

# MARINE CORPSE

By Brent Wolke

*"Listen up, Meat, no one knows why or how; First you are enjoying a poker game with the rest of the squad, and now you are hip deep in zombies. Deal with it. So grab your gun, watch your ammo, and lets show these undead how they do things in the Marines. Hoo Haw!"*

**Marine Corpse** is a simple game designed for use with the new **Savage Worlds** game, written by Shane Hensley of Pinnacle Entertainment Group. You will need a copy of the **Savage Worlds Test Drive** rules in order to play this. Download them for free at Pinnacle's Weird Web Site - [www.peginc.com](http://www.peginc.com)

*"You have a rifle, don't you, Meat? Good... then, point, aim and kill with extreme prejudice!"*

In this game, each Player will take control of a single Marine. They will have a limited amount of equipment, but can find more during play. The goal is to wipe out every single zombie on the board. Any marine left standing can be considered a winner.

## THE MARINES

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

**Skills:** Climb d4, Fighting d8, Guts d6, Notice d6, Shooting d8, Throwing d6

**Pace:** 6; **Parry:** 6; **Toughness:** 6

**Hindrances:** C'mon, these marines have enough to worry about.

**Edges:** Each marine has one edge rolled randomly on d8 from the following table.

Roll	Edge	Roll	Edge
1	Fleet Footed	5	Nerves of Steel
2	Frenzy	6	Rock & Roll
3	Level-Headed	7	Tough as Nails
4	Marksman	8	Two-fisted

## THE ZOMBIES

Use the Zombie stats located in the *Test Drive* rules. There are 25 zombies per marine. When a zombie is killed, place it on its side.

## BEGINNING GEAR

*"This here is the finest equipment made anywhere. It is state of the art, top of the line. So you take good care of it, Meat, and it will take care of you."*

Each marine begins the game with an assault rifle, a combat pistol, a single grenade, and a combat knife. The assault rifle and the pistol have a full load of ammo, but no more. The players must maneuver their marine around the table in search of more ammo, or better weapons. See the table at the end of the rules for the stats on weapons.

## THE SETUP

*"Look, Meat, it's pretty simple. We are stuck here, and them damn zombies are all around us. What more do you need to know?"*

The ideal set up for *Marine Corpse* is a square table of at least 4 ft. by 4 ft. square. If you are playing on a smaller table, adjust the number of zombies per player down. If you are playing on a table larger than 6 ft. by 6 ft. square, increase the number of zombies.

The marines should be placed in the center of the table, within a defensible position. Scatter terrain to your liking and availability around the table. Try to keep places of great defensive value (towers, bunkers, etc.) at least 12" away from the starting point for the marines.

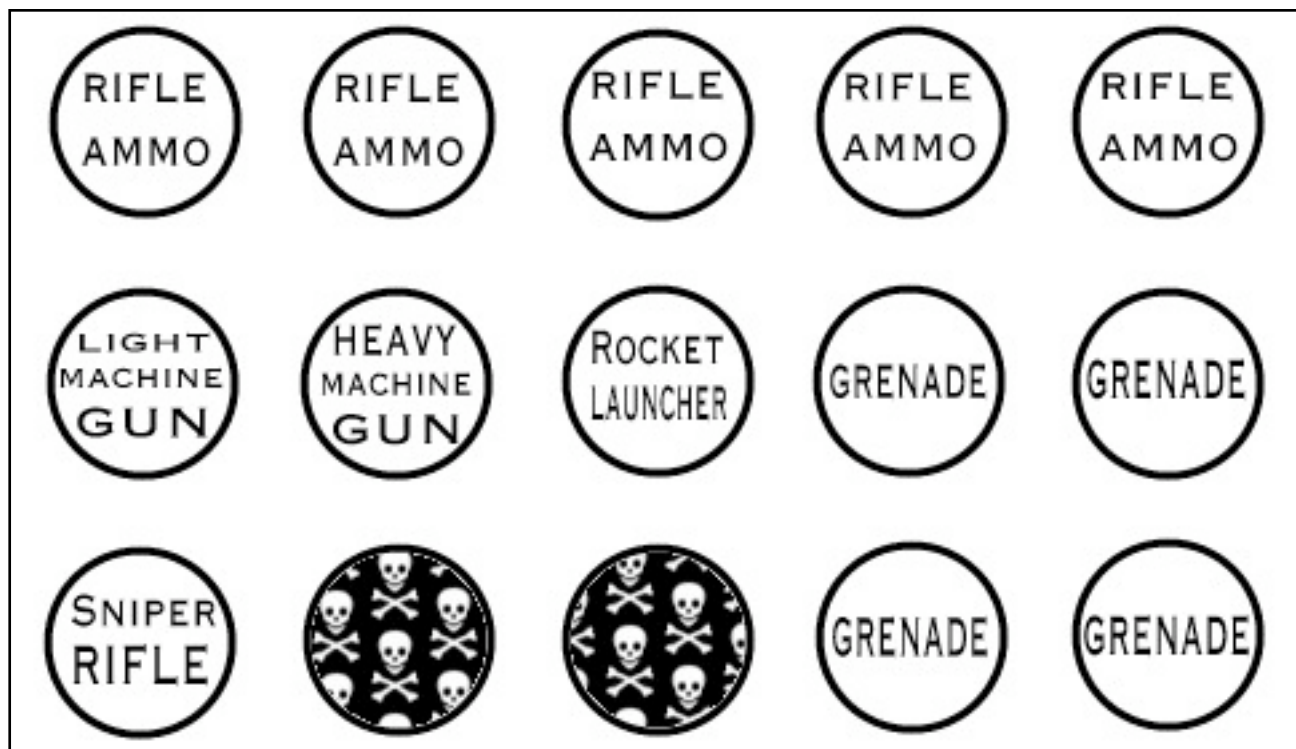
Scatter the equipment tokens around the table, in and around terrain. No token should be closer than 12" to the starting point of the marines, and none should be closer than 6" to each other.

The zombies start on every side of the table in roughly equal numbers, all along the edge. Keep the zombies within 3" of the table edge to start.

And that's it. Determine initiative, let the shooting start and hope the marines win.

## THE TOKENS

When a marine moves across a token, he automatically picks up the item. A *Rifle Ammo* token provides 1d4 full clips of ammo. A *Grenade* token provides 1 grenade. A *Death* token causes all 'dead' zombies within 12" to stand back up.



Weapon	Range	Damage	RoF	Shots
Combat Pistol	5/10/50/75	2d6	1	7
Assault Rifle	10/20/50/100	2d8-1	3	30
Light Machine Gun	10/25/50/200	2d8-1	4	250
Heavy Machine Gun	10/25/50/200	2d8+1	3	200
Rocket Launcher*	25/50/150/500	4d6	1	2
Sniper Rifle	20/40/100/300	2d8	1	7
Grenade*	2/5/10/20	3d6	1	1
Combat Knife	-	Str +1	-	-

\* Use the Medium Boom Template for the explosive radius of these weapons. A blast that misses it's target deviates 1d8", multiplied by the range band mod. (1 for short, 2 for medium, 3 for long, and 4 for extreme). Use 1d12 to determine direction.



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