

CLASSIFIED

**OPERATION
BRAIN-DRAIN**

PROJECT 7™

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OPERATION BRAIN-DRAIN

Previously published as 'Cocked & Loaded', Operation Brain-drain comprises two mini-campaigns that use the Spec Ops miniatures and Secure Compound Scenario Set available from Warlord Games.

The first takes place in the lair of Doctor Puke himself. Your Spec Ops teams are charged with eliminating him and his minions and destroying the very source of the zombie plague. While the second involves rescuing trapped remnants of the Spec Ops troops barricaded inside ruins of Dr Puke's compound.

Do your specially trained troops have what it takes to defeat the greatest menace facing mankind?

NEW RULES

USING BUILDINGS

The Project Z rules treat buildings fairly simply, but with so much cool scenery available these additional rules give a bit more detail, bringing them to life.

Entering buildings and opening

trapdoors: In a world where shambling brain-eaters lurk in every corner, exterior doors and trapdoors are rarely left unlocked or unbarricaded – you can't just easily walk through them. Knowing this, it is assumed all models carry equipment suitable to open them, whether a well-placed kick or an explosive charge. Exactly what your miniature uses is up to you.

To enter a building takes at least two miniatures to be in base contact with a door at the end of their movement. They must then both spend the Shoot Sub-phase opening the door. They may not shoot whilst doing this, neither may they move into melee, they are too focussed on securing an opening. If another model moves into melee with them they may fight as normal but must again spend the following turn's Shooting and Melee Sub-

phases to open the door. So make sure you watch their backs!

At the end of the Melee Sub-phase, roll two dice for each model in base contact with the door. If you score at least one ⚡ on any dice the door is opened but acts as an obstacle. Imagine it is jammed half open or there is some form of barricade behind it, for example. Two or more ⚡ means the door is fully open and models may move through it freely. You may use no more than one Combat card and one Grit token for this roll.

Moving between rooms in a building

Interior doors between rooms tend to be less challenging. To open an interior door, only one model is needed to be in base contact (though more can help). Additionally, the door may be opened instead of moving or shooting (instead of moving and shooting). Roll two dice for each model touching the door. If any dice are either an ☀ or a ⚡ then the door is partially open and acts as an obstacle. Two or more of either symbol in any combination and the door is fully opened.

Stairs

Moving up and down a flight of stairs (from ground floor to first floor, for example) takes up a model's full movement allowance.

Cramped quarters

Inside the tight confines of buildings maneuverability is limited. As such, models may not run in buildings.

Lighting

The power grid is not quite what it was before the apocalypse. Rooms are not always bathed in bright light. Inside buildings there may be either:

No light: All weapons have an effective range of 2". Any shot beyond this (up to the weapon's normal maximum range) is inaccurate.

Flickering light: The light is intermittent at best and shadows appear everywhere. Any defender hit by shooting may re-roll one failed Combat dice roll.

Normal light: The building is brightly lit and there is no impact.

The first time a model enters a room, roll one die. If the result is an ⚡ there is no light, a ✨ means there is flickering light, and a ☀ means there is normal light. For especially large rooms, such as an open plan office, you can break areas down into different 'rooms' if you wish.

COMPOUNDS

Compounds tend to be dark places surrounded by high fences. For even the best trained troops these can be formidable obstacles requiring time and effort to get into and through.

Fences

At the end of each turn, during the Upkeep Phase, models in base contact with a fence may attempt to breach it. To do so, roll a single Combat dice for each model in contact with the fence. On the result of an ⚡ the model has successfully cut a whole big enough for any model to pass through without penalty. On the result of an ✨ their effort have been partially successful and so one model per turn may pass through the opening. On any other result the fence remains intact. Each breach is 2" wide. Players may not use cards or Grit tokens to influence these rolls. Place a spare Combat card or die with the appropriate symbol showing next to the breach to show the type of opening.

A model may spend a further Shooting Sub-phase widening a breach. To do so roll a single die for each model touching a breach. On a roll of either an ⚡ or an ✨ the breach is improved. So a partial breach becomes fully open a fully open breach becomes 4" wide and so on. A breach must be at least 4" wide to allow a vehicle to pass through it.



Lighting

At night, most compounds are lit. However, this doesn't mean the whole compound is flooded in light. If the scenario takes place at night, use the following rules.

Each light casts a circle 6" in diameter which counts as normal light. When shooting at a model within this area roll one additional Combat dice.

An area up to 8" in diameter from the light counts as flickering light. When shooting at models within this area, the defender may re-roll one their Combat die.

All other parts of the compound have dim light. When shooting at any model within this area, all shooting over 4" is inaccurate.

Gates

Gates can be opened just like any other exterior door. However, they cannot be opened far enough to allow a vehicle to pass. For a vehicle to breach a gate it must drive at it from a distance of at least 3".

Roll one die for the first 3" and a further dice for each additional 1" moved and apply the results as follows. If more  are rolled than  the gate is broken open and the vehicle (and any other model) may move through it. If more  is rolled than  nothing happens the vehicle needs to back up and try again. For each result, the vehicle may be damaged. Roll a further die and on a result of another  the vehicle rolls for damage as described on page 8 of the *Project Z* rulebook.

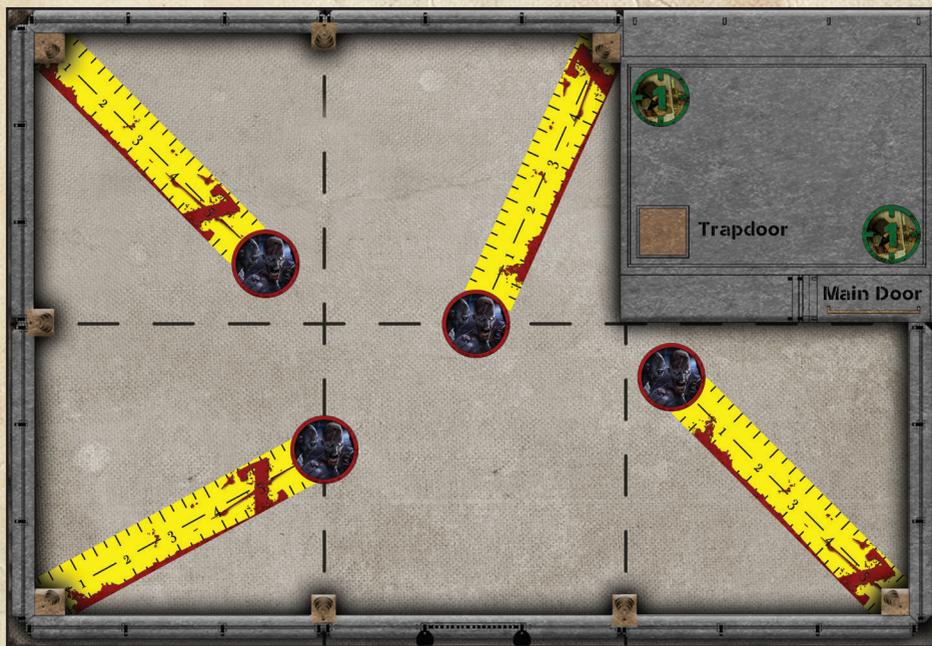


EXTERMINATE WITH EXTREME PREJUDICE

In this mini-campaign, your job is to exterminate Dr Puke and his infernal infrastructure inside his laboratory. It has taken months for you to track him down and he is far from alone, intel suggests he is surrounded by his undead minions.

Each game in the campaign should last less than an hour, so you should be able to complete the campaign over a couple of evenings. As in the first mini-campaign, the basic layout is the same for each scenario.

Each scenario can take place either during the day or at night.



SCENARIO 1: PLOUGH THE ROAD

"Ok listen up. We have found the man responsible for this carnage. He's holed up less than ten clicks from here and he is not alone. Your first job is to secure the landing zone so we can get strike teams in place. I'll be straight, not all of you will be coming back. So, God speed and Good luck!"

Table & Scenery: This scenario is played using the layout shown on page 5.

Team Size: Two Z Ops Teams and one Spec Ops NCO.

General Deployment:

After placing the scenery, place all Spec Ops miniatures on the roof helipad.

Winning the Game:

The scenario lasts for six turns. For the Spec Ops player to win there must be no zombies within 3" of the helipad at the end of turn six.

If there are more than three zombies within 3" the zombies win, otherwise the game is a draw.

Zombies:

1. Deployment:

Deploy four zombies against each zombie entry point.

2. Respawn:

In this scenario two zombies respawn on each zombie point starting from the zombie spawn phase of turn two.

3. Escalation:

There is no escalation point in this scenario.

"Those things got the better of us..."

Puke now knows you're coming, things just got a lot harder for you. In scenario two, all zombies become zombie hunters.

SPECIAL RULES:

Reinforcements: From turn two onwards the Spec Ops player may replace one model that has been killed in the centre of the helipad.

SCENARIO 2: TAKEDOWN

“Good work men, with an LZ secure we can let the Fire Teams in to take out those supplies. Z Ops hold that helipad, Fire Teams inbound now. Get in there and take the son of a [redacted] down.”

Table & Scenery: This scenario is played using the layout shown on page 5.

Team Size: Three Fire Teams.

General Deployment:

After placing the scenery, place all Spec Ops miniatures within 2" of the helipad. Place two loot counters face down on each spot, these represent Dr Puke's lab equipment.

Winning the Game:

The scenario lasts for six turns. For the Spec Ops player to win they must destroy at least 10 points of lab equipment. If they have not done so by the end of the game the zombies win.

Zombies:

1. Deployment:

Deploy two zombies against each zombie entry point inside of the compound and one against each zombie entry point outside the compound.

2. Respawn:

In this scenario two zombies respawn on each zombie point inside the compound starting from the zombie spawn phase of turn one.

3. Escalation:

From the escalation phase of turn three. Two zombie hunters spawn on each zombie entry point inside the compound.

“Those things got the better of us...”

Those supplies were toxic, in the next scenario remove one miniature from any character card.

SPECIAL RULES:

Destroying equipment: Treat each piece of lab equipment (loot token) as if it were a door or trapdoor. Once it has been destroyed (opened) look at the value beneath the token. When the total value of tokens destroyed reaches 10 or greater the mission is complete.

SCENARIO 3: IN YOU GO!

"Right men, you're half way there. Puke is gonna have a hard time spreading his plague now. No time to rest though, we need to get into that lab and put that dog down for good - and I don't mean humanely."

Table & Scenery: This scenario is played using the layout shown on page 5.

Team Size: Any three Spec Ops character cards.

General Deployment:

After placing the scenery, place all Spec Ops miniatures inside the compound at least four inches from the main door to the lab.

Winning the Game:

The scenario lasts for six turns. For the Spec Ops player to win they must have at least two miniatures on the roof at the end of the game and Dr Puke must have been killed.

Zombies:

1. Deployment:

Deploy six zombie hunters within the bunker, Dr Puke on the roof and two zombies next to each zombie entry point inside of the compound.

2. Respawn:

In this scenario one zombie and one zombie hunter respawn on each zombie point inside the compound starting from the zombie spawn phase of turn two.

3. Escalation:

From turn four onwards an alpha zombie spawns on each zombie point.

"Those things got the better of us..."

"What do you mean Puke's alive? Now it's gonna get rough."

In the final scenario one extra zombie spawns on every zombie entry point.

SCENARIO 4: MARK AND DESTROY

"Well Puke ain't getting up from that. That tank is emitting some strange chemical symbols. Can't risk taking it out from there. Thermite armed helos inbound. Mark the target till they have a fix then get the hell out of Dodge."

Table & Scenery: This scenario is played using the layout shown on page 5.

Team Size: Any three Spec Ops character cards and one Z Ops Team.

General Deployment:

After placing the scenery, the Z Ops Team deploys on the helipad all other miniatures deploy on the ground floor of the lab.

Winning the Game:

The scenario lasts for six turns. For the Spec Ops player to win they must have marked the target and have at least five miniatures on the helipad ready for extraction.

Zombies:

1. Deployment:

Deploy two zombies against each zombie entry point on the table.

2. Respawn:

In this scenario two zombies on each zombie point starting from the zombie spawn phase of turn two.

3. Escalation:

From turn four onwards three zombies spawn on each zombie point.

"Those things got the better of us..."

Mankind is now on the precipice. Time to withdraw, regroup, and try again.

SPECIAL RULES:

Target marker: Starting at the beginning of turn two, roll a die at the start of the turn for each Spec Op model on the roof.

If a  is rolled on any of the dice, the target has been marked and the thermite armed helicopters will hit the lab in two turns. So if the roll is successful at the beginning of turn two, the helicopters arrive at the beginning of turn four.

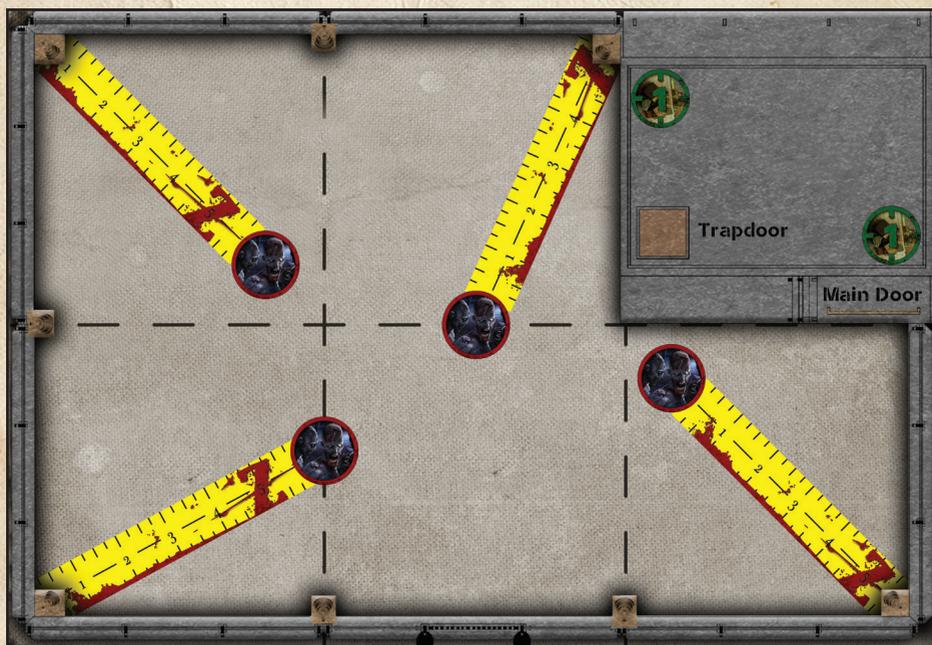
Before the helicopters strike, all Spec Ops models on the roof will be extracted. The rest are left to fend for themselves until rescued.

NO ONE LEFT BEHIND

In this mini-campaign, your job is to get inside the remnants of Dr Puke's compound and free the squad of troops trapped inside the lab. They are out of ammo and nearing exhaustion and you are their last chance at escape from an area crawling with zombies.

Each game in the campaign should last less than an hour so you should be able to complete the campaign over a couple of evenings. To make it easier, each scenario uses the same layout giving you and your opponent the chance to think ahead. Naturally you can add any other terrain you want, barricades, debris and so on all add to the feeling of the campaign.

All scenarios take place at night.



SCENARIO 1: SCOUT AND BREACH

Your men are trapped and have been for days. Your job is to get in, cross the compound get them out and escape to the helipad. In this first mission you are a small scouting team which needs to reconnoitre the area and breach the fence so that the rest of your teams can execute the extraction.

Table & Scenery: This scenario is played using the layout shown on page 10.

Team Size: *Two Spec Ops Fire Teams.*

General Deployment:

After placing the scenery, place the Spec Ops insertion point. If the zombies are controlled by a player, it may be deployed at any point within four inches of a compound corner.

If you are playing solo, then randomise which corner. To do this nominate two corners as 'heads' and two as 'tails'. Flip a coin. The result determines which of two corners to use. Nominate one of these corners as heads and the other as tails. Again flip a coin. The result determines the corner to place the insertion point.

All Spec Ops miniatures are deployed in contact with the insertion token.

Winning the Game:

The scenario lasts for six turns. To win the Spec Ops player must have made three breaches in the fence, each at least 8" apart. At least one breaches must be 4" wide (enough for a vehicle to pass through).

However, the zombies win if all the Spec Ops miniatures are either slain or shocked at the start of any Upkeep Phase or if the Spec Ops fail to make enough breaches before the end of turn six.

Zombies:

1. Deployment:

Deploy two zombies outside the compound beneath each light that is not on the corner of the fence.

2. Respawn:

In this scenario, one zombie respawns beneath each light each turn.

3. Escalation:

There is no escalation point in this scenario.

"Those things got the better of us..."

If the Spec Ops teams fail, fear not, you can still play the next scenario. Simply place any breaches still needed within 4" of each of the corners, starting with the corner diagonally opposite the insertion point. These are all partial breaches, however, and need to be widened in the next scenario.



SCENARIO 2: CROSS THE COMPOUND

"Insertion team to base, assault is viable, I repeat assault is viable..."

"OK teams, insertion team has succeeded... let's go get our boys!"

Table & Scenery: This scenario is played using the layout shown on page 10.

Team Size: Two character cards, at least one must be a Spec Ops fire team, plus any miniatures that were fully operational at the end of scenario one. If none survived, or you are playing this as a one-off game, then take a further Spec Ops Fire Team.

General Deployment:

Place new character cards in contact with the insertion point marker. Any miniatures surviving the first scenario start the game where they finished scenario one.

Winning the Game:

The scenario lasts for six turns. To win the Spec Ops player must open the door to the main building.

Zombies:

1. Deployment:

Zombies remaining from the first scenario begin in the same place they finished that scenario. Other zombies appear from turn one onwards.

2. Respawn:

During each zombie respawn phase place one zombie in contact with each zombie entry point.

3. Escalation:

At the start of turn four, flip the zombie entry point. From that point onwards two zombies spawn at each zombie entry point.

"Those things got the better of us..."

If the Spec Ops team fails this scenario, their comrades will die. If the zombies win the scenario, and you want to move on to Scenario three, place two models in base contact with the door to the main building. All other forces made a 'tactically withdrawl' to their insertion point.



SCENARIO 3: FREE THE BOYS

"Insertion team to base we are in, entering the main building now... Hell, what's that smell? Don't worry boys the cavalry has arrived"

Table & Scenery: This scenario is played using the layout shown on page 10.

Team Size: All forces surviving scenario two plus one further character card. If you are playing this scenario as a standalone game start with four character cards.

General Deployment:

Spec Ops forces deploy in the same position which they finished scenario two. Any forces that made a 'tactical withdrawal' at the end of scenario two, and the new character card, deploy in base contact with the insertion point.

If you are playing this scenario as a standalone, deploy one character card of two models against the door and one other card anywhere that is at least 10" from the door, a final card may deploy at the insertion point.

Deploy four loot markers (each representing a trapped man) within the building in the positions shown on the layout plan.

Winning the Game:

The scenario lasts for six turns. To win, the Spec Ops player must have evacuated at least two of the trapped men to outside the building.

Zombies:

1. Deployment:

Deploy four zombies inside the building, each must be within 3" of at least one loot

marker and two other zombies in contact with each zombie entry point.

2. Respawn:

During each zombie respawn phase place two zombies in contact with each zombie entry point.

3. Escalation:

At the start of turn four, flip the zombie entry point. From that point onwards two zombie hunters spawn at each zombie entry point.

SPECIAL RULES:

The trapped men are unarmed and very weak. Whilst they may fight in melee they do so with an improvised defence. Zombies, however, will not attack these men unless they move.

Trapped men may not move at all until freed.

To free a trapped man, a Spec Ops miniature must be in base contact with a loot marker at the end of a turn. Roll a die, if the result is anything but a ⚡ then you have freed a trapped man. Replace the marker with a miniature.

These miniatures are treated as if they were part of a Spec Ops Fire Team for purposes of movement and defence. Once you have freed all four men, remove any remaining loot counters. If you are unlucky enough to roll three or more ⚡ then sadly you are too late and one of the men has perished.

Once freed, miniatures may move freely but will try to avoid melee as much as possible.

SCENARIO 4: CALL THE CAVALRY

"Insertion team to base, insertion team to base. We have them, send in evac team immediately. These creeps are everywhere."

Table & Scenery: This scenario is played using the layout shown on page 10.

Team Size: All forces surviving scenario three plus one Insertion Vehicle. If you are playing this scenario as a standalone game start with four character cards and the Insertion Vehicle.

General Deployment:

Spec Ops miniatures start in the positions in which they finished scenario three.

If you are playing this as a standalone scenario, then all character cards and three freed men are deployed within 3" of the door to the bunker.

Place the Insertion Vehicle outside the compound, 8" from the gate.

Winning the Game:

The game lasts six turns. To win the game the Spec Ops must have two freed men outside the compound, they may either be carried in the Insertion Vehicle or leave through a breach in the fence.

Zombies:

1. Deployment:

Deploy three hunter zombies touching each zombie entry point at the start of the game.

2. Respawn:

During each zombie respawn phase, starting in turn two, place one hunter zombie in contact with each zombie entry point.

3. Escalation:

At the start of turn four, flip the zombie entry point. From that point onwards two alpha zombies spawn at each zombie entry point.

