

Zombie Pigs Take Afghanistan (Massive thanks to my friends at the Minmax Boards for proof-reading)

In the early 21st century, DARPA began experimenting on pigs in an attempt to create a form of suspended animation for transporting wounded soldiers. Instead, they created the world's first zombies; to hide their perfidy they airlifted the little monsters into rural Afghanistan, assuming the natives would quietly and fervently dispatch them. Or maybe they were racist bastards. Who knows?

Set-Up:

You are an undead Piggie, your goal is to create more undead Piggies. And kill off the humans who prey upon your living brethren. Screw those people; eating pigs is your job. So create a pig and get to chompin'. You will need dice (d4's, d6's and d8's) and a sheet of graph paper to use as a map, and tokens to represent Piggies (and Bad Guys).

Combat:

- 1) All Piggies and Bad Guys roll 1d6 and add their Initiative Modifier (assuming they have any). Piggies and Bad Guys then get their turn in order from highest to lowest.
- 2) All Piggies get two Actions. These Actions are Movement (Move a number of squares equal to your Move Stat, you may move diagonally), Attack (Attack an adjacent opponent, or a distant one if you have a ranged attack), Noms (heal by eating dead Bad Guys), or Other (use an Ability of some kind if it requires an Action). Thus Piggies can move twice, attack twice, or move and attack. Bad Guys can only move once and attack once.
- 3) When attacking both sides roll a d6 (the Attacker rolls to hit, and the Defender rolls a d6 for Defense). If the attacker rolls a 1 he misses, if he rolls a 6 he Criticals, doing double damage. On a 2-5 he hits doing normal damage. He then rolls damage and subtracts his opponents defense (if any).
- 4) The Defense die the defender rolls subtracts a various amount of damage depending on its rating. Defense is rated as 0-1, 0-2, 0-3, or 0-4. For 0-1, it blocks 1 point of damage on a roll of 4-6. For 0-2, it blocks 1 damage on a roll of 3-4, and 2 damage on a 5-6. For 0-3, it blocks 1 point of damage on a roll of 2-3, 2 points on a roll of 4-5, and 3 points on a roll of 6. For 0-4 it blocks 1 point of damage on a roll of 2-3, 2 points on a roll of 4, 3 points on a roll of 5, and 4 points on a roll of 6.
- 5) Piggies who wish to Noms must be in a square adjacent to a dead Bad Guy. Each Action they spend on Noms heals 4 Hit Points.

Pig Creation: (Choose an Ability listed below, and a set of Attributes)

Attributes:

- 1) Melee Attack doing 1d6 damage, 10 Hit Points, Move 2, Defense 0-2
- 2) Melee Attack doing 1d8 damage, 14 Hit Points, Move 2, Defense 0-2, -4 Initiative
- 3) Melee Attack doing 1d4 damage, 10 Hit Points, Move 2, Defense 0-2, +2 Initiative
- 4) Ranged Attack doing 1d4 damage, 8 Hit Points, Move 2, Defense 0-1, +2 Initiative
- 5) Ranged Attack doing 1d6 damage, 8 Hit Points, Move 2, Defense 0-1
- 6) Ranged Attack doing 1d8 damage, 8 Hit Points, Move 2, Defense 0-2, -3 Initiative
(Ranged attacks have a range of 3 squares, your Piggie is lucky enough to have a projectile weapon bolted on.)

Abilities: (Unless otherwise specified you may take a given Ability only once)

Accurate: You don't miss when rolling a one on an attack roll.

Armor Piercing: Your attacks Critical on a roll of 5-6.

Asbestos: You take no damage from Fire, and hopefully you're a zombie...

A Twinkle in Your Eye and a Stick of Dynamite in Your Ass: When killed, you explode doing 2d4 damage in your square and all adjacent squares.

Base Dropper: You take no damage from Acid.

Biohazard: Your attacks do Acid damage and ignore Defense on a successful Critical.

Boost: As an Action, you may do +2 damage for 3 turns of combat.

Command: As an Action, all of your Allies within 6 squares do +1 damage for the next 3 turns.

Earmuffs: You take no damage from Sonic.

Fast: +1 Move. This Ability may be taken more than once.

Flamethrower: Your attacks do Fire damage and ignore Defense on a successful Critical.

Frankenpiggy: You take no damage from Electricity.

Ham: Bad Guys won't attack you until you make an attack as they assume you're a regular pig.

Hard Armored: You are immune to Criticals.

Hawgzilla: You occupy two squares instead of one. Opponents cannot miss you, but you always stop a minimum of 1 point of Damage from all sources.

Healthy: You gain +2 Hit Points. This Ability may be taken more than once.

Horribly Unrealistic Fur Covering: You take no damage from Cold.

Immune: You are immune to the Infectious Ability.

Infectious: Opponents you damage lose 1 hit point per round for the rest of the combat. If they are enemy Piggies they rise as Zombies on your side 1d6 turns after you kill them. These Piggies will attempt to kill whatever attacks them, or attack non-zombie pigs, but will otherwise wander off in confusion. The odds of this happening are small as it is almost certain the Bad Guys will try to shoot them when they stand back up.

Internal Generators: Your attacks do Electricity damage and ignore Defense on a successful Critical.

It's A Trap!: May only be taken by Light Obstacles. Traps are hidden, doing 2d4 damage to whatever enters their square first, and then going inert. Piggies gain +1 XP for each Trap that remains unused at the end of the Mission.

Jet Packs: You may move over, or stop in, squares containing Obstacles.

Liquid Nitrogen Tanks: Your attacks do Cold damage and ignore Defense on a successful Critical.

Minesweeper: As an Action you can detect all Traps in adjacent squares, and roll a 1d6. On a 4 or better you detect any Traps within 3 squares of you.

Nanite Boo-Boo Fixers: You no longer require dead Bad Guys to Noms, the Noms just happen...

Quick: +1 Initiative. This Ability can be taken more than once.

Sniper: The range of your Ranged attack increases by +1. This Ability may be taken more than once.

Spllosion: Your Ranged attack also damages anyone in squares adjacent to your target.

Strong: You do +1 damage. This Ability may be taken more than once.

Stun: If you successfully damage your opponent with an attack, he only gets 1 Action next turn.

Subwoofers: Your attacks do Sonic damage and ignore Defense on a successful Critical.

Tough: Increase Defense roll rating by 1 (i.e. a 0-1 becomes a 0-2, a 0-2 becomes a 0-3, etc.). This Ability may be taken more than once. Maximum defense is 0-4.

Too Stupid to Feel Pain: You cannot be Stunned.

Vengeful Pet: You are extra teensy, and Bad Guys miss you on a 5 or 6 on their Attack rolls. Bad Guys with Accurate still miss you on a 6.

Vicious: If you successfully hit an opponent with a Critical, he does -1 damage for the rest of the combat.

Violent: Bad Guys with this Ability may make Moves and Attacks just like players do. This cannot be taken by Piggies.

Bad Guys:

Bad Guys are constructed in a manner similar to Piggies. You choose an Ability, and an Attribute Set. If the Piggies kill that Bad Guy they earn the XP listed for him. They may increase the XP gained by adding Abilities to the Bad Guy (i.e. creating Boss Bad Guys). Bad Guys are worth 2 XP, plus 1 XP per extra Ability they have. Piggies who survive the mission may add a new Ability(ies), at a cost of 10 XP each. XP is earned and spent as a party in any manner they can agree upon. For example if the party kills 10 Bad Guys they have 20 XP. 2 of them can gain Abilities, or 1 of them can gain 2 Abilities. Disagreements or ties are settled by a die roll. Each side of the argument takes either 'odds' or 'evens', roll a d6, and abide by the result. If there is more than two 'sides' to the disagreement work something out via a die roll. A note on designing Bad Guys: don't give them any more Abilities than the Piggies have other than one Boss Bad Guy. Otherwise the Piggies are in trouble.

Obstacles:

Obstacles are things like walls and fences. Piggies and Bad Guys cannot enter squares containing an Obstacle. They must move around them or break them. Light Obstacles have 10 Hit Points and 0-2 Defense. Heavy Obstacles have 20 Hit Points and 0-4 Defense. Bad Guys (or Piggies) with Ranged attacks can fire from behind Heavy Obstacles with impunity. Heavy Obstacles block ranged attacks until destroyed. Piggies get 1 XP per Obstacle destroyed (2 XP for Heavy Obstacles). Obstacles may be given attacks to represent things like fires or electric fences. Obstacles do 1d6 damage in melee (+1 XP if destroyed), or may be given a range of 2 squares (+1 more XP if destroyed). Optionally they may also be given Abilities in a manner similar to Bad Guys to provide more XP upon defeat.

Missions:

- 1) The bastid humans has kidnapped Mawm! You must assault their fortress (poorly designed camp) to retrieve her.
- 2) A pig farm lies just beyond a minefield. God alone knows why, and it doesn't deter your primal zombie urges in the least.
- 3) The humans have captured a small cache of arms. All of them have one of the Ranged Attributes and one Ability designed for offense. You must survive their attempt to wipe out your colony.
- 4) The humans have a small tank-ish thingie with enough Abilities to be worth 10 XP. Good luck.
- 5) The Bad Guys are locked securely in their new fortified compound. One of your guys has rubbed against the electric fence to tempt them with the unholy scent of bacon. When they open the door the massacre is on.
- 6) The Makers (DARPA) have gifted you with an extra Ability before kicking you through a portal to Hell one of their experiments has opened.