

Dark days in Walmington-on-sea

"Listen here men, and you Pike. We're in a bit of a pickle. It looks like our beloved Walmington-on-sea has been attacked by a Nazi death weapon. Yes Frazier, I know you have been warning us this would happen, may I continue?"

"It is our job to warn Britain of this and to do our best to repel the invaders before they get a foothold."

"By the look of the Deacon and what he did to Private Gervaise it seems our fellow townsfolk have been turned into the living dead. But this is no thrupenny horror film chaps, this is war, so we must summon up all our intestinal fortitude and face what will come."

"I shall lead first section down to the pier where I shall determine if the landings have started. I shall take the Bren and the flare gun. If we meet German opposition I shall fire one red flare before engaging them."

"Wilson, you take second section and try to raise the alarm by telephone. If the phone in the Crown & Anchor isn't working go to the telephone exchange and call Major Blackadder at Butterby House."

"Jones, it is likely that a fifth column may have knocked out the telephones so you shall take third section to your shop, fire up the armoured van and head for Butterby House with all due haste."

"Try to avoid infected civilians men. Is that understood? Stop panicking Jones."

Capt. Mainwaring

It is October 30th 1940 and in Walmington-upon-sea something is amiss.

The Home Guard, under the ebullient leadership of Captain Mannering, have spent the night camped in their brand new Home Defence Bunker in the crypt of the church of St Ethelbert the Unsteady. It has been a somewhat merry affair as Private Walker has been able to get a couple of crates of Dodgson's Best Bitter (aka Legwobbler).

Unbeknownst to them during the night a German U-boat surfaced at the end of the pier and, taking advantage of a light onshore breeze, released their newest and deadliest weapon upon the unfortunate inhabitants of the town and surrounding countryside. The product of the infernal laboratories of Herr Doktor Wieselmann, Agent Z turns any that breathe it into ravenous zombies.

The ancient crypt protected the Home Guard unit from this fiendish attack. These brave men have emerged from the crypt, a bit worse for wear, and have already encountered and dealt with the Deacon and one of their own who was bitten and quickly turned into a zombie.

Captain Mainwaring, rightly determining that this is a Nazi attack, has calmed his terrified men and devised a cunning plan. He has divided his men into three teams.

The first, led by himself will advance to the pier and discover if there are Germans landing on the beach. If there are he shall fire up a red flare and try to thwart their advance into the town. He will take Pvt Frazier and his Bren Gun with him.

The second, led by the redoubtable Sgt Wilson, will move to the back of the Post Office on Beach Road where there is a telephone exchange, or failing that The Crown & Anchor, where the other phone is. He shall have Pvt Godfrey with him, the Platoon medic.

The third, led by that fearless veteran Corporal Jones, shall try to get to the yard behind his Butcher's shop and start his 'armoured' van. They shall then use this to travel to the Divisional HQ at Butterby House some twenty miles away and raise the alarm.

Opposing these brave men are several packs of zombies wandering about the town who will focus on any loud noises or live humans that come into their line of sight.

There are also two landing parties from the Kriegsmarine. Now that gas has dissipated the first is looking for the telephone exchange so it can render it useless. This is led by the U-Boat Captain. The second is led by Herr Doktor Wieselmann who wants to try and capture some zombies, and witness the process of transformation after a victim is bitten. Unfortunately his men are not so keen.

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The Home Guard



| Figure | Pluck | FV | SV | Speed | Talents | Equipment |
|--------|-------|----|----|-------|------------------------------|-------------------------|
| Capt. | 3+ | +0 | +1 | +0 | Leadership +2 | Service Revolver |
| Sgt. | 4+ | +0 | +0 | +0 | Leadership +1, Erudite Wit | Military Rifle, Bayonet |
| L. Cpl | 4+ | +1 | +1 | +0 | Leadership +1, Bayonet Drill | Military Rifle, Bayonet |
| Pvt. | 5+ | +0 | +1 | +0 | Bayonet Drill | Military Rifle, Bayonet |

Options

- Private Pike has Speed +1
- Private Godfrey is a Medic
- Private Frazier has the Bren Gun
- Up to three men, including Private Walker, have two Molotov Cocktails each

| First Section | Second Section | Third Section |
|--|--|--------------------------------------|
| Captain George Mainwaring | Sergeant Arthur Wilson | Lance-Corporal Jack Jones |
| Private James Frazier [Bren Gun] | Private Frank Pike [Speed +1] | Private Woods |
| Private Joe Walker [2 Molotov Cocktails] | Private Charles Godfrey [Medic, only has a revolver] | Private Meadows |
| Private Nobby Clarke | Private Sponge | Private Agnew |
| Private Cheeseman | Private Bracewell [2 Molotov Cocktails] | Private Bailey [2 Molotov Cocktails] |
| Private Hancock | Private Desmond | Private Day |

The 'armoured' van gives those inside armour 9, and they can fire out of it in all directions.

It starts on a roll of 8-10 on a d10. Roll each turn before it moves and if you get a 10 it breaks down and must be started again. It only moves at 6" as it is a relic from the 1920's.

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The Germans

There are two squads of five Kriegsmarine Sailors one led by the U-Boat Captain (shown below) and the other by Herr Doktor Wieselmann. The main objective of the Germans is to thwart attempts to raise the alarm.



| Figure | Pluck | FV | SV | Speed | Talents | Equipment |
|--------------|-------|----|----|-------|-------------------------|------------------------|
| Herr Doktor | 3+ | +0 | +1 | +0 | Leadership +1, Medic | Luger Pistol |
| Captain | 3+ | +1 | +2 | +0 | Leadership +1, Fearless | Schmeisser SMG, Pistol |
| Kriegsmarine | 4+ | +1 | +1 | +0 | Tough | Military Rifle |

Options

- Up to four Kriegsmarine may have a single stick grenade each.
- One Kriegsmarine can carry a Panzerfaust with a single rocket grenade.

The Zombies



| Figure | Pluck | FV | SV | Speed | Talents | Equipment |
|--------|-------|----|----|-------|-----------------|--------------------------------------|
| Zombie | 6+ | +1 | +0 | +0 | Antivenom, Numb | None, just hands that count as clubs |

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There are six packs of eight zombies.

Pack 1 is in the middle of Beach Road.

Pack 2 is in the middle of the High Street [Including ARP Warden Hodgins].

Pack 3 is in the middle of Cross Street

Pack 4 is in the Churchyard [including the Vicar and the Verger]

Pack 5 is in the Telephone Exchange [Including Mrs Pike, note that neither Sgt Wilson nor Pvt Pike can shoot her]

Pack 6 is inside the Crown and Anchor

The main objective of the Zombies is to eat as many people as possible and cause chaos.

Zombies never win initiative, but will move and fight in turn with the other players.

Zombies will eat anyone they can lay their hands upon. Any living figure killed by a Zombies rises on the next turn under the Zombie player's control.

The zombies should be run in herds and not wander off individually. Zombies cannot run.

Below is some *guidance* for the Zombie player. Generally the zombies must be motivated by something.

Zombies target priority

1. Group of live humans
2. Single live human
3. Loud noises such as gunfire, fighting or Wilson's van.

The Weapons

Now this is WW2, not 1895, but honestly many of the weapons are direct equivalents to those in 'normal' IHMN. The Pistols, Revolvers, Military Rifles, Grenades and Bayonets have the same statistics as in IHMN.

The Bren Gun counts as a Machine Gun.

The Molotov Cocktail counts as a Brick Lane Bottle Grenade.

The Schmeisser MP40 sub-machine gun is FV+2, Pluck -2, Range 18". It can attack groups but cannot walk its fire as it just doesn't have the ammunition.

The Panzerfaust is the equivalent of a Congreve Rocket Gun firing a high explosive grenade. It may come in use against Jones' Armoured van.

Playing the game

You need one to three players for the first, second and third sections of the Home Guard. One to two players for the German Squads. And you need one player to direct the zombies.

It is recommended that the Home Guard start in the church on one table edge and the Germans on the pier on the opposite edge.

To speed the game up you could have the game split into sectors for each turn.

We deliberately haven't included a map as it will depend upon what terrain you have. We suggest that the Post Office, the Pub and Jones' Butcher Shop are along the table centreline and spaced well apart. High Street should run across the board with Beach Road leading off it to the pier and promenade, and Church Lane running up to the Churchyard. The Butterby High Road should lead off the Home Guard player's edge.

Game design notes

As you may have guessed this game is not meant to be taken seriously. The forces are quite deliberately unbalanced and uncosted. The main objective it to have a laugh and create an episode, perhaps the final episode, of Dad's Army.

Happy Hallowe'en from Craig & Charles.