

Der Kult des Uebermensch – A company for In Her Majesty's Name

"The world is about to change forever and we brave few shall be its agents. We shall take Darwin's theory of evolution and become the first to apply it deliberately to an entire species. As the lord God was the Alpha, I have become the Omega. Heil des Uebermensch!"

Doktor Rudolf Nietzsche, 1893

In 1891 the viral agent called 'Agent Omega' was perfected by Doktor Rudolf Nietzsche of the Society of Thule. When Oberst von Stroheim saw the effects of Agent Omega on living subjects even he was horrified by it. Nietzsche's lab was closed, his subjects incinerated and he was ordered to destroy his research.

Instead, with the assistance of a few loyal comrades, he raided the Society's treasury and escaped. He then fled half-way around the world to the ancient temple complex of Angkor Wat, hidden deep in the jungles of Cambodia. Here he has spent the last four years perfecting his work and recruiting like-minded individuals. He is now ready to put his vision for world domination into practice.

The Agent Omega virus turns humans into savage, mindless, carnivorous zombies who cannot feel pain. They are fast and deadly, often swarming over small groups of prey be they animal or human. The ability of their blood to coagulate almost instantly means that they are effectively immune to most wounds. A head shot, immolation or a deadly toxin are the only sure ways to kill them.

Nietzsche has infected himself and his devoted followers with a modified version of the Agent Omega virus and instead of succumbing to it they have instead become carriers. As a result not only are they immune to Agent Omega, but the Zombies do not attack them and will take simple orders from them. These followers have named themselves 'Der Uebermensch' (the Supermen) and are now actively plotting to cleanse the world of 'lesser' peoples, by spreading Agent Omega wheresoever they can.

Each Uebermensch company is led by a Kapitan. These are the fanatical leaders of the Cult. They are willing to spend as many zombie lives as it takes to prove their devotion to Nietzsche and the cause.

The majority of the figures in a company are usually Zombies. When these are first created they are of the Superior Zombie type. Time, wear, tear and battle damage slowly degrades these until they become Inferior Zombies.

The Society of Thule has put a large bounty on the head of Doktor Nietzsche, a bounty no-one has yet survived to collect. They have a company of the Totenkopf Battalion on permanent stand-by, ready to travel by Dirigible to wherever Nietzsche should be found to eliminate him with extreme prejudice. A fact that has not gone unnoticed by several of the Society's enemies.

Nietzsche has decided that he shall perform his first 'field trials' in the teeming cities of Rangoon and Saigon.

Note: Any figure taken out of the game by a Zombie or Uebermensch in close combat that then fails its after-game survival check shall come back as a Superior Zombie. If the Uebermensch hold the field of battle then this new zombie shall come under their control.

| Figure | PK | FV | SV | SP | Cost | Talents/Powers | Basic Kit |
|------------------------|----|----|----|----|------|--------------------------------------|--|
| Doktor Nietzsche | 2+ | +3 | +2 | +0 | 47 | Leadership +2, Inspirational | MS Waistcoat, Arc Pistol |
| Uebermensch Kapitan | 3+ | +2 | +2 | +0 | 41 | Leadership +1, Fanatic, Iron Will | MS Waistcoat, Arc Pistol, Edison Arc Truncheon |
| Uebermensch | 3+ | +1 | +1 | +0 | 33 | Fanatic, Iron Will | Brigandine, Arc Pistol, Fighting Knife |
| Kult Engineers | 4+ | +1 | +1 | +0 | 48 | Engineer, Fanatic, | Brigandine, Arc Pistol, |

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|-----------------|----|----|----|----|----|-----------|----------------------|
| | | | | | | Iron Will | 3 Explosive Grenades |
| Superior Zombie | 3+ | +3 | +0 | +2 | 29 | Numb | Axe |
| Inferior Zombie | 4+ | +2 | +0 | +1 | 19 | Numb | Club |

Options

- Any Uebermensch or Kult Engineer may be given an Edison Arc Truncheon* (+6 points).
- Any Kult Engineer can be given an Arc Generator (+20 points).
- One Kult Engineer may take a Congreve Rocket Gun and three explosive rocket grenades (+28 points)
- Any Uebermensch can take an Arc Rifle instead of an Arc Pistol (+2 points)
- Superior Zombies are often given Kult uniform Lined Coats (+1 point) or Brigandine (+2 points)**.
- Inferior Zombies may be given bombs (+7 points) to carry into battle. These are then exploded remotely by Kult Engineers, killing anyone around it. Being Numb some Zombies actually survive this much to the horror of the living survivors...

* Edison Arc Truncheons are a preferred weapon as they allow the Uebermensch and their Zombies more chance to ‘recruit’ victims into their ranks.

** This tactic is designed to confuse the enemy so that they are not sure who to target.