



The Zombieville Post

Issue One
Christmas 2011

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If you want to know more about 7ombieTV -

www.crooked-dice.co.uk/zombie.html
www.crooked-dice.co.uk/store5.html

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The Zombieville Post

Released By Warlock Press

Christmas 2011

Issue One

Welcome to the First Issue!

THIS ISSUE



Our First Cover created by my great friend Tony Yates (Shadowking)

Welcome to The Zombieville Post, a Fanzine for players of the 7ombie TV game - the most fun set of Zombie Skirmish Wargames

rules EVER you heard me (read me?) - that's right, I said it!

Here at The Zombieville Post we firmly believe 7ombie TV is something special, and so deserves a voice for its fans (yes I mean everyone) anyone can submit an article, we need Zombie Movie, Book, Comic Reviews, Scenarios, new Characters, print and build Paper Terrain, anything so long as its 7ombie TV related - just send your article/idea/pictures etc to me (The Editor) at -

the.zombieville.post@gmail.com

The plan is to put something new out AT LEAST every quarter giving people enough time to try/play things out and (hopefully) give us some feedback too.

So, there you have it—we are up and running. I would just like to send out a huge thanks to Karl and Graeme for releasing the rules in the first place! (and again to Karl for giving me the OK to do this).

Or this Fanzine might never have come to be.

High School of the Dead!

Doctor Warlocks Believe it or Not!

Return to the Planet of the Evil Living Dead Flesh Eaters

Bottom Gear

BooBoo's Paper Corner

VAMPS!

Weathering Workshop

Zombie Varients

Doctor Warlocks "Believe It Or Not"

The first piece of Zombie themed fiction was the 1929 novel 'The Magic Island' by the author, and friend of Aleister Crowley, William Seabrook. Interestingly William Seabrook was in fact guilty of practicing Cannibalism, he ate the Flesh of a recently killed man - and he insisted it was much like Veal in flavour and texture.

In 1932, Victor Halperin directed 'White Zombie', the classic horror film starring the great Bela Lugosi. This film, capitalizing on the same voodoo zombie themes as Seabrook's book of three years prior, is often regarded as the first legitimate zombie film ever made, and introduced the word "zombie" to the wider world.

Zombie Caterpillars! Glyptapanteles is a type of wasp that lays its eggs, up to 80 at a time, inside a caterpillar, to see that the caterpillar's red blood cells does not kill the larvae, the mother wasp also injects a virus that occurs naturally in the wasp into the caterpillar, disabling its immune system. The larvae are then free to grow and they

eventually chew their way out of the caterpillar. The caterpillar does not die. It spins a cocoon over the larvae to protect them while the grow. The caterpillar also protects the cocoon from danger. It's as if the larvae are controlling the caterpillar's actions. What's weird is that the caterpillar dies at the same time the adult wasps emerge.

High School of The Dead

7ombieTV Style

By Tony Yates



Being player and gamer /film/comic fan, I spotted High school of the Dead some years ago. I have read and watched all the cartoons and read the comics, what sets it apart for me is the characters and settings, the art is usual manga style to a high level and the undead are treated to a good atmosphere and a creepiness like the first Zombie films. The decay of the living world is well done and the appearance of the first undead really shocking. The series is fun to watch and has great moments for the darkness of the world.

The cartoon versions are almost exact and lend to for me enhance the comics and character. I enjoyed the way the survivors adventures lead them to places and situations only to fall under the teeth of the undead; the military are very well done , in a later comics the special forces turn up and deliver what one expects from a manga. Some good scenarios ideas run throughout the books and the animation.

The Basic Plot

The story follows a group of high school students, the high school's nurse, and a young girl as they fight their way to safety through the deadly streets of Japan during a worldwide catastrophic event known as the "Outbreak".

As the cast tries to survive the zombie

apocalypse, they must also face the additional threats of societal collapse, in the form of dangerous fellow survivors, and the possible decay of their own moral codes.

To use the characters from High School of the Dead with the 7ombieTV rules I suggest the following:

For each main character use the Star Profiles from the 7ombieTV Rules (character type, stats with adds etc) with some characters there are also other ideas thrown in - the reason for this is simple, to create more of a feel of the original Series without changing the core 7ombieTV Rules to any great degree.

Feel free to add too or change things around as you see fit!

Takashi Komuro



Takashi Komuro is a 17 year-old second-year student of Fujimi High School & the main male protagonist of the series.

Though he is not a skilled fighter, but he makes up for this with his strong leadership skills, and often holds the group together in most dire of situations.

In 7ombieTV - Natural leader

Rei Miyamoto



Takashi Komuro's classmate and the main Female protagonist of the series, they have known each other since kindergarten.

Rei is a member of the Sojutsu club, and her combat skills have proven to be a strong asset.

In 7ombieTV - The Looker

Additional: + 2 Scavenger Rolls



High School of The Dead

(Continued)

Saya Takagi



Saya Takagi is a second-year student at Fujimi High School.

She is a self-proclaimed genius. Her knowledge and deductive abilities have allowed the group to escape from harm many times, but her intelligence often causes her to be stubborn and arrogant.

In 7ombieTV - The Brain

Additional: + 1 Event Card

Kohta Hirano



A 16-year old second-year student at Fujimi High School. Although he -

appears to be just another geeky, wimpy, overweight guy with glasses - Kohta is actually a gun otaku (basically he's a gun freak) his knowledge of firearms and skills as a marksman have proven to be an invaluable asset to the group.

He uses many different types of guns throughout the story, and collects various weapons and ammunition for the group during their travels.

In 7ombieTV - The Grunt

Additional: Aim, Snap Shot, and re-rolls with all Fire-Arms.

Saeko Busujima

Back in Fujimi High School, she was in the Third Year and was also captain of the Kendo Club.

In the group, Saeko is considered the most reliable of all fighters, and everyone can count on her combat skills to pull them through a tough spot if need be.

She is one of the reasons why the protagonists have managed to survive as long as they have.



Saeko is one of my favorite characters and is extremely skilled in close combat, she uses her Katana to great effect.

In 7ombieTV - The Heavy

(Katana / 2 Attacks / +1 to Str)

Additional: She has the Dodge Special Effect, but may use it twice

Shizuka Marikawa

Shizuka Marikawa is a single 26-year old woman and the school nurse at Fujimi High School. At the beginning of the story, Shizuka was saved by Saeko, a single 26-year old woman and the school nurse at Fujimi High School. Shizuka's main contribution to the group are her medical skills and extensive medical knowledge.



In 7ombieTV - The Screamer

Alice Maresato

Alice Maresato is a 7 year-old second-grade girl whom Kohta and Takashi rescued from the zombie horde after her father was killed by members of a household who wouldn't allow them shelter.

Due to her young age, she currently doesn't have any weapons at her disposal, although she was given firecrackers by Asami Nakaoka to distract "Them".



In 7ombieTV - The Kid

High School of The Dead

(Continued)

Zeke



Despite being small, Zeke is show to be brave and energetic willing to protect Alice when being attacked by "them". Throughout the series, Zeke has shown to have acute senses, and is often the first to detect the presence of "them" before the other survivors.

In 7ombieTV - The Mutt

Other Characters

Koichi Shido

Koichi Shido is the main antagonist of the series and the teacher of Class 3A. Rei Miyamoto is afraid and is disgusted by him and Saeko Busujima says his name with a scowl, hinting that he apparently is a sadistic and villainous character. This is affirmed when he leaves behind a student who sprained his ankle and even kicks him back towards a group of pursuing zombies, saying there is no point in keeping weaklings alive.



In7ombieTV - The Suit

Rika Minami

Rika Minami is the chief of first squadron in the prefecture police and an expert sniper (5th in the country) in the Special Assault Team, who, along with the Special Security Team, were sent to clear the nearby airport of any zombie stragglers and to rescue any survivors.



In 7ombieTV - The Cop

Additional: Aim actions give +2 and a re roll on 'Hard to Kill' Dice

Other Survivors

There are other Survivors in High School of the Dead, Shido's Group, the Taiei Shopping Town Survivors, and the Takagi Estate Survivors for example.

Watching the series might give you ideas of your own on how to convert these other groups of Characters to 7ombieTV - or maybe create your own from scratch.

Miniatures

For me Reaper do some amazing manga sculpts, Eureka do Armed Japanese school girls, depends what you want and as always use what you want and



Zombie Variants for 7ombie TV

Armoured Zombie

(Suggested by Chris Vau & DanG)

Zombie Extra | 9 Ratings

This Zombie had a military or security background when he was alive, either in the Police, the Army, or perhaps Private Security. He (or she) turned whilst still wearing their Body Armour.

Move	Def	Hits	Str	Agi	Int	Mor
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As Page 26 of the 7ombieTV Rulebook

Special Effects

As Page 26 of the 7ombieTV Rulebook

Attacks

As Page 26 of the 7ombieTV Rulebook

Bulletproof Vest: This Zombie has the Body Armour Special Effect, and the Zombie in question receives the benefits of the protective armour it wore in life. Please Refer to Page 29 of the Core 7ombieTV Rulebook for the full rules.

Limited Numbers: As most security forces were spread fairly thin when the apocalypse happened, only one in 6 Zombie Extras can be Armoured Zombies.

Spoils of War: If this Zombie is killed in Hand to Hand combat, the victor may loot the Bulletproof Vest from the Zombie with the use of a Special Action. Please Note, if the looter is attacked whilst attempting this he cannot defend himself, and counts as prone vs any attacks that target him.



Return to the Planet of the Evil Living Dead Flesh Eaters

A 7ombieTV Mini Campaign Setting

By Drew Wood & Tony Yates

Every now and again comes a Movie that breaks all the Rules, and "Return to the Planet of the Evil Living Dead Flesh Eaters" was no exception - Knight Pictures (a would be rival for Barron) was financially in the toilet by this time and was using any old sets, costumes and props it could find lying around the studio lot - often without permission or license. Lookalike actors with the idea of "cashing in" on already successful movies, and hodge-podge plots that were different enough to avoid being sued - but similar enough to draw at least a few suckers into the Theatres. Return to the Planet of the Evil Living Dead Flesh Eaters was an instant flop, but due to the fact its actually a passably good movie - it is now considered a cult classic, with a wide fan following.

The Doctor of a deep space probe (who conveniently looks like Bruce) and his crew return to earth after 35 years in suspended animation, they find that a brightly burning comet passing through the Earth's outer Atmosphere while they were away and its radiation has blinded a third of the Earth's population - and turned another third into slaving flesh-hungry Zombies.



The crew of the UNSS (United Nations Space Service) Craft Thanatos.

Missing for 35 years.

Its original five year mission - to travel to the outer reaches of the Solar System, and gather data on its journey.

The entire Crew would go into computer monitored cryogenic suspension for months at a time, while the Craft coasted between planets - this form of travel, just using occasional bursts from the thrusters was essential as it reduced the need for huge amounts of fuel - its unfortunate side effect was the great increase in travel time between each planet in the solar system.

After leaving Mars, there was a fault in the cryonic systems - meaning that the crew



couldn't be unfrozen safely. The Computer "Pal" decided to keep the Crew in cryogenic suspension till the Thanatos auto repair systems could correct the fault.

In an oversight by UNSS Technicians (who hadn't foreseen the need for in Pal's programming), Pal was not ready to perform such repairs - but Pal was a learning computer, so he could teach himself how to do the repairs by a method of trial and error. Unfortunately this process took over 30 years to complete.

Ultimately abandoning the mission - Pal made the decision to take its crew home to a safe environment for them to recover from their unusually long cryo-suspension.

Pal was unaware of the Comet that had been pulled into an earth orbit, and the Thanatos passed partially through the comets tale - totally irradiating Lieutenant Roger 'Treat' Mortis' cryo-tube.

The Thanatos team were rescued from the wreckage by a team of Scientists, who had turned an abandoned Bomb Shelter into a secure base and research center. Struggling to survive and find a 'cure' for what was going on, the Thanatos' crews arrival was a breath of hope at last in a seemingly hopeless situation.

The Crew of the Thanatos

Colonel Taylor Heston

Star | 65 Ratings

Disenchanted UNSS Team Leader

Colonel Taylor Heston, a self-destructive and arrogant man who is a "lifer" in the UNSS because that way he doesn't have to face the fact he doesn't actually like people. Upon his return to the Planet of the Evil Living Dead Zombies, he now finds he actually values humanity and

Move	Def	Hits	Str	Agi	Int	Mor
6	5	3	4	5	4	5

does his best to protect those in need.

Special Effects

Dodge, Eagle Eyes, Heroic Surge, Leader (3), Luck (2), Military Training, Repair

Star Quality

Last Man on Earth - Taylor Heston is amongst the most resilient of survivors: quick witted, mentally tough and a keenly developed survival instinct. He may ignore any Alone Morale rolls and once per game automatically win initiative for his Cast.

Attacks

Brawl (3+), Pistol (3+)

Upgrade Options

May be equipped with a Shotgun (3+) for +10 Ratings, or an SMG (3+) for +12 Ratings.



"I'm a seeker of truth and knowledge too. But my dreams of the future really aren't like yours. I can't help thinking that somewhere in the universe there has to be something better than this"

Colonel Taylor Heston

Return to the Planet of the Evil Living Dead Flesh Eaters

The Thanatos Crew (Continued)

Doctor Cameron Bruce

Star | 75 Ratings

Doctor without a cause, but with a cause . . .

Bruce ended up on the Thanatos mission because no other Doctor wanted to waste 5 years (35 years in actuality after the cryo-system accident) - even after losing his right hand in the crash, he finds himself driven with a new purpose (and not just because of the Chainsaw strapped to his wrist) - potentially as the saviour of Humanity.

Move	Def	Hits	Str	Agi	Int	Mor
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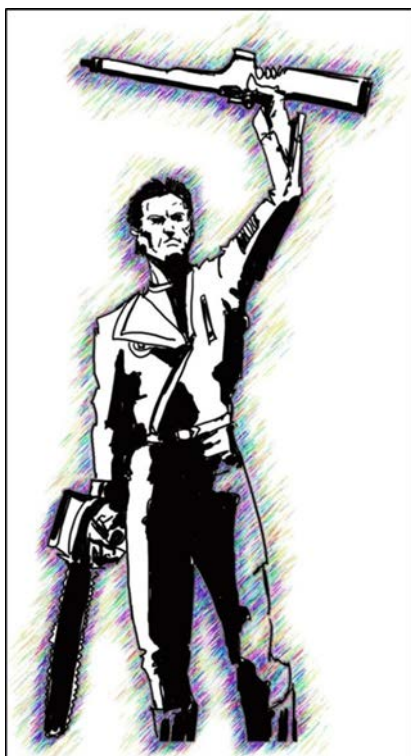
As for 'Bruce' in 7ombieTV

Special Effects

As for 'Bruce' in 7ombieTV plus Medic and Inspirational.

Unique Special Effects

As for 'Bruce' in 7ombieTV



Attacks

As for 'Bruce' in 7ombieTV

"Tinker, Tailor, Doctor, Saviour . . .
I'm the guy with the gun . . ."

Doctor Cameron Bruce

Lt. Roger Mortis

Star | 45 Ratings

Living Dead Hero - Honest . . .

Lieutenant Roger 'Treat' Mortis is a dead man, but a dead man who can think, function, and most of all fight! The radiation he absorbed from the tale of the comet that passed through this ship killed him, but it also changed him. He is, to all intents and purposes a Zombie - but rather than craving human flesh, he must devour the flesh of the dead to survive. Mortis was the engineer on the mission, and still has a passion for getting things working - and is all the more efficient now, as he has no need for sleep.

Move	Def	Hits	Str	Agi	Int	Mor
6	3	2	4	2	4	4

Special Effects

Hard to Kill, Hunger for Dead Flesh, Luck (2), Repair, Scavenger (2)

Unique Special Effects

The Living Dead - As a free-willed Zombie, Mortis has a few Zombie "Traits" to contend with. He is Hard to Kill (as per the 7ombieTV Special Effect), but rather than having a Hunger for the Living - he has the need to eat the flesh of the Undead. He does not have Zombie reactions, as he is fully sentient - and we will never know if he is infectious, as it's unlikely he will ever bite a living being. Also, he is immune to the Hunger for the Living special effect - as he is Dead, Zombies tend to ignore him.



Attacks

Brawl (3+), Pistol (4+)

Hunger for Dead Flesh

Lieutenant Mortis must always finish each move activation he makes closer to at least one Zombie model.

"Dead? Whadya mean I'm Dead?"

Lieutenant Roger Mortis

Return to the Planet of the Evil Living Dead Flesh Eaters Zombie Stuff

With a third of the population being blind, any who die become affected by the residual Comet radiation in the usual way - returning as flesh-eating undead. But the Sightless Dead have evolved a simple echo-location system, their terrifying screeching can be heard streets away - and fills the hearts of those who hear it close up with terror.



The Sightless Dead are basically Ragers, but with the "Unholy Screech" Special Effect. This increases their cost to 15 Ratings.

Unholy Screech

If a Sightless Dead model is activated and is within 6" of a Survivor model, the Survivor must make an immediate Morale test. If this roll is failed the survivor becomes "stunned" with fear, rooted to the spot. Though standing, they still count as being prone. This Stunned Status lasts for one full Turn, and may be removed in the usual way.



All Zombie Extras and Co-Stars from 7ombieTV are chosen in the normal way, with the number of Zombie Co-Stars strictly limited as determined on page 18 of the 7ombieTV Rulebook

The only exception to this are the Leader Zombies - which are not available if you take the Shadowking.

Only the Shadowking is in charge when present.

Return to the Planet of the Evil Living Dead Flesh Eaters

More Return to the Planet of the Evil Living Dead Flesh Eaters Zombie Stuff

The Shadowking - Zombie Star | 105 Ratings
Leader of the Evil Living Dead

Project Shadowking was an attempt to create a synthetic Super Soldier; whilst organic a Shadowking unit is a totally artificial life-form. The project started some five years after the Thanatos first disappeared, and was going well, the first unit was functioning perfectly - and would in theory change the face of warfare and exploration into hazardous environments forever. Till the first (and after that point) only Shadowking became affected by the comets radiation.

Special Effects

A Good Offense, Body Armour, Great Strength, Hard To Kill, Heroic Surge, Hunger For The Living, Leader (6), Psychic, Rage, Sixth Sense, Zombie Infection

Move	Def	Hits	Str	Ag	Int	Mor
6	5	5	6	3	4	5

Unique Special Effects

Master of Destiny - The comets energy seems to be able to influence the very fates themselves. and the Shadowking is able to channel that energy. You may draw an extra 2 event cards at the start of the game, and can influence event card die rolls by either +1 or -1 if you wish. In addition, a tied initiative roll grants the Shadowking's Cast one audience appreciation marker as the comets energies favour the Shadowking's side.

Attacks

Brawl (2+)



Special

The Shadowking is a real beast of a Zombie Star, and should not be included in any Zombie Cast without the permission of the Survivor Player.

If you take the Shadowking, you may not take any other Leader Zombies.

Ideally the Shadowking should be used for special scenarios (see issue two of 'The Zombieville Post') and should not be used for campaign play.

PLEASE NOTE - No Survivors or Zombies were hurt whilst playtesting the Shadowking or his Minions.

NEXT TIME - MORE RETURN TO THE PLANET OF THE EVIL LIVING DEAD FLESH EATERS!

Specific Return to the Planet of the Evil Living Dead Flesh Eaters Scenarios.

New Co-Stars to help fight the evil Shadowking's Zombie Hordes.

New Zombie Types, specific to the Return to the Planet of the Evil Living Dead Flesh Eaters Movie.

Plus anything anyone else can think of and send to -

the.zombieville.post@gmail.com

7ombieTV's "Bottom Gear"

By Andy Lyon

The Armoured Pick-Up Truck



How do Survivors get around, they don't always walk (well, run like buggery) surely!

Andy Lyon presents us with the rules (and the Model) for the answer to all our Anti-Zombie Survivalist Transport needs!

Although often unreliable, an Armoured Pick-Up is still a very desirable addition to any survivor's arsenal.

Vehicle	Type	Move Mode	CAP	DEF	Armour	Hits	Speed	Special	Rating
Pick Up	Basic	Wheeled	3+(3)	5	+4	4	10	Large, Unreliable	20

Unreliable (Special Effect)

Vehicles in 7ombieland are by necessity regularly built up or patched up from parts gained wherever possible. Using components which may not prove fully compatible and fuel which is often of dubious quality, siphoned from abandoned cars and trucks. These factors make any 7ombieland vehicle prone to regular mis-fires and breakdowns. For every move attempted by the Pick Up roll on the reliability table below

- 1 - 3** Move as normal
- 4** Mis-Fire. Only move 5" Maximum movement this action
- 5** Stalled. No movement allowed this action
- 6** Breakdown. Repair required

Capacity of the Pick Up is 3 in the Cab and 3 on the back; those on the back (cheap seats) do not gain the armour Pick Ups armour bonus.

Anyone may attempt to drive the Pick Up no driver Ability is required as in desperate times survivors will attempt anything that may lengthen their lifespan.

Lucky Survivors may get hold of their Pick Up trucks from the Ainsty Car Park located here <http://ainstycastings.co.uk/index.php> other colours are available!

Santa Claws Is Coming To Zombie-Town

A Holiday 7ombieTV scenario

By Ian Johnson

"A Christmas Zombie Movie, Really?"

Larry Normal (Film 86)

Something Old, Something New

In 1986 Knight Pictures released "Santa Claws is Coming to Zombie-Town", partially inspired by "Santa Claus Conquers the Martians" and (from the way the Movie looked) using a lot of the same 20 year old sets and costumes - popular in Europe, it did well everywhere but the US, and so spawned no sequels.

Scenario Synopsis

Santa Claws and his helpers have shuffled into town and he is far more interested in naughty than being nice.

The survivors must keep Zombie Santa from getting into their houses to spread his "Christmas cheer".

Unique Special Effects

This episode features 2 – 5 Survivors, with a total ratings to be agreed between the players.

The Zombie player chooses a cast with a total ratings over this value, and must include the Zombie Santa Claws (Leader Zombie), his 'Reindeer' (Tank Zombie) and his two Helpers* (Rager Zombies).

** this Scenario was created with the intention of the Studio Miniatures "A Christmas Nightmare" figures being used.*

If possible, the zombie player is encouraged to use as many zombie children figures as extras to add extra creepiness to the game

Location

This episode should be played on a 4' by 4' table with a minimum of five buildings representing houses in a small country town. There should be one house for each survivor and a couple of extra buildings that can be of any type (church, general store or police station for example). The houses should be in the centre of the playing area.

Include any other scenery to represent your country town: roads, trees or small hills for example.

Set Up

The survivor player should place one survivor in each house.

The zombie player can place his models anywhere within four inches of any of the game board edges.

And . . . Action!

Initiative is determined normally for all turns.

Special Rules

If the zombie player includes only zombie children with Santa, his Reindeer and two helpers then all survivors must pass a Morale tests upon first sighting the children or become stunned. (Test per survivor as each survivor sees the children for the first time).

End Credits

This episode will end if all of one players models are removed from play.

Victory Points

The standard 7TV VP rules are not used in this scenario.

Only conditions listed below will award VPs during this scenario.

Victory Conditions	Survivors	Zombies
Zombie Santa Eliminated	+3	-
Each Survivor Eliminated/ Infected	-	+1
Zombie Reindeer/Helper Eliminated	+2	-

"Santa Claws Is Coming To Zombie-Town"

Festive Season Event Cards

By Ian Johnson

He's making a list, He's checking it twice

When this card is played the Zombie Santa Claws loses its move for the game turn the card is played.

Survivor Player Only

Down the Chimney - St. Nicholas came with a bound

When this card is played the zombie player can ignore the barricades in one house. The card can only be used for the Zombie Santa, the zombie reindeer or his two helpers.

Zombie Player Only

Blame it on the Mistletoe, Cos what happened here nobody knows

One zombie gains +1 to hit during the turn the card is played. Play this card when a zombie (of any kind) is inside a survivor's house.

Zombie Player Only

Bring me Flesh and bring me Wine

When played all zombie extras must not bite or claw any survivors currently engaged in melee. Instead if the zombies win the melee they must drag the hapless victim to the Zombie Santa for him to feast on. This will buy extra time for the survivor to escape.

Treat survivors captured by zombies as being entangled.

Survivor Player Only

From now on our troubles will be out of sight . . .

All survivors in houses may add one barricade token to all of the doors or windows of their houses.

Survivor Player Only



VAMPS!

A 'fangtastic' variant for 7ombieTV

By Drew Wood

Vampires!

Everyone loves Vampires!

From Fright Night to From Dusk Till Dawn – they have been a staple of TV & Cinema for Decades. But the 80's had more going on Vampire wise than a lot of other Horror sub-genres.

Differences

There are a few quite major differences between the Vampires of classical myth and literature, and those of Movies & TV – some cosmetic, others quite major changing the lore.

There are (of course) films with "classic" Vampires in them – the Monster Squad (1987) and Fright Night (1985) being prime examples – but for the most part 80's Vampires had fewer Powers, and were more 'hip' (and fricking ugly) than their dinner suit wearing counterparts.

For classic Vampires I suggest taking a look at Carl Stoezel's (BooBoo) excellent Creature Feature Rules from the Crooked Dice Forums.

Why Vampires in 7ombieTV? Simple, because of the original hideous, rotting corpses bent on eating human flesh, sucking blood, and exacting revenge on the living weren't called Zombies by the early Europeans – They were in fact called Wampyres! (Pronounced: vam-pie-er)

Yes, that's right! Vampires!

They are the original vampires that have been re-written and romanticized by writers for centuries.

1980's Vampire flicks mirrored this, and none more than Barron's low-budget rival Knight Pictures.

Knight pictures only EVER produced one successful Zombie Movie, Return to the Planet of the Evil Living Dead Flesh Eaters – it did "okay" at the time, but eventually became a cult classic – revered by Mystery Science Theatre followers, and Ed Wood Fans.

However, one horror-exploitation movie type they did excel at was Vampire Movies.

Knight pictures Vampires weren't the smooth talking evening wearing Vampires that Bram Stoker waxed lyrical about.

They were ugly, mean, and died messy – just what the audience wanted.

"The Dead End Vamps" (1986)

The Dead End Vamps is about two brothers from California who move to Mexico after their Mothers divorce, and end up buddying-up with a couple of nerds who run the local video store.

As the movie progresses, they encounter a Vampire infested Diner, and end up fighting a gang of vampires Bikers. The protagonists prevail, but find out the Vampires were actually turned by a Vampire priest supposedly running a shelter for run-away boys.

The title is a reference to the 'Dead End Kids' Series of Movies made by RKO on the 1930's, about a gang of Kids living on the streets of New-York who never want to grow up.

The film was followed by two sequels, "Dead End Vamps: The Gang" and "Dead



End Vamps: The Hunger".

"FANGS" (1988)

Fangs used the same basic premise as "Dead End Vamps", as the 80's was the era of the "Buddy Movie", by again having two central Male characters (this time College roommates rather than brothers) who have to buddy-up with the worst guys on campus and take them to a strip-club as part of their fraternity initiation.

Not wanting to be seen socializing with such losers, the friends take them to the worst side of town - to the seediest Strip Joint there.



Club Moonlight, as it's called, is run by Vampires, staffed by Vampires, with Vampire customers - and the quartet of college kids have to team up together to defeat the evil and survive.

Both Movies used the same basic premise, and fared well at the box-office – but did much better when released on Video.

The types of Vampires in both movies followed the same pattern, as shown below.

VAMPS in 7ombieTV

What follows are a selection of profiles, special effects, and disadvantages that enable the use of these 80's movie monster icons in your games of 7ombieTV.

They have had some playtesting, and we haven't encountered anything problematic so far, but feedback is always welcome - just Email your thoughts and ideas to me at

the.zombierville.post@gmail.com

If I get a lot of ideas come through I may use them and expand on this initial article.

This is only the beginning . . .

VAMPS!

(Continued)

Ancient Ones (Vampire Star)

Often mistakenly called "Master Vampires" (a misnomer more often than not, as they aren't always in charge) the Ancient Ones are much older and more feral than their Vampire Minions.



These Ancient Vampires sometimes have powers of Transformation from the Dark

Times (but more often than not simply don't), are hideous when "Vamped Out", hugely strong, and fly using a form of limited levitation. Vampire Queen Grace (from the Movie Fangs) is a perfect example of an Ancient One.

When an Ancient One bites its victim, they transform quite quickly – often within moments, the Result is a Feral Vampire.

Ancient One Star | 85 Ratings

Boss Vampire (Usually)

Move	Def	Hits	Str	Agi	Int	Mor
6	5	3	5	5	4	0

Special Effects

A Good Offense, Dead by Dawn, Great Strength, Hard To Kill, Heroic Surge, Hunger For The Living, Levitation, Obey Me!, Psychic, Rage, Sixth Sense, Transformation, Vampire Infection (Feral)

Unholy Constitution – An Ancient One's body is not that of a regular Vampire. Their Ancient origins endow them with amazing powers of resistance – they can re-roll one die of any roll which involves their Def. This includes rolls to wound caused by successful hits that opposing models may manage to inflict on them. This power may be used once per turn.

Attacks

Sharp Claws and Bite 2+ – Melee, Vampire Infection (Feral)

Upgrades/Options

May be given the Leader Special Effect, at +5 Ratings per level.

Feral Vampires (Vampire Co-Star)

Feral Vampires are mean and ugly, they are vicious killers whose vile appearance when transformed does nothing but confirm their victims worst fears. When there are Feral Vampires in an area that are left to battle and feed uncontrollably, Vampirism spreads like wildfire.

Feral Vampire Co-Star | 35 Ratings

Bestial Vampire

Move	Def	Hits	Str	Agi	Int	Mor
6	5	2	4	4	3	0

Special Effects

A Good Offense, Dead by Dawn, Great Strength, Hard To Kill, Hunger For The Living, Rage, Sixth Sense, Transformation, Vampire Infection (Mook)

Attacks

Sharp Claws and Bite 3+ – Melee, Vampire Infection (Mook)

Upgrades/Options

May be given the Levitation Special Effect for +5 Ratings.

Vampire Mooks (Vampire Extra)

A Bite from a Vampire or Death resulting from a Vampire Attack creates a Feral Vampire. But a wound – even just a scratch produces a Vampire Mook. Vampire Mooks are bargain basement vampires, little more than free-willed Zombies. Soft and easily killed, they are still terrifying when encountered in large numbers.

Vampire Mook Extra | 10 Ratings

Zombie-Like Vampire

Move	Def	Hits	Str	Agi	Int	Mor
6	4	1	4	3	2	0

Special Effects

Dead by Dawn, Hard To Kill, Hunger For The Living, Rage, Vampire Infection (Mook)

Attacks

Sharp Claws and Bite 4+ – Melee, Vampire Infection (Mook)

Vampire Cast Restrictions

You may take one (and only one) Ancient One, and at least half of your models must be Feral Vampires – they are the most common type of Vampire in this setting!

New Special Effects/Disadvantages

Transformation (Special Effect)

An Ancient One or Feral Vampire model starts play looking normal, just like you or me. If a Vampire (whether it's an Ancient One, a Feral Vampire) is activated and is within 8" of a Survivor model, the Survivor must make an immediate Morale test. If this roll is failed the survivor becomes "stunned" with fear, paralysed by the horrifying transformation. Though standing, they still count as being prone. This Stunned Status lasts for one full Turn, and may be removed in the usual way.

Levitation (Special Effect)

The model can move itself through the air using the power of their will alone. Levitation is activated by a standard special action. While in the air it can ignore all terrain penalties and cannot be engaged in melee combat. A Levitating Vampire models uses its normal Move, and as it is skimming across the ground - there is no penalty when shooting at it.

Vampire Infection (Special Effect)

Models reduced to 0 Hits by a Vampire are left lying where they fell. Place a Living Dead Status marker next to the model. Roll 1D6 in each end phase for each such model. On the roll of 6, replace it with a Vampire model as designated by the term in brackets after the Vampire Infection title (Mook or Feral).

Hard To Kill (Special Effect)

This works exactly the same way as the Special Effect in the Core 7ombieTV Rulebook (Page 30), except it is considered a "Heart Hit" rather than a "Head Hit".

Dead by Dawn (Disadvantage)

Any game lasting 12 turns or more, it is to be considered that the Sun has come up. Any Vampire (whether Mook, Feral, or Ancient One) on the Table, and in the open (not under cover or inside a building or other such similar structure) when Dawn strikes are automatically removed from play as casualties, generating victory points in the normal way.

Thirst for Blood (Disadvantage)

All Vampires must always finish each move activation closer to at least one living model.

Scenarios

All the standard scenarios from 7ombieTV work really well with Vampires instead of Zombies, and throw up some fun options for your games of 7ombieTV.

The Dawn rule (12 Turns) applies to ALL 7ombieTV Scenarios where Vampires are used instead of Zombies.



TERRAIN WORKSHOP

How to Weather a Die-cast Car

by Chris Cundy (snitchythedog)

When I look at some of the outstanding terrain tables for modern zombie games I usually chuckle a little bit. The tables will be dark and grimy, just like the zombie ravaged future. The only problem is that every car looks like it just came out of the factory show room. Shiny paint with at most a smear of blood

This process will help you quickly create a rusted out vehicle, creating as little or as much rust as you want, so be creative. You can also use this process to re-paint vehicles so you do not have duplicates on the table.



There are some materials that you will need:

- A die-cast metal vehicle
- Screwdriver
- Rubber gloves
- Paint stripper (Stripper Liquid)
- Rubbing alcohol
- Old toothbrush
- Paint brushes
- Spray paint (rust coloured primer & a base colour)
- Acrylic paints
- Ink or paint washes
- Superglue
- 1500 grit sandpaper
- Graphite pencil

Step one is to take the vehicle apart and remove all of the plastic component parts from the die-cast metal body. This will allow you to paint individual components quickly, and the paint stripper will dissolve plastic parts so you want to separate those. Save the screws as they hold parts together better than superglue. The metal body should be stripped so your paint will not obscure the details of the part. First a



word about safety. **Paint stripping liquid is toxic, and the fumes can be overpowering.** If you do not use gloves, you will get chemical burns that can take layers of skin off your hands before the end of the day.



Nuff said about that. Wearing gloves, and working outside, paint the liquid stripper over the whole metal shell, both inside and out. Let this sit for about twenty minutes. Using an old toothbrush and a dental pick clean the paint off the surface. It may take two treatments to clear the majority of the paint off the surface so be persistent. Once you have scrubbed as much paint off the surface as possible, rinse the whole body with water and then clean it once again with rubbing alcohol. This will remove all of the stripper from your auto body and allow the primer to stick to the metal.

The stripped auto body will have to air dry then you spray the body and undercarriage with a rust coloured primer. This must dry overnight as the rust coloured paint will later have to hold up to a bit of abuse. When the paint has set, lightly dust the surface with your autos base colour spray paint until the surface is slightly translucent.

You want to be able to see the rust coloured tint under the base colour. When the base colour paint has dried to the touch, use the 1500 grit (or other similar fine grit) sandpaper over the whole surface.

This will allow the rust to show through the base paint colour on the high points where rust would form.



Superglue all of the exterior details back onto the surface. You will also need to spray paint your interior parts their base colour.

Paint on an ink or acrylic paint wash to tint the interior parts and then use the pencil to pick out the odd metal bits and add scrape marks on any exposed metal. Glue and screw the vehicle back together.



Use acrylic paints to pick out any details that are not the same as the base colour. This truck had wood slats in the bed so these were picked out. The next step is to paint the whole surface of the vehicle with a wash to simulate rust using either a red-brown ink or acrylic paint for your pigment. Repeat the rust wash as many times as you need to create your desired rust effect. Then use a very thin wash of black acrylic paint or ink over the entire surface to help further pick out details and panel lines. Then use the pencil again to pick out scrapes,

chipped metal and other dings on the truck.

When you are happy with the effect highlight the tires and the undercarriage with a light dust or dirt coloured acrylic paint.



Total build working time was about three hours.

Actual build time including drying about twelve to fourteen hours.

Hope you like.

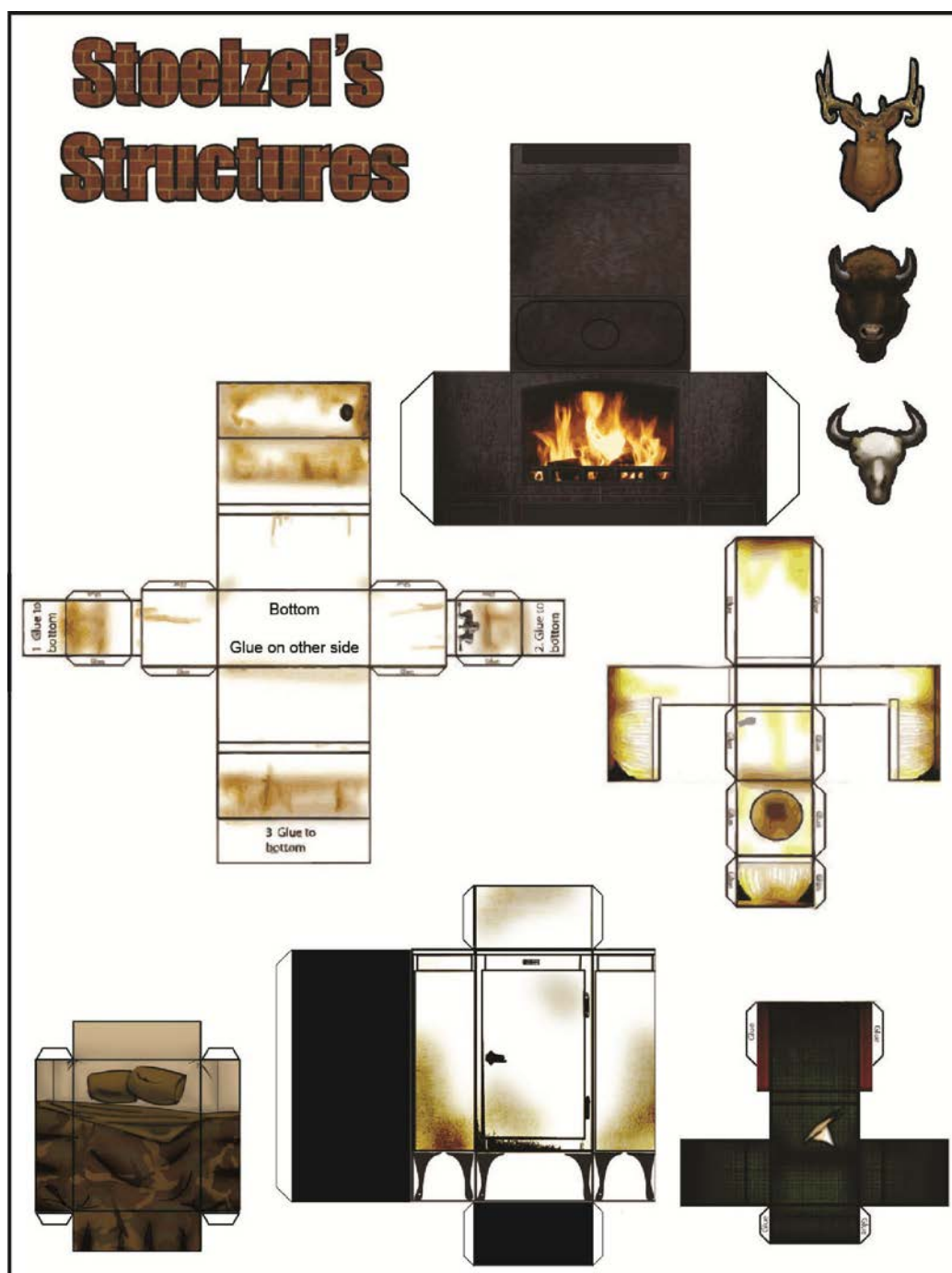


On TV everyone can hear you scream . . .

BooBoo's Paper Corner

BooBoo as he is known over at the Crooked Dice forums (or Carl Stoelzel as he is known in real life), was the inspiration for 7ombie TV with his Creature Feature work.

He also designed the Paper Model of the Cabin included in the 7ombie TV Rulebook, and as a special Treat, he's done us some interior models to go with the Cabin!



You could re-size them for printing if you so wish, but a better quality version is available for download from the Zombeiville Post's 4Shared Account.

http://www.4shared.com/photo/DZsCLJaQ/Cabin_Fever_Interior_Models.html

COMING SOON!

Wrestling Women Vs. the Inca Undead - Knight Pictures foray in the Mexican Wrestling Zombie Horror Exploitation Movies.

Knight Pictures try to resurrect the look and feel of the old "Hammersmith Films" Horror Movies with "Zombies of the Spanish Main".

Return to the Planet of the Evil Living Dead Flesh Eaters - Painted Miniatures, new Characters and Zombies, and a setting specific Scenario "Night of the Living Dead Flesh Eaters".

More from BooBoo's Paper Corner!

THIS - IS - SPARTA!

PLUS MUCH MORE!



SEE YOU NEXT TIME!

