U116

Cuervo Marino*'s diesel idles in near silence as Ida expertly brings her alongside U116 and says "We'll have to take the dinghy across when there's enough light. That thing might damage me the way its rolling."*

"The way the hull is settled, there must be internal flooding. The absence of any crew would give credence to Kapitänleutnant Falkenberg's story, though I do not see any 'ghouls'". Bledsoe finishes speaking and swallows thickly, hoping the fresh air will abate her nausea.

"You'll find my tale true enough, Leutnant Bledsoe". The U-boat commander has appeared at the top of the stairs as Boris whirls cursing. The German keeps his hands in view. "Your knots were excellent, kamerade, but I am a sailor too. Heinrich Graf von Falkenberg at your service, ladies and gentlemen. I may be of assistance if you are planning on boarding that death trap. Oh, and permission to enter the bridge, captain?" he asks Ida Montenegro formally, flashing a perfect Imperial Navy salute.

"Granted". She smiles guardedly. "Board. Yes, board, and then maybe salvage."

"Right." Falkenberg replies wryly. "If you want to do that, don't break anything inside, and watch out for the fuel oil slick. You don't want to light that up."

FORCES

Zombie Pool: Beta x6

SETUP

- Place a Medkit, obtained from the Loot bag, on **L**.
- Place an objective marker on square **O**.

OBJECTIVE

- Open the conning tower hatch at **O**. **Read entry #2** when you do.

SECONDARY OBJECTIVE

- Pick up the Medkit on **L**.

SPAWN

- Zombies spawn on **S** when shown on the spawn track .

SPECIAL RULES

The Conning Tower Hatch: For 2 AP while adjacent to **O** open the conning tower hatch. **Read entry #2 when you do**.

ROUND TRACK

S S

1A

U116

Wildly you look around. From the trawler, your comrades are yelling and pointing at the water, where bedraggled, drowned looking things heave themselves onto the awash portion of the submarine's deck. With dismay, you see your ride pull away from the undead dotting the sea surface, but they don't go far, circling and picking off many of the swimmers.

The ones onboard are your problem, and it's weapons free time. An insistent squeal comes from below, agitating the ghouls. An undead officer levers itself into view and calls its crew again. It's got to go.

Unless otherwise noted, rules from Part 1A remain in effect and markers stay where they are. Any changes are detailed below.

FORCES

Zombie Pool:
- ADD Dräger x1
- Rotten Egg x1
- **Alpha x1**

SETUP

- Place the Alpha on **0**.
- Place the hero who opened the hatch on **B**.
- Place an objective marker on **MG**.
- Reset the round track marker to the beginning

OBJECTIVE

- Kill the Alpha.

SECONDARY OBJECTIVE

- Pick up the MG-34 and 2x ammo at **MG**.

SPAWN

- Zombies spawn on **S** and **S1** when shown on the spawn track.

SPECIAL RULES

The Alpha: When the Alpha is reduced to 0 wounds place an objective marker where it was slain and return it to the zombie pool. If you pick up the objective marker, **read entry #3**.

Avoiding Contact with Zombies: This rule is no longer in effect.

Unfamiliarity with Ghouls: Any attacks vs ghouls suffer a -1 DRM.

EXIT

Between your efforts and those of your companions on the Cuervo Marino the decks are cleansed of undead, but the water has become choppier and the wind fiercer. In spite of what may await below, topside is about to become too dangerous, and it is already too late to retreat back to your friends. You must go below. Steeling your nerves, you prepare to descend.

Place a peg in the "flooded" hole in the forward section of the U-116 control sheet. Play scenario 2: The Enemy Below next.

ROUND TRACK | S1 | S | S1 | S | | |

The Enemy Below

The submarine's emergency lights paint everything in a red monotone as you descend the ladder from the conning tower. Submarines have earned the nickname "Pig Boats" because of the smell, and its easy to understand why. The eye-watering miasma of unwashed bodies, rot and chemical funk from fuel and batteries nearly choke you. You must get U116's auxiliary power unit fired up to ventilate the boat and start the lights, pumps and battery recharge process. APU vibrations will attract unwelcome attention.

The dead body of the ghoul officer you killed is visible. Dim crimson illumination and its black-violet shadows must conceal more threats.

FORCES

Zombie Pool:
- Beta x6
- Dräger x1
- Rotten Egg x1

OBJECTIVE

- Start the APU at **0**.

SECONDARY OBJECTIVE

- Search the sea bag at **L**. Draw once from the Loot Bag.

SPECIAL RULES

The Auxiliary Power Unit (APU): For 2 AP while adjacent to 0 try to start the APU. Roll 1d12. On a 7+ it starts. Remove the objective marker and read entry #4 then. If it fails to start, turn the marker over to the red side. Add +2RM to the next start APU roll.

Poor Lighting: There is a -2 DRM for any ranged attacks. Humans lose the initiative bonus.

Damaging the U-Boat: This scenario takes place in the Midships Compartment. All Internal Damage Rules except Crew Damage are in effect.

Treat any Crewman Killed or Specialist Injured results as no effect.

The Enemy Below

The lights are on, but you don't like what they show. Deck plates and cabinet doors begin to vibrate and slide open as the undead concealed within rouse from torpor and begin the hunt.

Keep reading entry #34.

FORCES

Zombie Pool:
- ADD Dräger x1
- Rotten Egg x1
- Alpha x1

OBJECTIVE

- Destroy all spawn points and zombies.
- Close the conning tower hatch at **A**.
- Reset Breakers at **01**.

SETUP

- Reset the round track marker to the beginning.
- Place a red objective marker on **A**.

SECONDARY OBJECTIVE

- Start pumps and fans at **02**.

SPECIAL RULES

Spawn Points: Spawn points have 3 health and cannot be stunned. Place a red objective marker on a spawn point to show it is destroyed.

White Lights On: Poor Lighting is **no longer in effect**.

Conning Tower Hatch: For 3 AP while on **A**, close the conning tower hatch. While the conning tower hatch is open, when an **S** is shown on the spawn track, spawn a zombie on **A** as well.

Resetting the Breakers: For 1 AP while adjacent to **01** reset the breakers.

Starting the Pumps and Fans: When the breakers have been reset, investigate **02** squares to start the pumps and fans. If you do, remove the front flooded peg from the U-116 Control Sheet… **but who knows how long that will last.**

EXIT

U116 is now relatively safe, at least for as long as the APU keeps running, but the hull still moans with each toss of the waves. The bow section is flooded and off limits, but you can check the engine room. If by some good fortune you can get the big MAN F46 diesels up and running your chances of survival will increase. It's a long way to the engines and who knows what lies behind the watertight door?

Play scenario 3: Sharks and Little Fish next.

ROUND TRACK | S | S1 | S2 | S | S1 |