

CONTAMINATION

PLAYGROUND ANTICS

DEMO PACK

INTRODUCTION

Welcome to the Demo Pack for 'Contamination: The Apocalypse Survival Game'. To use this pack you will need a copy of the Quick Start Rules or the full rulebook and the 'Markers & Tokens pack. You will also need a 2' by 2' playing area, some scenery, some miniatures (to represent the survivor crew and the infected hordes), and a handful of six-sided dice. This demo pack has been designed for two players and includes a 'Playground Antics' scenario, stat-cards for two survivor crews, and a weapons reference card. If you have already purchased and are using a copy of the full rules, its recommended that you expand the playing area to 3' by 3' as per normal playing rules to accommodate the use of medium and large category weapons and special actions not listed in the free Quick Start version.

BACKGROUND

The Urban Waste. Day by day this desicated web of decay extends out into the suburbs of what might still be civilisation. To those caught inside this apocalyptic quarantine zone there is no hope of rescue or reprieve, only the fight to survive matters and a prayer that the Infected hordes stay away for one more night. Within the Waste proper those who wish to live band together, for there is some safety in numbers. Like attracts like they say and as time has passed some of these small groups have expanded claiming the right to chunks of the landscape as their own. For the last hundred days the faction known as The Burnings has managed to fight its way to dominance. The self-stylized 'Kings of Ashes' has pushed back all but the largest gangs. His rule is brutal, some might say barbaric and without a doubt, absolute - but there is change in the air. Many smaller gangs have been refusing to hand over the latest resource tithe in a defiant act to push against The Burnings' rule. Chief amongst these divergents is a small group who call themselves The Antics who hole-up on the very edge of The Burnings' domain. In response The King of Ashes sends out his own crews to quash the rebellion before it can get out of hand and targets The Antics in their base of operations - a derelict playground outside The Columbus Shopping Mall.

DEPLOYMENT

The Antics have been hoarding resources in the playground ready to mount their rebellion and The Burnings intend to take them and teach The Antics a lesson! The diagram to the right is only a suggestion of what the playing area might look like for this scenario.

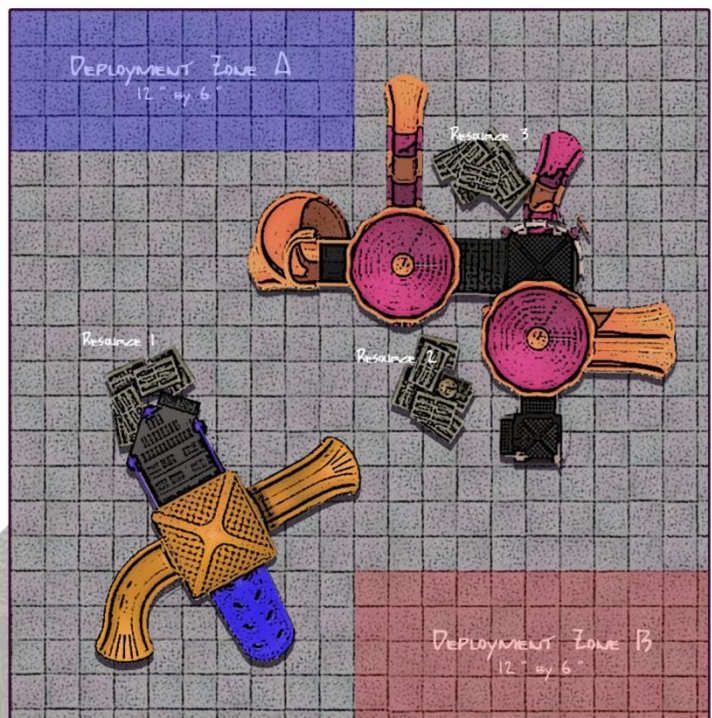
Before the game starts both players should help evenly disperse the resource markers around the playing area making sure that they are not within either of the deployment areas and are at least 6" away from each other and a board edge.

Players may only deploy their miniatures at the start of the game within the red and blue deployment zones shown - table corners of 12" by 6".

SPECIAL RULES

Some scenarios have special rules that are in addition to the usual rules by which the game is played. These rules are optional and are there to add flavour.

Weeeee! If your scenery set up incorporates slides that are accessible. Player miniatures using them will move from the top of the slide to the bottom as one move action (1AP) even if the distance is longer than their normal move.



THE ANTICS

	TYPE	M	SHT	MLE	AG	T	W	VET	SV
BRANNIGAN	BOSS	5	3/4+	2/4+	3	5	4	9	4+
EQUIPMENT	SHOTGUN, CLEAVER, STAB VEST								
KATHRINE	SURVIVOR	5	2/4+	1/4+	3	4	3	7	4+
EQUIPMENT	AXE, UZI, MED KIT								
NEWBIE	NEWBIE	5	1/6+	1/5+	3	4	2	6	5+
EQUIPMENT	THROWING KNIVES (6), SHIV								
NEWBIE	NEWBIE	5	1/6+	1/5+	3	4	2	6	5+
EQUIPMENT	THROWING KNIVES (6), SHIV								
NEWBIE	NEWBIE	5	1/6+	1/5+	3	4	2	6	5+
EQUIPMENT	PISTOLS (PAIRED), SILENCER x2								




THE BURNINGS

	TYPE	M	SHT	MLE	AG	T	W	VET	SV
SQUIRE	BOSS	5	3/3+	2/4+	3	4	4	9	4+
EQUIPMENT	ASSAULT RIFLE, RIOT ARMOUR, MED KIT								
SURVIVOR	SURVIVOR	5	2/4+	1/4+	3	4	3	7	4+
EQUIPMENT	PISTOL, BAT, STAB VEST								
SURVIVOR	SURVIVOR	5	2/4+	1/4+	3	4	3	7	4+
EQUIPMENT	PISTOL, BAT, STAB VEST								



PISTOL - SHOOTING



CONTAMINATION

TYPE	RANGE	STRENGTH
SMALL ARMS	9	1

SPECIAL
 PAIRED
 MAY BE USED TOGETHER AS PART
 OF A SINGLE SHOOTING ACTION

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USING ITEM STAT LINES:

- Type:** How large the weapon is related to how many actions it takes to use. Small and Medium Arms only need 1 action.
- Range:** A target must be within this number (listed in inches) for the weapon to have any affect.
- Strength:** The amount you may add to the dice roll when rolling to wound.
- Special:** Any special rules the item has when it is used.

To Use: Print on A4 (ideally thin card) and cut carefully around each edge. For cards score carefully down the middle, fold back on each other and glue in place.

SHOTGUN - SHOOTING




CONTAMINATION

TYPE	RANGE	STRENGTH
MEDIUM ARMS	12	2

SPECIAL
2 SHOT
TWO DICE ARE ROLLED EACH TIME THIS WEAPON IS USED.

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UZI - SHOOTING



CONTAMINATION

TYPE	RANGE	STRENGTH
SMALL ARMS	9	1

SPECIAL
4 SHOT - SPRAY AND PRAY!
FOUR DICE ARE ROLLED EACH TIME THIS WEAPON IS USED BUT ONLY A ROLL OF FIVES AND SIXES WILL HIT

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THROWING KNIFE - SHOOTING



CONTAMINATION

TYPE	RANGE	STRENGTH
SMALL ARMS	6	1

SPECIAL
6 KNIVES - SILENT
THIS WEAPON MAY BE USED 6 TIMES BEFORE IT RUNS OUT. IT DOES NOT ATTRACT INFECTED.

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AXE - MELEE



CONTAMINATION

TYPE	RANGE	STRENGTH
MEDIUM ARMS	-	2

SPECIAL
DECAPITATION
ANY MINIATURE WITH 2 WOUNDS OR LESS IS REMOVED AS A CASUALTY ON A WOUND ROLL OF SIX.

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CLEAVER - MELEE



CONTAMINATION

TYPE	RANGE	STRENGTH
SMALL ARMS	-	1

SPECIAL
-

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SCREW - MELEE



CONTAMINATION

TYPE	RANGE	STRENGTH
SMALL ARMS	-	-

SPECIAL
FAST
ON A WOUND ROLL OF SIX THIS ITEM HAS A BONUS SECOND ATTACK.

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ASSAULT RIFLE - SHOOTING



CONTAMINATION

TYPE	RANGE	STRENGTH
MEDIUM ARMS	12	2

SPECIAL
-

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BAT - MELEE



CONTAMINATION

TYPE	RANGE	STRENGTH
MEDIUM ARMS	-	2

SPECIAL
-

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SILENCER - OTHER



CONTAMINATION

TYPE	RANGE	STRENGTH
NONE	-	-

SPECIAL
WHEN ADDED TO A FIREARM, THE WEAPON IS SILENCED AND DOES NOT ATTRACT INFECTED.

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MED KIT - OTHER



CONTAMINATION

TYPE	RANGE	STRENGTH
NONE	-	-

SPECIAL
USES 1 ACTION. MAY HEAL 1 WOUND ON ANY MINIATURE WITHIN 3 INCHES. ONE USE ONLY

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STAS VEST - OTHER



CONTAMINATION

TYPE	RANGE	STRENGTH
NONE	-	-

SPECIAL
WHEN EQUIPPED, THE FIRST WOUND TAKEN IS IGNORED. ONE USE ONLY

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RIOT ARMOUR - OTHER



CONTAMINATION

TYPE	RANGE	STRENGTH
NONE	-	-

SPECIAL
WHEN EQUIPPED, ADD 1 TO THE WEARERS T VALUE.

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INFECTED

TYPE	M	SHT	MLE	AG	T	W	SV
-	4	-	1/3+	-	4	1	5+

