

# 'Die Glocke'



## Forschungsstation Vergeltung, Bohemia-Moravia — April 30th, 1945

3:30 PM...the Enigma Machine at the Research Station "Retribution" receives its long awaited order, "Die Glocke". Dr. von Hagen orders his staff to activate the alien device known as "Die Glocke". With pale faces, they obey and turn off a device, which all have come to fear and dread. They and a few remaining SS Guards are all that remain of the nearly 2000 workers of this top secret station. All the others either fled or were killed in a recent Allied Bombing raid, which devastated the station. As the device begins to glow and vibrate, its dreaded siren sound begins and suddenly the station begins to fill with horrifying creatures leaping from an energy field generated by die Glocke...the end of the world has begun.

**VICTORY CONDITIONS:** The SS Kommando Player wins by deactivating the device and successfully placing in on/in a vehicle and exiting the device through Hex N21. Any other result is a Zombie victory...(oh and the end of the world).

### Board Configuration:



**RB**  
Hex Rows A-Y  
numbered 0-21

<b>Spaniards (move first)</b>	1	2	3	4	5	6	7	8
<b>Zombies (set up first)</b>								



**Dr. von Heisenberg and Staff and Die Glocke (Setup: per SSR)**



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**Zombies & der Schrecken (Setup: per SSR)**



36 ?



**SS Guard Battalion (ELR 3) (SAN 2) (Setup: per SSR)**



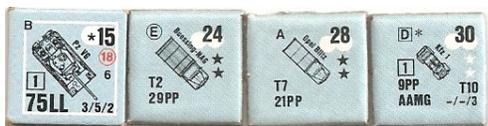
5 2 2



**SS Kommando 6 (ELR 5) (SAN 2) (Setup: Enter on Turn 1 on the North Edge per SSR)**



9 3 4 3 2



2 3 2



**British MI6 Agents (ELR 5) (Setup: Enter on Turn 1 on the North Edge per SSR)**

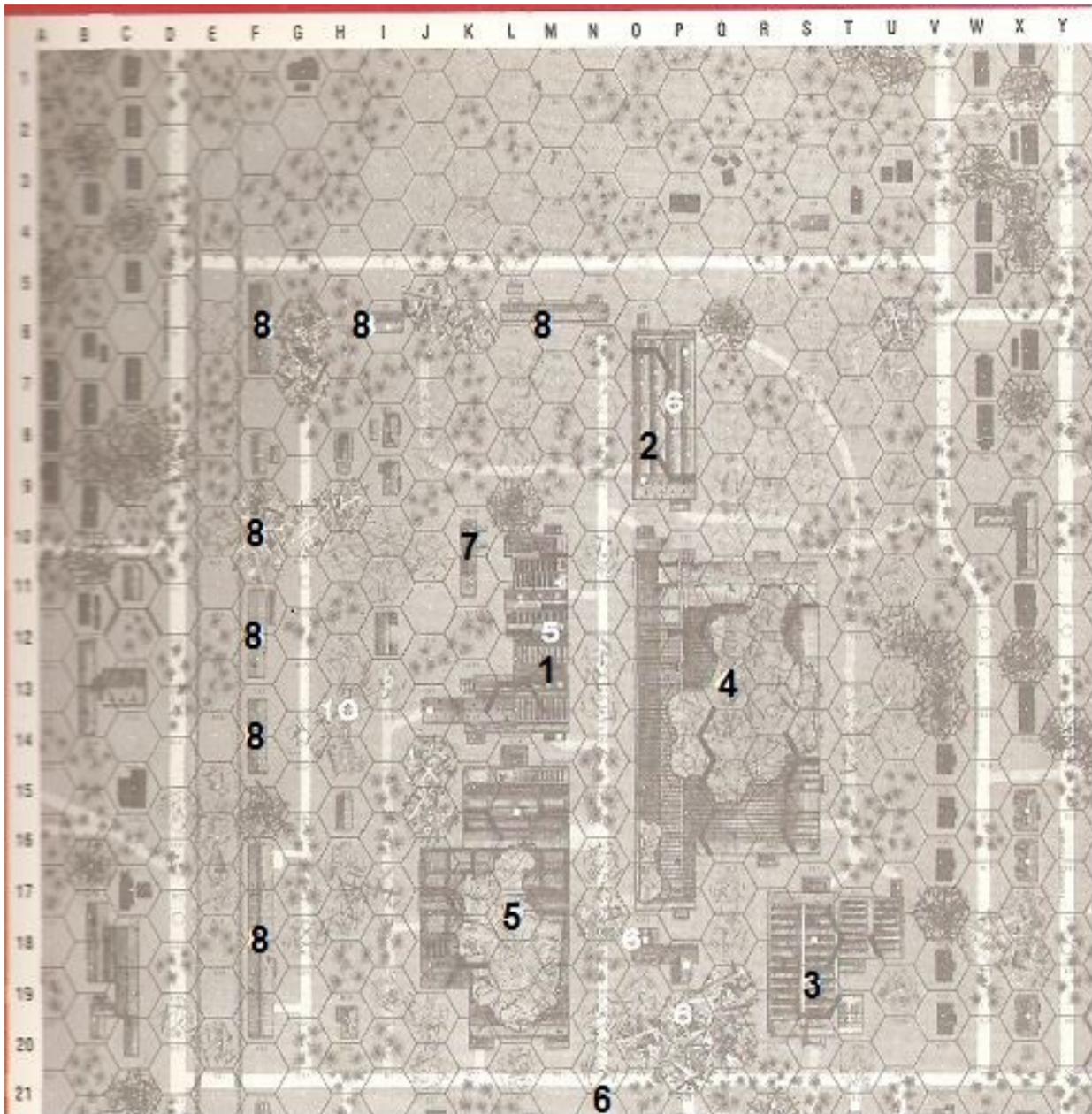


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See Page 2 for Map Legend for Research Station Retribution.  
See Pages 3-4 for Scenario Special Rules.

# 'Die Glocke'



## Map Legend for the Research Station Retribution

- 1 = Primary Research Facility—location of the die Glocke (Each Hex of Building 5 is to be treated as fortified).
- 2 = Power Generation Building—all building lights and power for die Glocke is controlled here with the Primary Power Generator being located in Hex P8.
- 3 = Experiments Building. Currently empty, but treat each Hex of building 3 as fortified.
- 4 = New Technology Manufacturing Building—also empty, following recent bombing raid. Exposed gas lines are still burning in this building.
- 5 = Engineering center—offices for administration and engineering personnel. Empty and bombed out.
- 6 = Geist Strasse Sud—this is the scenario exit road through Hex N21.
- 7 = Communications Building—building is abandoned, but high frequency radio is intact and is the objective of the MI6 Agents, who will use the radio to advise London that die Glocke has been moved and to signal a squadron of P-61 Black Widows to conduct their airstrike on the facility.
- 8 = Buildings marked with 8's are barracks/personnel quarters. All are currently abandoned.

# 'Die Glocke Scenario SSR's'

## Unit Specific SSR's

**Dr. von Heisenberg and Staff (SETUP in any Hex of Building 1 which is not adjacent to the hex containing die Glocke.)**



Beginning on Turn 3, Dr. Heisenberg and his staff will begin moving towards the Power Generation Building in order to continue to control die Glocke as it completes its power cycle. If Spaniards or Zombies enter the Power Generation Building, Dr. Heisenberg and his staff will attempt to flee off the North Map Edge.

**Die Glocke (SETUP in any ground floor Hex of Building 1)**



While die Glocke is in operation, no units (excepting der Schrecken) can move into or adjacent to the hex containing die Glocke. Units which do move adjacent must make a morale check. Failure results in elimination of the unit, while success reduces the unit to a broken half-squad. Once die Glocke has been turned off, it can be approached normally and moved by units at a cost of 6 portage points.

**SS Guard Battalion (SETUP as follows)**

The SS Sgt. And 2-3-7's may set up in any Hex in or adjacent to Building 1, except any hex adjacent to die Glocke.

One 20L AA Gun sets up in J11 and one 20L AA Gun sets up in F7

The Guard Battalion vehicles set up in any open or light debris filled road hex adjacent to Buildings 1, 4, or 5, but not adjacent to the hex containing die Glocke. All vehicles have inherent drivers and all vehicles are ready to leave the research station.



The research facility SS Garrison and anti-aircraft guns will fire at all non-garrison units. Beginning on Turn 3, the garrison, including the anti-aircraft gun crews will attempt to flee the area. Each unit will move a) towards the nearest garrison vehicle or b) towards the nearest map edge if Spaniard or Zombie units are visible between their current position and the nearest garrison vehicle. The garrison units will not engage in Prep Fire, but will continue to move each turn until they have exited the map.

**Zombies (SETUP: beginning on Turn 1, in Rally, the Zombie Player rolls 1d6 for the following Sewer Locations: G17, F18, H21, L18, P16 and P14—the number rolled is equal to the number of Zombie Squads which will move out of the Sewer Hex towards the siren sound of die Glocke. Each of the 6 Sewer Locations can produce a maximum of 6 squads. The Zombie Player rolls each Rally Phase for additional Zombie Squads until each Sewer Location has produced up to 6 Zombie Squads. Once 36 Zombie Squads are in play, no more are rolled for. The first move for all new Zombie Squads is to move towards Building 1. After their initial entry turn, they will move as indicated in the Zombie movement SSR.**



- **Zombie movement**— the Zombies are drawn to the light and sounds of die Glocke. So they will move towards it until they sight a non-zombie unit, then Zombies move as Berserk units and must attack in Close Combat the nearest non-zombie unit. Once they have eliminated or see no other non-Zombie units, they once more will move towards die Glocke. If die Glocke is turned off, the Zombies will stop moving until they see a non-Zombie unit to move towards.
- **Zombie Units have 6 movement per turn.** They are not subject to CX.
- **Zombie Units have no range, no ELR and no morale.**
- **Zombies move as Berserk units and must attack in Close Combat the nearest non-zombie unit.**
- **All CC with Zombie Units is conducted as Hand to Hand.**
- **Ambush not applicable for either side.**
- **Zombies can only be eliminated by KIA results.** (there are no zombie half-squads)
- **Non-Zombie units eliminated in CC by Zombies become Zombies in the next Rally Phase.**
- **Zombies may engage vehicles in Close Combat.** Essentially, conduct a normal Hand to Hand Close Combat as the Zombies swarm the vehicle.

**der Schrecken (SETUP: der Schrecken are alien creatures which emerge as a result of die Glocke opening up a doorway to another dimension. In each Zombie Player Advance Phase, the Zombie Player rolls 1d6. A 5 or a 6 result in the creation of 1 der Schrecken Squad in any hex adjacent to die Glocke. Der Schrecken do not move again until the next Zombie Player movement phase. Der Schrecken act as if berserk and move to attack the closest non-Zombie MMC or SMC. No more than 1 der Schrecken squad can be created per turn.**



- **Der Schrecken are evil, blood thirsty killing machines and will attack all visible non-Zombie Units.**
- **Der Schrecken Units have 6 movement per turn and pay only 1 movement point per hex entered regardless of the terrain.**
- **Der Schrecken Units have no range, no ELR and no morale.**
- **Der Schrecken move as Berserk units and must attack in Close Combat the nearest non-zombie unit.**
- **All CC with der Schrecken Units is conducted as Hand to Hand.**
- **Ambush not applicable for either side.**
- **Der Schrecken can only be eliminated by KIA results.** (there are no der Schrecken half-squads).



# 'Die Glocke Scenario SSR's'

## Scenario and Terrain SSR's

1. RED BARRICADES Terrain rules are in effect except for SSR 2 related to rubble road hexes.
2. Minor and Major Rubble ROAD Hexes—the following rules apply only rubble road hexes; Fully and half-tracked vehicles may pass through minor rubble at 2 + cost of terrain and major rubble at 3 + cost of terrain. Wheeled vehicles may pass through minor rubble by paying a quarter of their movement per hex. Wheeled vehicle may pass through major rubble by paying a quarter of their movement and successfully passing a +2 bog check. Vehicles which bog are considered immobilized for the duration of the scenario. The inherent crew 1-2-7 will then abandon the vehicle and continue the scenario on foot.
3. Night Rules are in effect with NVR of 3 hexes at start with cloud cover. The Zombie Player is the Defender (E1.2): the Germans are the Scenario Attacker. The Majority Squad Type of both OB's is Normal. **EC are moderate with no wind.**
4. Zombies and der Schrecken are not affected by NVR and see all units normally.
5. The Spaniard Player's Panther Tanks are equipped with Vampyr Night Fighting equipment. As a result, they are able to see normally along the Turret Covered Arc whether buttoned up or crew exposed.
6. The difference in German Players: the Zombie Player controls Dr. Heisenberg and the research facility garrison. The other player controls the Spaniards and the MI6 Agents.
7. German squads may fire Panzerfausts at Zombie with a - 2 to hit and -2 on the effects.
8. Zombies are subject to all moving in open penalties and also always have an additional -1 for all fire directed at them due to their bunched up swarming movement.
9. Non-Zombie units must pass a Task Check whenever they go into Close Combat with Zombies. (see SSR 12 for exceptions). Units failing their Task Check are pinned.
10. Spaniard units may elect to move CX in back to back movement phases, but must pass a Task Check. Failure to pass the Task Check results in the unit being pinned.
11. Two or three Zombie squads in hex may block the movement of non-tracked vehicles.
12. The two Spanish 1-4-9 Heroes represent two Priests—Father Avendano and Father Torrente . Spaniard Units in the same Hex with either of the Priests will not need to take Task Checks when fighting Zombies or der Schrecken. Furthermore, the Priests add a -2 to the Spaniards in resolving Close Combat against either the Zombies or der Schrecken.
13. **TURNING OFF die Glocke**—Hex P8 in the Building 2—The Power Generation Building houses the primary control center for die Glocke. Any Spaniard MMC of SMC may attempt to turn off the power in any friendly Advance Phase during which it occupies Hex P8. Roll 1d6 and on a roll of 1-4, the power is successfully cut off and die Glocke turned off. A roll of 5 or 6 increases the power to die Glocke and in the following Rally Phase an additional der Schrecken unit is deployed at die Glocke (even if 6 der Schrecken have already entered the game).
14. Moving die Glocke. Once die Glocke is turned off, it can be moved via manhandling by any MMC or combination of 3 SMC units. Within the building, the Manhandling # is 12 for die Glocke and each building hex is treated as open ground to reflect the special roller assembly that allows die Glocke to be moved easily within the facility. Outside the facility the Manhandling # reduces to 10 and all normal Manhandling modifiers for terrain are applied. Once die Glocke is placed adjacent to a vehicle, it is considered successfully mounted in the following Advance Phase.
15. MI6—the MI6 Agents have orders to move into Building7 and establish Radio Contact (as per normal Radio Contact Rules) with A squadron of US P-61 Black Widows armed with INCENDIARY Bombs. Contact must be made on or prior to Turn 3. If this occurs the Spaniard Player can choose for the air strike to occur on or after Turn 6. If Radio Contact is not established by the beginning of Turn 4, the Black Widows attack immediately on Turn 5. The attack is conducted as per the Rules for Airdrops. 5 Black Widows will drop a 6 bomb stick. Their locations are resolved as per 9.1, 9.11. Any units in or adjacent to a final drop hex are attacked as if by 24 factor Flamethrower.

