

# The South Will Rise Again!

A **Zombie Killer Series**  
**Zombie Shooters United**

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## Scenario:

You are a contract zombie killer (called ZK for short) for Live E-Town. You are assigned to the eastern frontier at Outpost #7 under the command of Capt. Soo-Z. Among your varied duties are the patrol and policing of the Dead Zones which includes fighting raiders and resolving disputes between freelancers. It's by far the most dangerous and morally challenging part of your job. You know what it's like out there and the fight for survival makes strange bedfellows.

On the edge of your patrol sector there's a group of freelancers who keep to themselves and live off the land holed up in a hilltop enclave they call Rebel's Roost. Unlike most people, they seem to have had a plan in place to fall off the grid long before the crisis of the apocalypse. Your intelligence reports suggest there are about 25 of them from several interconnected families. They aren't raiders, but they are by no means friendly. From what little contact Live E-town has with them, it's clear they want no part of any government and hold a white-supremacist ideology. They have never attacked other survivors or ZK patrols and they are self sufficient, feeding themselves by farming and hunting. As such, they have avoided conflict with Live E-town's interests and are left alone to stew in their own juices. At least up until today.

Sergeant Kruer bursts into the barracks and orders you to fallout for patrol in full battle array and you rush outside to get in formation. The captain is waiting for you.

"At ease," she says. "I got a report this morning that the freelancers at Rebel's Roost may have a problem. A courier passing by their area reported a lot of undead activity. I know most of you couldn't possibly care less about what happens to those people, but remember that they are people and it's our job to protect the living, as well as kill the undead."

There is grumbling from the ranks and you too have your doubts. The ZK force is made up of men and women of all races and creeds and the idea of helping a crazy, prepper, pre-apocalypse, anarchist, probable hate group isn't going over well.

"PUT A CORK IN IT!" yells Sergeant Kruer. "I expect you to go out there and do your jobs."

"Rebel's Roost is at the very edge Live E-town control," the captain added softly. "There's a good reason I left it alone all this time. If something was coming, it was likely to hit them first. Now it looks like something may have come. Go out there. Find out what it is. Deal with it or report back for reinforcements. Dismissed."

Captain Soo-Z talks quietly to Sergeant Kruer and Lieutenant Souchik as your squad leaders start shouting orders and you head for your trucks. You have a bad feeling about this mission. Rebel's Roost is supposedly on high ground, well fortified and surrounded by booby traps. On top of that, the Rebels, or Roosters, or whatever they call themselves, are all skilled hunters and experienced wilderness survivors...basically a bunch of modern day mountain men. If anybody can take care of themselves in the Dead Zone, it's going to be them. If they're in trouble, it's likely to be really bad trouble.

This will be a traditional three stage match including a mounted shotgun stage. We may run stages individually or simultaneously so be prepared to stay for the day. As usual, how we run the match depends on the number of shooters and the volunteer RO, time-keeper and target re-setting support we have on match day. Shooters who have completed their course of fire will be expected to assist with the target resetting and the recovery of the targets at the end of the match prior to the awarding of prizes.

The course will have both a time limit and an ammunition limit. Standard round count and stage time may be adjusted on match day. (Bring at least 25 rounds of 00 buckshot for you shotgun, 50 rounds for your pistol and 20 rounds for your rifle. No armor piercing or tracer ammo allowed in any caliber.) Overall winner will be the highest score, with ties decided in favor of the shortest time and then the least ammunition expended against up to 36 total zombie targets.

Good marksmanship skills will take you a long way, but good observation/investigative/analytical skills can win you the match. Participants are encouraged to review the storyline background material just prior to the match. At present, prizes will be awarded to the highest scoring shooters and randomly as door prizes for all registered shooters lucky enough to have their names drawn. Check the match prize table for the most up to date information. The number of prizes awarded is keyed to the number of participants in the match.

Participants will need to have all their weapons and ammo ready at the start of the course. Though they will not need to carry them through the whole course, a sling or scabbard might prove useful. For a \$10 fee you may purchase a ZK buddy ticket for a friend who can accompany you through the stages to pick up your magazines, carry your extra guns, take video, etc. Wheeled carts may be used to stay organized, but you can't bring them with you on the course. In this case, you may wish to bring a chain or cable lock to secure the guns and ammo cans you are not using to the cart while you are firing the stages. Although we have never had a theft, ZSU cannot be responsible for the security of your property.

### **Event Stages:**

- 1. When Irony Bites You Like A Zombie.** Shotgun Stage: 3 min., 25 rds
- 2. Heart of Dixie Darkness.** Pistol Stage: 3 min., 50 rounds
- 3. Do Zombies Have Aneurisms?** Rifle Stage: 2 min., 20 rounds

## **Stage Narrative Detail:**

### **1. When Irony Bites You Like A Zombie Shotgun Stage: 3 min., 25 rounds**

Your squad is in the back of the lead patrol truck as you approach the back road to Rebels Roost. Your NCO sticks his head through the cab's rear sliding window and yells, "Gunners up! Engage on the roll! The last trucks will dismount for mop-up. Get as many as you can." You grab your shotgun and strap in the gunners seat as your comrade opens up the firing port. Looking forward over the cab, you spot the undead immediately. They are scattered and seemingly aimless standing along the dirt road looking like they have forgotten where they were going. As you get within range, you can see the first one clearly. Ragged and boney, it's been undead a long time; maybe since the beginning of the crisis. As you draw a bead on it, you notice its faded, soiled t-shirt is emblazoned with the confederate battle flag and the words, "The South Will Rise Again."

### **2. Heart of Dixie/Darkness Pistol Stage: 3 min., 50 rounds**

You reach your dismount point in a clearing and find it covered in hoof prints and deteriorating manure from many horses, perhaps more than a dozen. You estimate they were here within the last two weeks. A network of trails lead off in different directions. All of them are marked with signs that convey in no uncertain terms that visitors are not welcome. Part of the squad sets up a secure perimeter while you and the squad leader scout the biggest trail. He tells you to take point and watch out for booby traps. You draw your pistol and proceed cautiously forward noticing signs of recent battle. You find bullet scars on the trees, shell casing on the ground here and there, and some bandages with old dry brown blood on them. All of the fire seems to be going one way and the scene has the look of an organized assault but there are no bodies...at least no regular dead bodies. Suddenly, you hear something stumbling around in the brush down the trail. You raise your pistol just as another long undead zombie comes into view. If an explanation is to be found for the events that transpired here, it's probably going to be found at the end of this trail in Rebel's Roost.

**Mission:** Fight your way to the end of the trail to find out what happened here.

### **3. Do Zombies Have Aneurisms? Rifle Stage: 2 min., 20 rounds,**

While standing guard on the high ground overlooking the various approaches to Rebel's Roost and awaiting for your comrades to return, you spot some undead activity below. You quickly unsling your rifle and scan the forest's edge 75 yards away. As you take aim at a zombie's head, it jerks to the side suddenly with a line of dark fluid trailing out almost horizontally for a moment from its temple. Then it falls abruptly from view. "That was weird," you think to yourself with some disappointment at losing your kill, "but there's still plenty more down there." As you line up your sights on the next target, out of the corner of your peripheral vision, it happens again to another monster. You begin to wonder if those zombies fell into the booby traps you've heard so much about. At any rate, it's this keep up you won't get to kill any yourself.