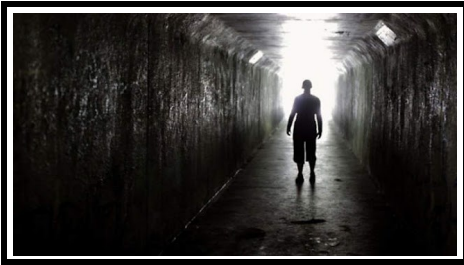


“Ubahn Untoten”



Berlin, Germany — April 30th, 1945

The Fuehrer has died...an order is delivered from the Fuehrer Bunker. A mysterious gas...“Tod Geist” is released into the Berlin Subways. In minutes, the civilians and soldiers hiding in the subways are transformed into raving, maniacal monsters attacking anyone in their path. Survivors stream up and into the battle ravaged streets of Berlin in a frantic effort to escape the swarm of human monsters surging through the subway tunnels. Soon both German and Russian combat troops fight themselves battling crazed, bloodthirsty mobs. They too seek an escape.

VICTORY CONDITIONS: The Player with the most VP at game end is the winner. The Zombie Player collects CVP normally for eliminating Russian & German Units. The German and Russian Players earn 1 point for each squad or SMC still alive at game end and 2 points for each squad and SMC that reach the selected “safe house” and are alive at game end. Additionally, the German and Russian Player receive normal CVP for eliminating Russian and German Units respectively.

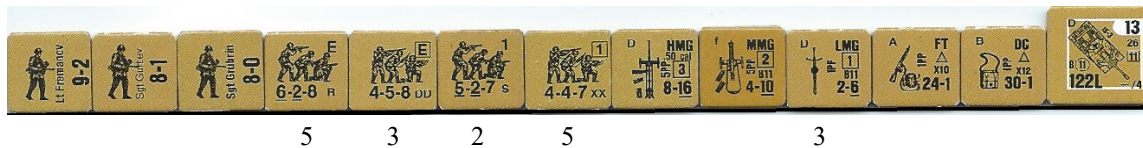
Board Configuration: (LCP Konigsberg Map)



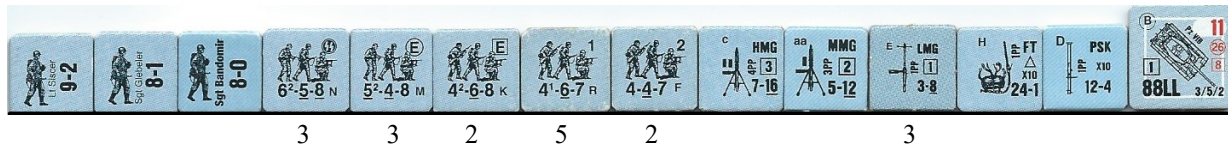
Rows BB-BBB are playable and hexes numbered 45-67. The hexes east of the river are not in play.

| | | | | | | |
|--------------------------------------|---|---|---|---|---|---|
| Russian Sets up first & moves first | 1 | 2 | 3 | 4 | 5 | 6 |
| German Sets up second & moves second | | | | | | |
| Zombie - Moves third | | | | | | |

Mixed Elements of the Red Army (ELR 4) (SAN 5) (Set up: within 3 hexes of GG62)



Mixed Elements forces of the Third Reich (ELR 4) (SAN 5) (Set up: within 3 hexes of VV62)



Zombies



Each turn, the Zombie Player may deploy 20 squads of zombies as per SSR 7. Zombies have 6 MP and do not CX. Zombies have 6 ATTACK, NO RANGE, and 10 MORALE. Zombie squads do not break. Zombie Squads which miss their MC are eliminated from play.

- Zombies are treated as BERSERK and remain BERSERK for the entire game. (Do not Pin, may not Advance, and must move towards nearest enemy unit.)
- There is no ambush for Close Combat with Zombies.
- When there are no enemy units in the LOS of a Zombie Unit, the Zombie Player may move then until they see an enemy unit.
- Zombies and Fortified Buildings. Zombies may attempt to enter an enemy occupied Fortified Location by stacking three squads and attempting to enter in movement phase. The opposing Player must then pass a Fear Task Check. If the unit fails, it is pinned and the Zombies may enter the location.
- At game end, the Zombie Player will have deployed 120 squads...so keep those Japanese handy!!!

Special Rules/Notes:

1. EC are moderate with no wind.
2. The river represents the River Spree. There are no bridges and the river may not be crossed.
3. Prior to the start of play, the Russian and German players secretly select a building location that is no less than 20 hexes from Russian GG62 and German VV62 respectively. This safe house is fortified on all levels and subject to fortified building rules (B23.9). Keep in mind that both players could choose the same safe house.
4. Sewers, cellars and roofs are not in play.
5. Bore sighting is NA.
6. Subway entrance are denoted by circled dots. These may be entered by Russian or German units.
7. Each Turn, the Zombie Player may deploy 10 Zombie squads from any 5 Subway Entrances. Any number of the 10 may deploy from any of the 5 available location, but no more than 20 Zombie squads may deploy on a turn.
8. German and Russian units may elect to go CX multiple turns in a row. A unit choosing to do so, must pass a Task Check...failure Pins the unit that turn. A unit which attempts to CX three turns in a row must add a +1 modifier to the TC roll for each previous consecutive turn of CX'ing.

Aftermath: The Germans and Russians are forced to set aside their war to engage in a fight for survival against a horrifying mass of ravenous human beings crazed by Tod Geist. But moving through Berlin’s rubble landscape slows down the weary combat veterans of the Red Army and Wehrmacht as they run to safety. At German headquarters, SS Brigadefuehrer Moehnke has taken things into his hands and ordered the flooding of the Berlin subways. In a tidal wave of water, the crazed masses are swept away or drown in the dark tunnels of Berlin’s U-Bahn. The remaining monsters are finally eliminated by the Soviets and Germans. As night falls...the familiar crackle of small arms fire is a comforting sound to Berlin’s embattled combatants.

