

**REGS**

**DREGS**

**&**

**ZOMBIES**

**Zombie Book**

*A Solo RPG By Errin Famiglia*



## **Zombie Girl**

**Rarity Factor: 6**

**Initiative: 7**

**Combat Skill: 6**

**Life Points: 10**

**Armor: 6**

**Weaponry: Garden Spade- Shots: 1 Damage: 1**

**Special Abilities: If the Zombie Girl is attacked by a Regulator, the Zombie Girl will be +3 to Combat Skill for that attack.**

**If doubles are rolled when attacking with the Garden Spade, and the attack hits, the Regulator hit will be -1 to Combat Skill for the rest of the Combat Round and the next Combat Round.**



## **Zombie Boy**

**Rarity Factor: 6**

**Initiative: 6**

**Combat Skill: 7**

**Life Points: 12**

**Armor: 6**

**Weaponry: Skateboard- Shots: 1 Damage: 1**

**Special Abilities: If the Zombie Boy is attacked by a Regulator, the Zombie Boy will be +2 to Combat Skill for that attack.**

**If doubles are rolled when attacking with the Skateboard, and the attack hits, the Regulator hit will be -1 to Initiative for the rest of the Combat Round and the next Combat Round.**



## **Zombie Housewife**

**Rarity Factor: 6**

**Initiative: 7**

**Combat Skill: 7**

**Life Points: 14**

**Armor: 7**

**Weaponry: Kitchen Knife- Shots: 1 Damage: 2**

**Special Abilities: For each Zombie Girl or each Zombie Boy in the Combat, the Zombie Housewife will be +1 to Initiative and +1 to Combat Skill each Combat Round.**

**If doubles are rolled when attacking with the Kitchen Knife, and the attack hits, the Regulator hit will be -1 to Combat Skill until the Regulator Squad returns to Regulator Headquarters.**



## **Zombie Nurse**

**Rarity Factor: 6**

**Initiative: 8**

**Combat Skill: 7**

**Life Points: 16**

**Armor: 7**

**Weaponry: Scissors- Shots: 1 Damage: 1**

**Special Abilities: If there is a Regulator Medic in the Combat, the Zombie Nurse will attack the Regulator Medic each Combat Round instead of rolling to determine which Regulator to attack.**

**If doubles are rolled when attacking with the Scissors, and the attack hits, the Regulator hit will be -1 to Initiative until the Regulator Squad returns to Regulator Headquarters.**



## **Zombie Lunchlady**

**Rarity Factor: 6**

**Initiative: 7**

**Combat Skill: 8**

**Life Points: 18**

**Armor: 7**

**Weaponry: Roller Pin- Shots: 1 Damage: 2**

**Special Abilities: If doubles are rolled when attacking with the Roller Pin, and the attack hits, the Regulator hit will be -1 to Initiative for the rest of the Combat.**

**If a Regulator dies because of Damage from the Roller Pin, add 1d6 to the Life Points of each Zombie in the Combat, up to the each Zombie's starting Life Points.**



## **Zombie Senior**

**Rarity Factor: 6**

**Initiative: 6**

**Combat Skill: 8**

**Life Points: 16**

**Armor: 7**

**Weaponry: Walking Cane- Shots: 1 Damage: 1**

**Special Abilities: At the end of each Combat Round, roll 2d6. If the die roll is 7, the Zombie Senior dies and is removed from Combat. If the die roll is not 7, the Zombie Senior does not die.**

**If doubles are rolled when attacking with the Walking Cane, and the attack hits, the Regulator hit will be -1 to Combat Skill for the rest of the Combat.**



## **Zombie Businessman**

**Rarity Factor: 6**

**Initiative: 8**

**Combat Skill: 8**

**Life Points: 18**

**Armor: 7**

**Weaponry: Briefcase- Shots: 1 Damage: 1**

**Special Abilities:** If there is a **Zombie Executive** in the **Combat**, roll 1d6 for each **Zombie Businessmen** when the **Zombie Executive** is attacked, rerolling if the die rolls are tied. The **Zombie Businessman** with the higher roll will be attacked instead of the **Zombie Executive**.

If doubles are rolled when attacking with the **Briefcase**, and the attack hits, the **Briefcase** will be +1 to **Damage** for that **Shot**.





## **Zombie Executive**

**Rarity Factor: 7**

**Initiative: 9**

**Combat Skill: 8**

**Life Points: 18**

**Armor: 7**

**Weaponry: Board- Shots: 1 Damage: 2**

**Special Abilities:** For each **Zombie Businessman** in the **Combat**, the **Zombie Executive** will be +1 to **Initiative** and +1 to **Combat Skill** each **Combat Round**.

As long as the **Zombie Executive** is in the **Combat**, all **Zombie Businessmen** will be +1 to **Initiative** and +1 to **Combat Skill** each **Combat Round**.

If doubles are rolled when attacking with the **Board**, and the attack hits, the **Board** will be +2 to **Damage** for that **Shot**.



## **Zombie Cannibal**

**Rarity Factor: 7**

**Initiative: 9**

**Combat Skill: 9**

**Life Points: 24**

**Armor: 8**

**Weaponry: Bite- Shots: 1 Damage: 2**

**Special Abilities:** If there is a Dreg in the Combat when the Zombie Cannibal makes attacks in a Combat Round, roll 1d6. If the die roll is not 1 or 6, the Zombie Cannibal attacks a Regulator as normal. If the die roll is 1 or 6, the Zombie Cannibal attacks a Dreg. If so, roll 2d6 for each Dreg, rerolling if the die rolls are tied; The Dreg with the higher roll is attacked by the Zombie Cannibal instead of a Regulator.

If a Regulator or Dreg dies because of Damage from the Bite, add 2d6 to the Zombie Cannibal's Life Points, up to the Zombie Cannibal's starting Life Points.



## Zombie Athlete

**Rarity Factor: 7**

**Initiative: 10**

**Combat Skill: 9**

**Life Points: 22**

**Armor: 8**

**Weaponry: Baseball Bat- Shots: 1 Damage: 3**

**Special Abilities:** If doubles are rolled when attacking with the Baseball Bat, and the attack hits, the Regulator hit will be -1 to Initiative and -1 to Combat Skill for the rest of the Combat.

If the Baseball Bat is used to attack a Regulator, and the attack hits, roll 1d6. If the die roll is not 6, the Baseball Bat does normal Damage. If the die roll is 6, the Baseball Bat will be +2 to Damage for that Shot.



## **Zombie Butcher**

**Rarity Factor: 7**

**Initiative: 9**

**Combat Skill: 10**

**Life Points: 20**

**Armor: 8**

**Weaponry: Butcher Knife- Shots: 1 Damage: 3**

**Special Abilities: If doubles are rolled when attacking with the Butcher Knife, and the attack hits, the Regulator hit will be -2 to Combat Skill until the Regulator Squad returns to Regulator Headquarters.**

**If the Butcher Knife is used to attack a Regulator, and the attack hits, roll 2d6. If the die roll is not 2 or 12, the Butcher Knife does normal Damage. If the die roll is 2 or 12, the Butcher Knife will be +3 to Damage for that Shot.**



## **Zombie Firefighter**

**Rarity Factor: 8**

**Initiative: 10**

**Combat Skill: 9**

**Life Points: 20**

**Armor: 9**

**Weaponry: Fire Ax- Shots: 1 Damage: 4**

**Special Abilities:** If doubles are rolled when attacking with the Fire Ax, and the attack hits, the Regulator hit will be -2 to Initiative until the Regulator Squad returns to Regulator Headquarters.

If the Fire Ax is used to attack a Regulator, and the attack hits, roll 2d6. If the die roll is not 2 or 12, the Fire Ax does normal Damage. If the die roll is 2 or 12, the Fire Ax will be +4 to Damage for that Shot.



## **Zombie Demolisher**

**Rarity Factor: 8**

**Initiative: 10**

**Combat Skill: 10**

**Life Points: 20**

**Armor: 9**

**Weaponry: Sledgehammer- Shots: 1 Damage: 4**

**Special Abilities: If doubles are rolled when attacking with the Sledgehammer, and the attack hits, the Regulator hit loses one weapon from their Weaponry. If the Regulator has more than one weapon, they lose the first weapon listed in their Weaponry, and cannot replace the weapon until the Regulator Squad returns to Regulator Headquarters. If a Regulator has no weapon to attack with, they cannot make attacks in Combat.**



## **Zombie Gravedigger**

**Rarity Factor: 8**

**Initiative: 11**

**Combat Skill: 9**

**Life Points: 20**

**Armor: 8**

**Weaponry: Shovel- Shots: 1 Damage: 4**

**Special Abilities: If doubles are rolled when attacking with the Shovel, and the attack hits, the Regulator hit will be -2 to Initiative for the rest of the Combat.**

**If a Regulator dies because of Damage from the Shovel, a Zombie Reg will be encountered starting next Combat Round without a Rarity Roll being made. The Zombie Reg makes attacks as normal each Combat Round for the duration of the Combat or until removed from the Combat.**



## **Zombie Harvester**

**Rarity Factor: 8**

**Initiative: 11**

**Combat Skill: 10**

**Life Points: 20**

**Armor: 8**

**Weaponry: Scythe- Shots: 1 Damage: 4**

**Special Abilities:** If doubles are rolled when attacking with the Scythe, and the attack hits, roll 1d6 to determine another Regulator as if the Zombie Harvester were making an attack. If the Regulator hit is determined, then the Regulator Captain will be determined instead. The determined Regulator is hit in addition to the Regulator that was hit by the Scythe, and will lose Life Points as normal, including making an Armor Roll to avoid losing Life Points.





## **Zombie Psycho**

**Rarity Factor: 9**

**Initiative: 10**

**Combat Skill: 10**

**Life Points: 26**

**Armor: 10**

**Weaponry: Random Weapon- Shots: 1 Damage: Special**

**Special Abilities: When the Zombie Psycho is encountered, roll 1d6. The die roll will be the Random Weapon's Damage for the duration of the Combat.**

**If the Zombie Psycho's Life Points are reduced to 8 or less, the Zombie Psycho will be +2 to Initiative and +2 to Combat Skill for the rest of the Combat.**

**If the Zombie Psycho's Life Points are reduced to 8 or less, the Random Weapon will be +2 to Damage for the rest of the Combat.**



## **Zombie Reg**

**Rarity Factor: 9**

**Initiative: 11**

**Combat Skill: 11**

**Life Points: 22**

**Armor: 11**

**Weaponry: Billy Club- Shots: 1 Damage: 3**

**Special Abilities:** If there is a **Zombie Reg Captain** in the **Combat**, roll 1d6 for each **Zombie Reg** when the **Zombie Reg Captain** is attacked, rerolling if the die rolls are tied. The **Zombie Reg** with the higher roll will be attacked instead of the **Zombie Reg Captain**.

If doubles are rolled when attacking with the **Billy Club**, and the attack hits, the **Regulator** hit will be -2 to **Initiative** for the rest of the **Combat Round** and the next **Combat Round**.



## **Zombie Reg Captain**

**Rarity Factor: 9**

**Initiative: 12**

**Combat Skill: 12**

**Life Points: 24**

**Armor: 12**

**Weaponry: Gun Club- Shots: 1 Damage: 3**

**Special Abilities: For each Zombie Reg in the Combat, the Zombie Reg Captain will be +1 to Initiative and +1 to Combat Skill each Combat Round.**

**As long as the Zombie Reg Captain is in the Combat, all Zombie Regs will be +1 to Initiative and +1 to Combat Skill each Combat Round.**



## **Green Ghoul**

**Rarity Factor: 10**

**Initiative: 12**

**Combat Skill: 12**

**Life Points: 23**

**Armor: 13**

**Weaponry: Ghoul Grapple- Shots: 1 Damage: 1d6+2**

**Special Abilities:** If doubles are rolled when attacking with the Ghoul Grapple, and the attack hits, add a number of Life points to the Green Ghoul's Life Points equal to the number of Life Points the Regulator lost.

If the Ghoul Grapple is used to attack a Regulator, and the attack hits, the Regulator hit cannot attack for the rest of the Combat Round or next Combat Round. The Green Ghoul will attack the Regulator hit next Combat Round instead of rolling to determine which Regulator to attack.



## **Grey Ghoul**

**Rarity Factor: 10**

**Initiative: 12**

**Combat Skill: 13**

**Life Points: 25**

**Armor: 14**

**Weaponry: Ghoul Claws- Shots: 2 Damage: 1d6+1**

**Special Abilities: If doubles are rolled when attacking with the Ghoul Claws, and the attack hits, the Regulator hit cannot make attacks for 1d6 Combat Rounds in addition to the rest of the Combat Round.**

**If the Ghoul Claws are used to attack a Regulator, and the attack hits, add a number of Life points to the Grey Ghoul's Life Points equal to the number of Life Points the Regulator lost divided by 2 (rounding up).**



## **Skeletal Skald**

***Rarity Factor: 10***

***Initiative: 12***

***Combat Skill: 10***

***Life Points: 12***

***Armor: 8***

***Weaponry: Skull Drums- Shots: 1 Damage: Special***

***Special Abilities: When the Skeletal Skald loses Life Points in Combat, divide the number of Life points lost by 2 (rounding up) before the Skeletal Skald loses the Life Points.***

***As long as the Skeletal Skald is in the Combat, all Zombies other than the Skeletal Skald will be +2 to Initiative and +2 to Combat Skill each Combat Round.***

***If the Skull Drums are used to attack a Regulator, and the attack hits, the Regulator will be -2 to Initiative and -2 to Combat Skill for 1d6 Combat Rounds in addition to the rest of the Combat Round.***



## **Skeletal General**

**Rarity Factor: 10**

**Initiative: 12**

**Combat Skill: 11**

**Life Points: 14**

**Armor: 10**

**Weaponry: Skeletal Sword- Shots: 1 Damage: 1d6**

**Special Abilities: When the Skeletal General loses Life Points in Combat, divide the number of Life points lost by 2 (rounding up) before the Skeletal General loses the Life Points.**

**For each Zombie in the Combat other than the Skeletal General, the Skeletal General will be +1 to Initiative and +1 to Combat Skill each Combat Round.**

**For each Zombie in the Combat other than the Skeletal General, the Skeletal Sword will be +1 to Damage.**



## **Radiation Warrior**

**Rarity Factor: 11**

**Initiative: 13**

**Combat Skill: 13**

**Life Points: 20**

**Armor: 9**

**Weaponry: Skeletal Spear- Shots:1 Damage: 1d6+1**

**Special Abilities: When the Radiation Warrior loses Life Points in Combat, divide the number of Life points lost by 2 (rounding up) before the Radiation Warrior loses the Life Points.**

**If doubles are rolled when attacking with the Skeletal Spear, and the attack hits, the Regulator hit does not get to make an Armor Roll to avoid losing Life Points.**

**If the Skeletal Spear is used to attack a Regulator, and the attack hits, add another Shot to the Skeletal Spear for the Combat Round. This can only be used once a Combat Round.**





## **Radiation Wizard**

**Rarity Factor: 11**

**Initiative: 13**

**Combat Skill: 11**

**Life Points: 16**

**Armor: 9**

**Weaponry: Skeletal Staff- Shots: 1 Damage: 1d6+2**

**Special Abilities: When the Radiation Wizard loses Life Points in Combat, divide the number of Life points lost by 2 (rounding up) before the Radiation Wizard loses the Life Points.**

**If the Skeletal Staff is used to attack a Regulator, and the attack hits, the Regulator hit does not get to make an Armor Roll to avoid losing Life Points.**



## **Radiation Reaper**

**Rarity Factor: 11**

**Initiative: 13**

**Combat Skill: 12**

**Life Points: 18**

**Armor: 9**

**Weaponry: Skeletal Scythe- Shots: 1 Damage: 1d6+3**

**Special Abilities: When the Radiation Reaper loses Life Points in Combat, divide the number of Life points lost by 2 (rounding up) before the Radiation Reaper loses the Life Points.**

**If doubles are rolled when attacking with the Skeletal Scythe, and the attack hits, the Regulator hit has their Life Points reduced to 0 and does not get to make an Armor Roll to avoid losing the Life Points.**



Images in this publication with the Mega Miniatures logo are copyright Mega Miniatures all world wide rights reserved and used with permission.

**MEGA**  
MINIATURES

**WE PRODUCE A GROWING RANGE OF  
INEXPENSIVE METAL FANTASY,  
MODERN AND SCI-FI MINIATURES  
PRICED AS LOW AS \$1 EACH.  
<http://www.MegaMinis.com>**

*Regs, Dregs, & Zombies Solo RPG*  
was created and written by Errin Famiglia.

*R D & Z* was inspired by the clipart of *MegaMinis.com*, a site whose ad I was more than happy to include. Please check them out; If you like this game, they have the perfect miniatures for it.

