

UPDATES!

In my quest to keep ATZ as THE zombie game I've come up with some easy to use updates. They make the game play quicker and smoother. Use any or all of them as desired.

PEFs

2	PEF MOVEMENT <i>(Taken versus PEF Rep of 4)</i>
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<i>CIRCUMSTANCE</i>	<i>MODIFIER</i>
If inside a building	-1 to Rep
If shooting has occurred this Encounter	+1 to Rep

#D6 <i>PASSED</i>	<i>RESULT</i>
2	PEF moves 12" directly towards nearest player character through and ending in cover, if possible.
1	PEF moves 12" away from the nearest player character through and ending in cover, if possible. If reach the table edge, will move to the left (1-3) or right (4-6), but not off.
0	PEF doesn't move.

2	PEF RESOLUTION <i>(Taken versus PEF Rep of 4)</i>
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#D6 <i>PASSED</i>	<i>RESULT</i>
2	<i>Contact!</i> You have run into enemy. Roll 1d6: 1 = Two less than your figures. 2 = One less than your figures. 3 = Same number as your figures. 4 = Same number as your figures. 5 = One more than your figures. 6 = Two more than your figures. Can never run into less than one enemy.
1	<i>Something's out there!</i> Resolve all subsequent PEFs using 3d6 counting the lowest two scores.
0	<i>False alarm!</i> If this is the last PEF and no contact has occurred, count as if passed 2d6.

RANGED COMBAT

This effectively eliminates the Knock Down Test and Recover From Knock Down Test. Give it a try!

TARGET	RANGED COMBAT
<i>(Each d6 added to Rep)</i>	
<i>A roll of two or more "ones" means out of ammo</i>	

#	<i>RESULT</i>
7 or less	<i>SHOOTER MISSED.</i>
8	<i>SHOOTER MISSED IF ...</i> <ul style="list-style-type: none"> • Moved Fast. • Rush Shot. <i>TARGET WAS MISSED IF ...</i> <ul style="list-style-type: none"> • In Cover. • Moved Fast. • Outside during the Evening or Night Day Parts. • If 2nd or higher target. <i>OTHERWISE – HIT.</i>
9	<i>SHOOTER MISSED IF ...</i> <ul style="list-style-type: none"> • Rush Shot. <i>TARGET WAS MISSED IF ...</i> <ul style="list-style-type: none"> • In Cover. • Outside during the Night Day Part. • If 3rd or higher target. <i>OTHERWISE – HIT.</i>
10+	<i>SHOOTER HITS TARGET</i>

1	RANGED COMBAT DAMAGE <i>(Read result as rolled)</i>
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<i>SCORE</i>	<i>RESULT</i>
"1"	Target Obviously Dead
Impact or less, but not a "1"	Target is Out of the Fight.
Higher than Impact	Target Ducks Back. Zombies halt in place.

MELEE W/ZOMBIES

Zombies do not take the Charge into Melee Test as do humans. Instead, when a zombie is charging or being charged it will always count as if passing 1d6.

ZOMBIE SWARM

Zombie versus human melees are handled a bit differently than human versus human melee. Here's how we do it:

- All zombies that can contact a human through the Charge into Melee Test will melee at the same time.
- The first zed counts its Rep and each additional zed counts a +1d6.
- All zeds will melee at the same time with one set of d6 being rolled.
- For each success scored more by the human, one zed is killed.
- If there are zeds remaining after a round of melee, immediately carry out another round of melee.

HUMAN ADVANTAGE

Humans in melee with zombie opponents count a +1 success to whatever they actually score.

Example – Billy Pink (Rep 5) is in melee with four zeds. Billy rolls 5d6 and scores a 1, 2, 3, 4 and 6 for 3 successes. He adds an additional success for fighting zeds for a total of 4 successes.

The zeds start with 3d6 for Rep and a bonus 3d6 for having four total zeds. Rolling 6d6 they score a 1, 2, 4, 5, 5 and 6 for 2 successes.

Billy scored two successes more so two zeds are dead. However, Billy must now immediately fight another round of melee with the two surviving zeds. But that may not be his biggest worry.

MELEE COMBAT

REP	MELEE COMBAT
	<i>(Looking for successes)</i>
MELEE WEAPON	
One-Hand Melee Weapon	+1d6
Two-Hand Melee Weapon	+2d6
Chain Saw	+3d6
ATTRIBUTE	
Brawler	+1d6
Rage	+1d6
CIRCUMSTANCE	
<i>Prone</i> – If fighting a prone enemy.	+2d6
<i>Protected</i> – If protected with body armor, etc.	+1d6
<i>Zombie Opponent</i> – If fighting a zombie	+1 success

MELEE RESULTS

#	MELEE RESULTS
	<i>(Comparing successes)</i>
	<i>Humans kill 1 Zed for each success scored more than the Zeds.</i>
	<i>Winning Zeds roll once versus the human loser.</i>

SCORE	RESULT
1	Opponent Obviously Dead.
Equal or less than the number of successes more but not a 1	Opponent Out of the Fight.
Higher than number of successes more	Opponent reduces Rep by 1 point. If the Rep is reduced to 0 the character goes Out of the Fight. Otherwise fight another round of melee. After melee any Rep lost is returned to normal Rep.

“HARRY, ARE YOU OKAY?”

If a human loses one or more rounds of melee with one or more Zeds there is a chance that he will become infected. Here's how we do it:

- The test is only taken once regardless of the number of rounds of melees that the human lost.
- This test is taken after the melee, the next time the character activates.
- Roll 1d6 and add the result to the Rep of the figure, before the Encounter.
- If the total is 9 or higher he is okay.
- If the total is 8 or less then the human is infected and will *turn* into a zombie.
- The human continues his adventures. When the number of doubles rolled for Activation equals

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the Rep of the figure, it has turned into a Zed – career over.

Example – Jim Bob Joe (Rep 4) loses two rounds of melee with a zombie. After the melees are over and when he next activates I test to see if he is infected. He rolls 1d6 and scores 3 for a total of 7. Infection is verified.

Later in the Encounter doubles comes up for Activation. That's one. Next Encounter doubles comes up twice for Activation. That's three. On the next Encounter doubles comes up a fourth time – Jim Bob Joe is now a Zombie.