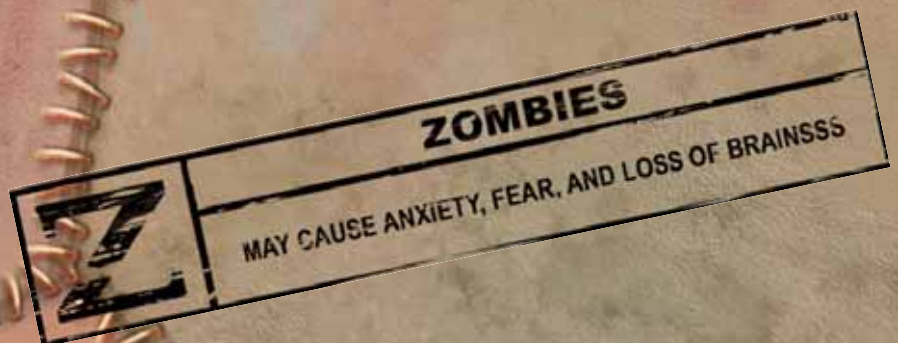




PLEASE STAND BY



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Don't Split the Group

“Brian’s going to be the first to die. It’ll be tragic, but he’s got a hero complex. He’ll try to protect everyone else. Besides, he’s the black guy. Shelly, well, Shelly’s a floozy. Her death will be quick, one of those things that’s unmemorable to most, but rather funny if you really sit and think about it. I’m right around half way through. It won’t really reflect my creativity or quick wit. It’s usually something physical, where I’m overwhelmed and really have no hope. Tommy’s a jock; he’s usually near the end. He’s the twist ending, the one you think might survive, but he never really does. It’s always something silly like he trips and falls on a hay hook when trying to rush Jenny away. Jenny’s a virgin. Tommy would change that if given the chance. She’s the survivor girl. In fact, most of us will probably die protecting her. It’s really quite sad.

But I’m self-aware. I know the way this is set to go down, so I know how to work around it. Rule number one is to never protect Jenny. She’ll survive on her own; she’s really just a heavenly little trap for the rest of us. Rule number two is that pride isn’t a factor here. Feeling defeated doesn’t mean I should turn and face the fiends with a pickaxe, that’s just stupid. Rule number three is that Tommy is stupid. If he makes a plan, it’s a bad one. Do the exact opposite of whatever he says, period. Rule four is that Brian is super useful. Do whatever you can to keep him around until later. Rule five... Well, there’s really no helping Shelly.”

A woman’s scream broke out in the distance, stopping after only a few seconds. The sound was replaced with moaning and gunfire. Keith heard it all through the classroom door.

“Shoot! That was Jenny. Sounds like my plan’s gotta change.”

The school wasn’t the best place to hide. It was full of open hallways and rooms with only one exit. Keith made the most of it though; he found a classroom conveniently connected to the lunchroom. The moment the moans stopped, he swept out of the classroom, barking out, “Kitchen. West wing. Food and locked doors!” A handful of zombies turned to look, but Keith ducked behind the lunch counter and the zombies looked away.

“They got Jenny!” Shelly belted out as the crew slipped into the kitchen.

“Shut up!” Keith snapped. “You’re going to get us killed. They respond to loud sounds. Now, everyone, let’s barricade the kitchen door. We can stay in here as long as we need. The freezer’s full of food, there’s a ton of canned food in the pantry. As long as we’re cool with shitty frozen pizza, we’re safe as we’ve ever been here.”

“I’m down with frozen pizza. It’s those little squares, right?”

“Yes, Tommy. The little squares. With powdered pudding mix and tater tots for sides. It’ll be like paradise, except you’ll be there.”

Tommy responded with a middle finger. Keith stuck out his tongue.

A mass of zombies found their way to the serving window, clawing and clambering up onto it. Keith rushed to a table, signaling to Tommy. “Tommy, get over here and help me. We need to block that window.”

Tommy tripped as he stood, and ran over clumsily. Brian grabbed the fire extinguisher from the wall, smashing the head of the first zombie making it through the window. The other three zombies gave up their climb and instead snatched Brian’s clothes. “What in the heck are you doing, Brian?”

“I’m saving your butt!” He swung the extinguisher again, shattering the jaw of a second monster. As he adjusted for the next strike, he tripped on the hand of the downed corpse, dropping the extinguisher and falling fully into the grasp of the remaining two. One bit his arm; the other tugged him toward the window into the lunchroom. Keith and Tommy charged forth, slamming the table into the two. Brian rolled along the ground away from them, and then stood to help hold the back the horde.

“Shelly, I need you to get over here and hold this table while Brian and I push the dishwashing machine in front of it.” Trembling, Shelly complied, leaning against the table. “Brian, come on.” Keith pushed away and struggled with the large metal contraption.

"I think it's bolted to the ground." Brian wrestled with the machine, barely budging it.

"Bolted to the ground? Do you know how stupid that sounds? You just need to get leverage. Get low, I'll push high." The two cooperated and it moved slowly.

"Keith, I can't do this! They're going to break through!"

"Just shut up and hold the table. We're almost there." The machine blocked the window well; the zombies gave up after only a few seconds.

"Okay. So, threat assessment. You okay Brian?"

"Yeah. Just a little cut on the arm. But there's a first aid kit over on the wall. I'll be cool."

"A cut? You got cut by a zombie? You mean you got bitten? We've got a zed on our hands." Keith's forehead went right into his hand. He paced the kitchen, sighing.

"A zed? What do you mean?"

"Do you know anything? He was bitten. That means he's going to turn into one. Then we'll have to deal with him, with no barricades."

"So what do we do?" Shelly was visibly confused, looking between the three men.

"We've got to get him out of here."

"What are you talkin' about? I'm not going out there. There's gotta be something we can do."

"We could amputate." Everyone looked to Tommy. "What? We amputate; the virus can't get to his brain. But we've got to act fast, before it's too late." He shrugged, speaking absently with eyes on his smartphone.

"Amputate? You mean cut off my arm?"

"Tommy's right. We've got to move fast. So what is it, we amputate, or you go out the vents or something?"

"You don't know anything, Keith. This ain't some stupid movie. This is my life."

"This is your life? Line like that, I'm convinced it is some stupid movie. We don't have options; we can't risk it right now."

Brian took a deep breath. "Fine. Cut it off." He stood, kicking over a table and hopping up on another.

"Shelly, grab me that bread knife and some hot water. Keith, get me the first aid kit. It has to have some rubber tubing."

"Bread knife? Why don't we use the cleaver and the extinguisher? We want a clean cut so he doesn't die from shock."

"Die from shock? Tommy, you know what you're doing, right?"

"Yeah. I'm in pre-med. Amputation's one of the first things we went over. Don't worry. Yeah, you're right though Keith, we should use the cleaver. Just make sure the extinguisher is clean from all that blood on it." He said confidently while typing a text message.

The group moved over with the various implements, surrounding Brian who since laid down on the table. While Tommy was wrapping Brian's arm with the tourniquet, Brian snapped. His eyes rolled up in his head, and he swiftly gripped Tommy's face. His mouth went wide, his face moved up, but before he could get the bite on Tommy, Keith pushed his head down with one hand, and grabbed the cleaver with the other. He took one heavy chop down on the zombified Brian's neck. Shelly followed up reflexively, ramming the back of the cleaver with the extinguisher, removing Brian's head.

Tommy was still frozen in fear, Shelly shrieked and Keith sighed. "I told you. They infect quickly. That wasn't ten minutes."

“Screw you, Keith. We need to work together. We didn’t know how quickly he’d turn, and we can’t make assumptions. Now we know. We’re all safe, that’s what’s important.”

“Remember when we used to eat in here every day? We didn’t worry about anything. This is the last thing I would have pictured happening in this place.” Shelly sat on a counter, and ran a hand through her hair.

“Well, you didn’t have to worry about anything. I had to worry about people pushing me in my food or stealing my underwear and putting it up on the flagpole.”

“You’re still harping on that stuff? That was like ten years ago. Get over it. Grow up.” She looked to Keith scornfully.

“Sorry, it’s just”

An explosion resonated through the room. Both Keith and Shelly looked around quickly, realizing that Tommy had shot himself while they bickered. “He had a gun and he didn’t tell us?”

“He used it on the zombies out there, but I thought he was out of bullets.” Her mascara ran down her face as she spoke. “Why did he do that?”

Keith moved to the corpse, snatching up the cell phone in his other hand. “He was texting back and forth with someone.” Keith punched a few buttons, flipping through text messages. “Four specimens performing well, specimen C split from the group to find food. Specimen B introduced to GLZ, five minutes and forty-seven seconds until terminal infection. Specimen C prevented further spread. He knew more than he was telling us?”

Shelly’s hand went to her mouth and she rocked in her seat. “He was testing us?”

“The next incoming text says to terminate project, variable group compromised. Headshots, we need them uninfected.” Keith blinked, shaking his head and pacing. “He couldn’t do it. This is some serious stuff. But if the phone’s working, we can call for help, right?” He dialed emergency services.

She nodded, hopping down from the counter to walk over to him.

“It’s busy. The battery’s about out, too.”

“You know, I’m sorry for everything we did to you back in school.”

Keith raised an eyebrow, looking down to meet Shelly’s gaze. He then looked back down to the phone. “Um, thanks.”

“And I’m sorry about this.”

“Sorry about what?” He looked up to see the gun barrel at his face. She shook, clearly inexperienced with it.

“You were right about Brian. Tommy didn’t know it would affect him so quickly. But I’d be stupid if I didn’t listen to you. I saw how you were hiding that limp. I know you can’t forgive me, but I hope you understand why I can’t take the risk.”



INTRODUCTION

What is a Tabletop Miniature Game?

In the world of tabletop wargaming two or more opponents will often field small squads or large armies to do battle. The miniature wargaming hobby is centered on collecting, assembling and painting your models to prepare them for game play. You may also have miniatures that are already pre-painted and ready for play.

Please Stand By expands the standard two-player game to allow for multiple players to enjoy a game at the same time. We also have taken into account that a variety of miniatures are already available and most experienced players will have plenty lying around to pick up and use. We simply provide the rules while you provide the miniatures.

Infinite Possibilities

We could not possibly cover every rule or situation that may come up during game play, so it's important for players to be flexible and reasonable when working out solutions. If a dispute occurs both players should agree on a solution by rolling a die; the highest result wins or find a moderator. Once the game is over we suggest players discuss the issue and make a house rule for next time should the situation come up again.

Most importantly do not become bogged down in a rule dispute. The game should be enjoyable and fast paced for all involved.

DICE

In **Please Stand By** you will use six-sided die commonly referred to as 'd6' to resolve most actions that will occur throughout the game.

MODELS

The term model refers to any miniature used in the game, regardless of its size or type. **Please Stand By** is designed to be used with 25mm miniatures, however with some modification you could use any size model as long as all players agree on any conversion rules or size of figures used.

SEVERAL WAYS TO PLAY

In **Please Stand By** you have the option of playing quick games or even recreating your favorite movies or adventures. With various objectives in each scenario game play is infinite. You may even want to create your own campaign.

Choose Your Side

Will you be the ravenous horde of undead or one of the heroic last surviving humans on the planet?

In most scenarios each player will pick one survivor character and your opponent will play the undead masses.

Character Stat Cards

The stat cards represent the skills and abilities for each of the characters in the game. The stat card below will explain each game statistic.

Strength

Represents the characters overall strength when making a melee attack.

Toughness

Toughness is the amount of damage a character can take before suffering a wound.

Health

Health is the characters overall life. Each time the character takes a wound his health drops, once reduced to zero the character dies.

Attacks

Attacks are the number of attacks a character can make each time the character is activated.

Reaction

Characters reaction is the characters ability to avoid an attack.

Initiative

Characters initiative is the characters ability to activate each round.

Gear

Equipment, weapons, or items the character may use.



SETUP

Each of the scenarios will determine the unique setup of each game.

Who goes first?

At the start of each round all players roll to see who goes first. Zombies always react last after all character players have gone. Zombies or characters may react out of sequence due to an attack of opportunity.

Initiative

Each player rolls for initiative, $1d6 + \text{Initiative value}$. Players will react in initiative order for the round starting from highest to lowest. In the event of a tie players should roll $1d6$ each with the highest result taking the higher initiative priority for that round.

Turns

The game is divided into a number of rounds. Each round the survivors will take turns activating in initiative order and take their actions then the zombie player will act last, activating any number of zombies he wishes in any order.

Example:

During round 1 player 1 scores the highest initiative and will activate first followed by player 3, player 2 and then the Zombie player.

In the following round 2, Player 2 scored the higher initiative so will react first followed by player 3 and player 1.

This continues until all rounds have been completed.

Round 1

Player 1 Turn

Player 3 Turn

Player 2 Turn

Zombie Players Turn

Round 2

Player 2 Turn

Player 3 Turn

Player 1 Turn

Zombie Players turn

At the end of each full round roll 1 $d6$ for each survivor player. The total is how many new zombies generate each round. If all the deployment areas for zombies are filled no further zombies can come in that round.



The dead have risen. They walk the earth in countless numbers, searching for only one thing, **living flesh!** No one expected this, no one saw this coming, some blame science, some blame religion, whatever the reason they are here to stay. The last hope of the human race is the living, those now being mercilessly hunted. No longer at the top of the food chain, can the human race survive?

Please Stand By is a quick and easy to learn rules system for fast paced tabletop miniature gaming. Game play can be enhanced with special and advanced rules that players can incorporate into their games. ***Please Stand By*** gives you the opportunity to play in almost any genera or era from your favorite zombie settings. Seven different scenarios and multiple objectives make for a unique and different game experience each time you play.

Equipment Required

Six-sided Dice

Ruler or Measuring Device

Miniatures

Recommendations

2-7 Players

30+ Minutes

Ages 13+



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