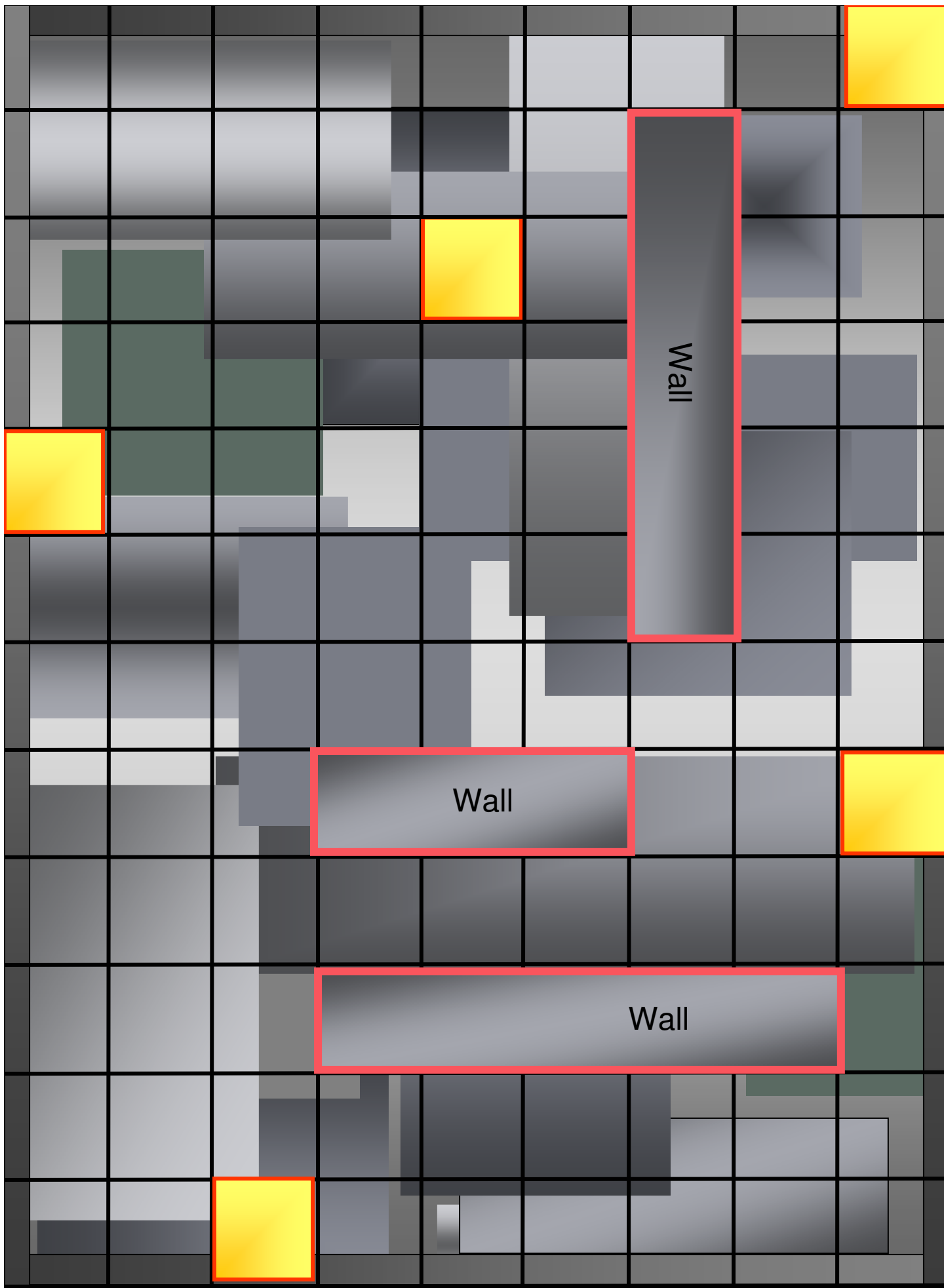


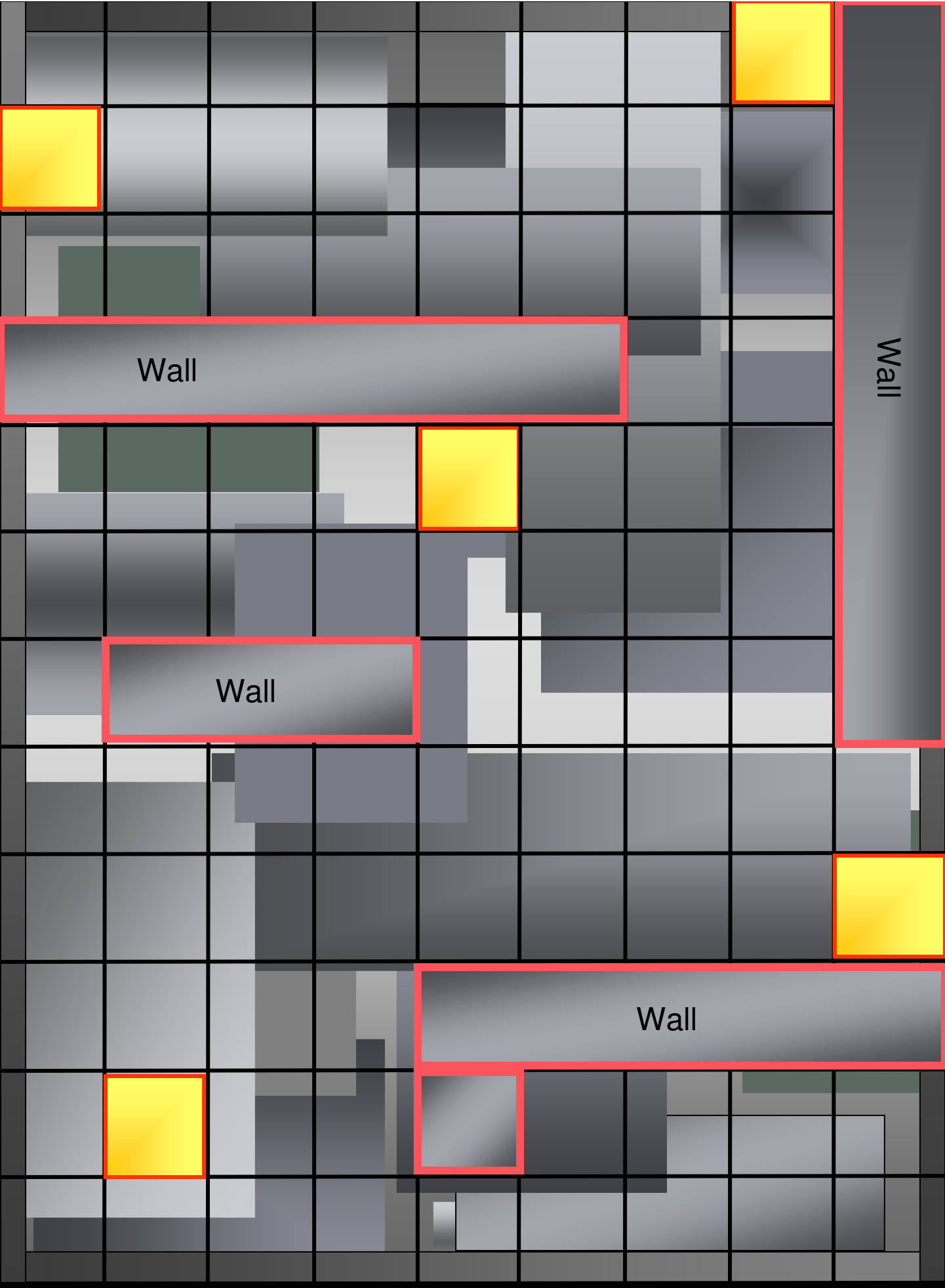
# Zombie!

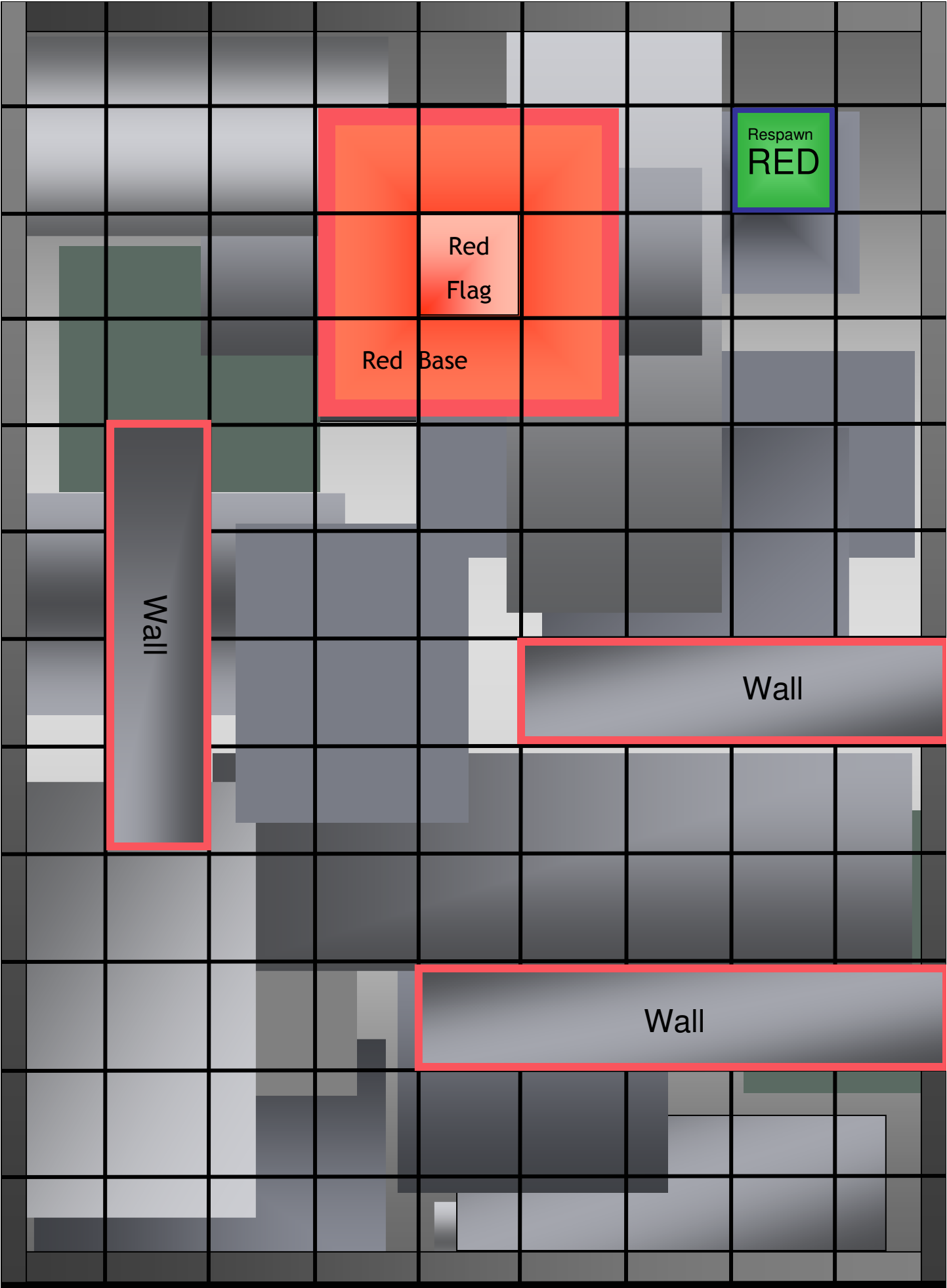
Arena of Death

By Tabs\_Wargamer









Respawn  
RED

Red  
Flag

Red Base

Wall

Wall

Wall