

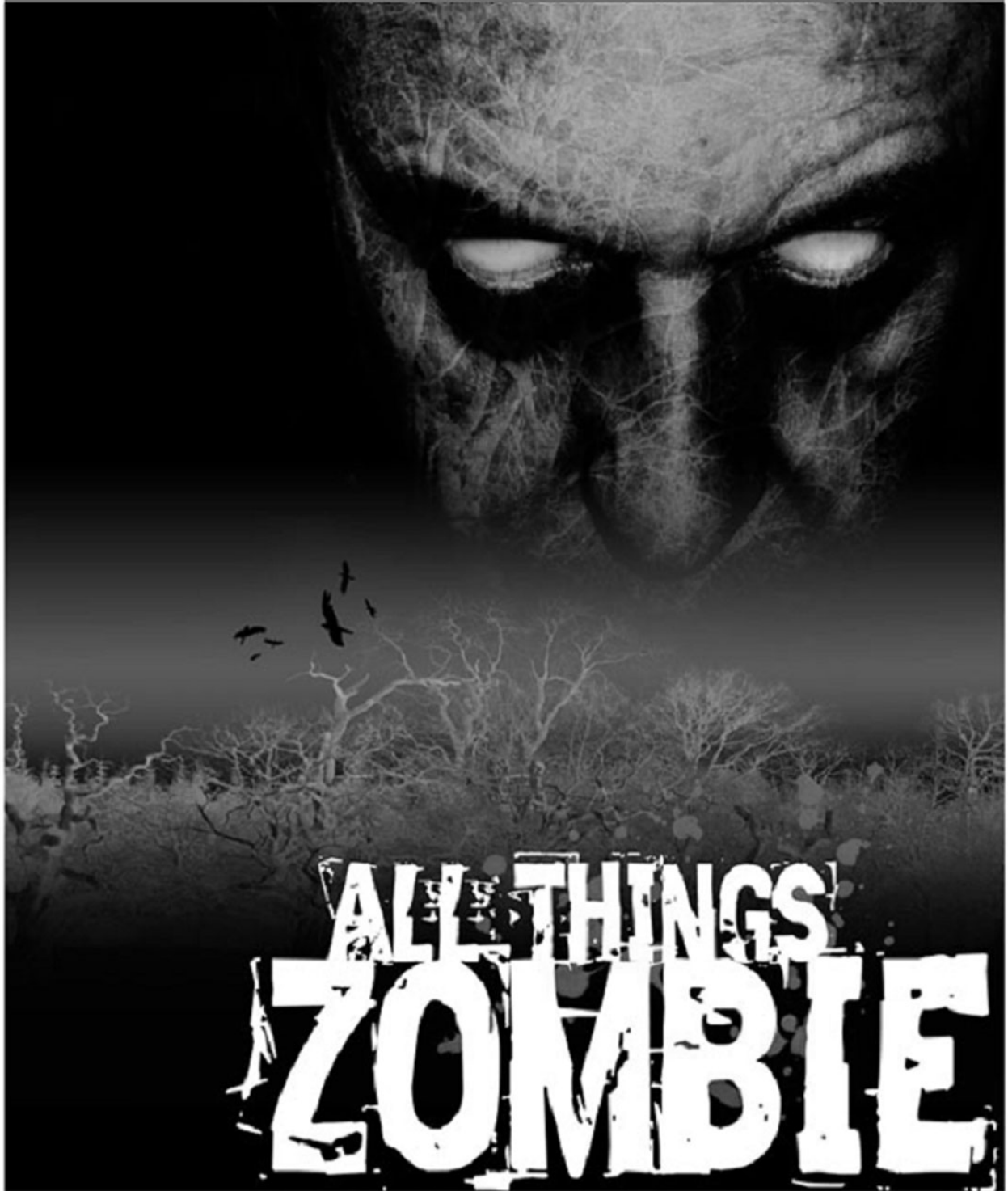
HAVEN



**ALL THINGS
ZOMBIE**

A SCENARIO BOOK FOR ALL THINGS ZOMBIE

HAVEN



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WRITTEN BY ED TEIXEIRA

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Designer notes



Watch for the July release of -

I, ZOMBIE – THE LAZARUS PROJECT

The final installment in the All Things Zombie – Better Dead Than Zed Trilogy.

SPECIAL THANKS TO:

- The “Godfathers” of THW
- Paul Kime – Artwork
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- The THW Yahoo Group for “getting it”

Be sure to check out the Two Hour Wargames Yahoo Group linked below for answers to questions and free downloads for other THW games.

<http://games.groups.yahoo.com/group/twohourwargames/>



<http://www.rebelminis.com/>

Your one stop zombie headquarters for quality 15mm.

Check out the ATZ – Better Dead Than Zed Starter Box Set and the soon to be released Haven Box Set.

Watch for their I, Zombie – The Lazarus Project Box Set .

INTRODUCTION

Send in the army!

Humanity is making a comeback. The zombies had us on the run but now it's time to send in the military starting with the National Guard and even the army if need be.

The outbreak (Day One) took mankind by surprise and for a long time there's been no sign of resistance. But now rumors of safe zones are spreading through the land. They say the military has taken back large areas and local radio broadcasts are urging survivors to head to these safe havens.

But not everyone wants to go.

Groups of survivors have their own safe areas under their control. They are self-sufficient and doing okay. Not great, but okay. And they like their new found freedom and look forward to finding like-minded recruits. They're making the best of a bad situation.

But they're not alone. Gangs of lawless people have their own areas under control. These gangs patrol the highways looking for loot, prey, and in some cases new recruits. They like things just the way they are.

In Haven you have three options –

MILITARY - We allow you to command military units by introducing you to better weapons, new equipment, and a list of missions for you to play. It's time to kill some Zombies and pacify the area.

SURVIVOR - We provide you with Nowhere Nevada, a self-sufficient community that you can explore, trade, and perhaps recruit from.

GANGER – We give you a ready-made gang, place to live, and opportunities to grow your power.

It's all up to you...

ATZ – Better Dead Than Zed...

THE Zombie game.

Haven is a supplement. You must have ATZ – Better Dead Than Zed to play. All rules and procedures in ATZ apply in Haven unless otherwise specified.

WORD OF ADVICE

In Haven we suggest that you read and play each scenario separately and in order. The less you know about a scenario before you play it the better your experience will be.

PAGE REFERENCES

There will be two books referenced in Haven. When the book is All Things Zombie – Better Dead Than Zed we use *ATZ rule book*. All other references are to this book, Haven.

ATZ TIMELINE

Here's the timeline for the outbreak in All Things Zombie and how it affected the major cities around the world.

DAY 1 – 5

Sporadic reports of attacks begin coming in from all over the country. News feeds from other countries report similar attacks. Response is slow and, only after a verified attack on a public figure occurs, does the government intervene. Scenarios in this time period are.

- *Police – Domestic Disturbance (page 5)*

DAY 6 – 9

Large areas of the cities are barricaded, cut off, and quarantined as the attacks increase dramatically. Riots break out as people try to enter and exit these areas. Civilians begin leaving the urban areas causing a run on banks forcing closures. This triggers more riots as power outages begin to occur. As local authorities are being overwhelmed the National Guard and military are placed on alert status.

- *Police – Quarantine (page 7)*
- *Survivors – Exodus (page 44)*
- *Police – Riot (page 11)*

DAY 10 – 14

Martial Law is declared in the major cities and the use of *deadly force* is authorized in certain situations. The National Guard and military are called in to restore order as well as quell the outbreak. They fail horribly as whole cities fall to the zombies. Power blackouts are the norm in large urban areas. No national updates arrive as government becomes localized. The population makes one last exodus to the countryside abandoning the cities.

- *Gangers – Gang (page 36)*
- *National Guard – Protection (page 16)*
- *National Guard – Riot (page 19)*
- *Gangers – Territory (page 40)*
- *Military – Law & Order Patrol (page 21)*

- *Military –Evacuation (page 24)*

DAY 15 – 21

Local governments are abandoned by the national authorities and forced to survive on their own. Urban areas are totally abandoned to the zeds. Some local areas are *secured* but at the cost of individual freedom. Areas in between are totally lawless and gangs of individuals stake their claim to their own little part of the world.

- *Military – Supply Convoy (page 29)*
- *Gangers – Ambush (page 43)*
- *Military – Safe Zone (page 32)*
- *Military – Breakdown (page 34)*
- *Survivors – Nowhere Nevada (49)*

CLASS STRUGGLE

As you learned in *All Things Zombie – Better Dead Than Zed* there are four basic *classes* of characters at the start. Note that the Police were grouped with the Military as both shared similar goals. In Haven we've created specific scenarios that, when played in order, will chronicle the story from Day One to the end of organized resistance and the beginning of a new world, from a variety of viewpoints.

Let's explain these classes in greater depth and see the role they play during the end of the world as we know it.

CIVILIANS

Civilians are the *everyday people* of the world. They are the backbone of society around which the world economies thrive. When Day One hits, the safety of the Citizen class is of utmost importance. But, unfortunately, as the zombie outbreak worsens, they lose their value. By the 21st day of the outbreak they have become an endangered species.

For all intents and purposes by the 21st day of the outbreak Civilians are either Gangers, Survivors, or gone.

- Early on in Haven, the safety of Civilians is the primary goal of the Police, National Guard, and Military. As you will see all this soon changes.

POLICE

The local police are the first line of defense against the outbreak. *To Protect & Serve* is their mission.

Right up until they are overwhelmed by the zombies, rioters, and gangs. Right up until they are forced to choose to protect themselves and their own instead of others. That's when they cross the line from Police to Ganger or Survivor.

That's when the National Guard arrives.

NATIONAL GUARD

When the riots start and the Police disappear the National Guard is sent in. They are better armed and equipped to fight the growing number of zombies and gangs. Yes, they will protect the Civilians when they can but that's not their primary goal. Instead their goal is to restore order. But like the Police, it soon becomes evident that sooner or later each individual guardsman must make his choice. That's when they too cross the line and become either Ganger or Survivor.

But a better armed one.

MILITARY

The fate of the country rests on the might of the Military. Doesn't it always? What good are your rights if there's no one to enforce them? So martial law is declared and it's time for the Military to restore law and order. That means kicking some zombie and gangster butts.

Except, that as the outbreak spreads, the Military are slowly forced to fall back into small areas free of zombies and gangs. It's enough for them to hold these newly created safe zones. Inevitably these too become untenable and each soldier has the same choice to make as the others. The choice is easy, family and friends first. They too cross the line and all of a sudden...

There's no one left on the other side of the line. All the grays are gone and it's become a black and white world. You're either a Ganger or a Survivor.*

*Notice I said black & white, not good and evil. That's not for me to decide.

GANGERS

Man has always been a social animal. When threatened he has always banded together for mutual defense. And that's what the Gangs are. Like a big family. But in this case, once all form of law and order disappears, they become a violent dysfunctional family. They will take whatever they want whenever they want. Survival of the fittest is their motto. They prey on the weak, run from the strong, and fight whoever resists. The cities are their territory and they are quick to defend them from all comers, whether

zombies or humans. Many actually enjoy the world as it has become.

Gangers are those Civilians, Police, Guardsmen, and Military characters that have crossed the line and care only for their own gain.

But there is another choice.

SURVIVORS

Let's cut to the chase. When the world ends either you're a Ganger or you're not. And if you're not then you're a Survivor. In its basest form a Survivor is a Ganger with a conscience. You recognize the weakness of others but you don't take advantage of it for personal gain. Here's an example- When meeting an unarmed person the Ganger takes everything from him and maybe kills him. The Survivor will barter with the person for items he needs and maybe even give him a pistol for self-protection.

The Survivor accepts the world as it is and normally prefers life away from the cities. If the world is going to be saved that's all well and good, except it's not their job. Until then they'll look out for their own.

Here's one word of advice. When it comes to Survivors, don't mistake kindness for weakness.

WHO ARE YOU?

Before you start the scenarios you should choose who you are. Not just for Haven but for your ongoing ATZ campaign if you choose to have one. Here are the choices.

1 – You can choose to be a Police Officer, National Guardsman, or soldier in the Military. In this case play the scenarios for your character class and when you have finished you will continue as a Ganger or Survivor like explained on page 5 of the ATZ rules.

2 – You can choose to start off as a Ganger from the beginning. Just playing the Ganger scenarios will give you a great launching point for your campaign.

3 – You can choose to start off as a Survivor from the beginning. Just playing the Survivor scenarios will give you a bit of background and a base to start your campaign.

4 – Whatever you choose for your campaign you should still play the other scenarios just for the pure entertainment value. Don't be afraid to set up the scenario and import your character into the situation. The main thing is to have fun.

But let's discuss a *no fun* part of Haven. It's called *the Choice*.

THE CHOICE

One issue that isn't raised in other zombie games is *the Choice*. Whether Civilian, Police, Guardsman, or Soldier it is inevitable that the time will come when they have to make *the Choice*. Not *if* mind you, but *when*.

Those that are charged with the protection of others are just like everyone else. They have families and loved ones and naturally they will be concerned for their safety.

Where are they? Are they safe? Soldiers are not vat-grown automatons and the tension between sense of duty and need to be with family and loved ones will sooner or later become a major driving factor during a zombie outbreak. And that's when they will be forced to make *the Choice*.

There's a saying that heroes are only as brave as other people, just five minutes longer. Keep that in mind as you play out the scenarios.

YOUR CHOICE

In Haven you will be put into situations that may cause you to make difficult choices. We recommend the following.

- 1 – Remember that it's a game.
- 2 – Subject matter may be too intense for younger gamers and you may decide to skip or alter scenarios to fit your audience.



FLOCK OF SEAGULLS

This is a new rule only for Civilians, but not Stars, and will apply through all the scenarios. Whenever gunfire occurs or a zombie is seen within 6" of a Civilian it must take the *Flock of Seagulls Test*. This is done by rolling 2d6 and applying the results individually to everyone in the group.

2 FLOCK OF SEAGULLS
 (Taken when gunfire occurs or zombies seen within 6")
 +1d6 if armed

# OF D6 PASSED	RESULT
2	Halt.
1	If you can see the shooter or the zombie then the Civilian will <i>retire</i> . If you can only hear the shot then the Civilian will <i>duck back</i> .
0	<i>Retire</i> .

THE SCENARIOS

There are fifteen scenarios in Haven. They are broken down in two ways. If you are playing all the scenarios then play them in the order they are presented, regardless of class. This is covered in the ATZ Timeline section (page 1).

If you decide to be a specific class then play only the scenarios for that class and in the order they are presented. This is also covered in the ATZ Timeline section (page 1).

All scenarios will follow the same pattern.

- The *name* of the scenario.
- The *goal or objective* the player must accomplish.
- The *area* that the scenario takes place in.
- The *forces* involved.
- A *map* of the table that we recommend that the scenario be played on.
- *Deployment* of the forces.
- Any *special instructions* that may apply.

Unless specified otherwise all scenarios take place in the Day Time.

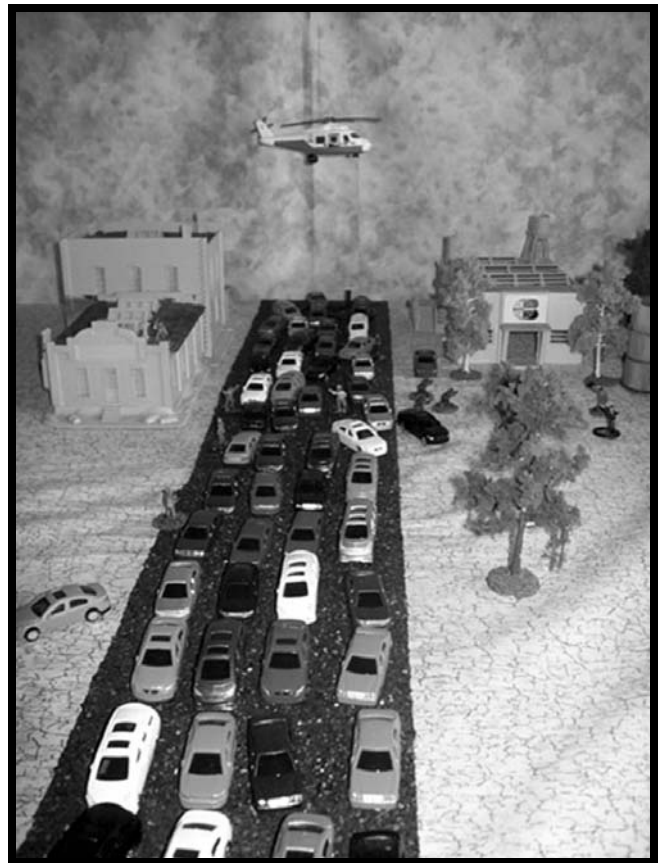
YOUR CHARACTER

In each scenario you may be a police officer, guardsman, soldier, ganger or survivor but whatever your title is you will be a Rep 5 Star. You may choose any two Attributes that you like.

The rest of your force is detailed in each scenario.

FINAL WORD BEFORE STARTING

For the most enjoyment do not read the sections that are marked as Random Encounters or Encounter Descriptions until you actually encounter them.



POLICE

The Police were the first ones to face the zombies. Unfortunately they didn't know what they were up against and weren't ready for it. Word of people with a serious *affliction* spread through the force fast. After the first few times the officers knew what to expect and their protocol changed. This is one of the first calls received.

DOMESTIC DISTURBANCE

You are a police officer on the night shift. You and your partner have been dispatched to a residence on a routine *domestic disturbance* call. Dispatch reports a male physically threatening a female. They report that there are two small female children, an adult male, and an adult female known to live there. Your job is to investigate and control the situation.

- Victory in the scenario is based upon preventing any Civilians from being harmed.



AREA

- This encounter takes place in an urban area.

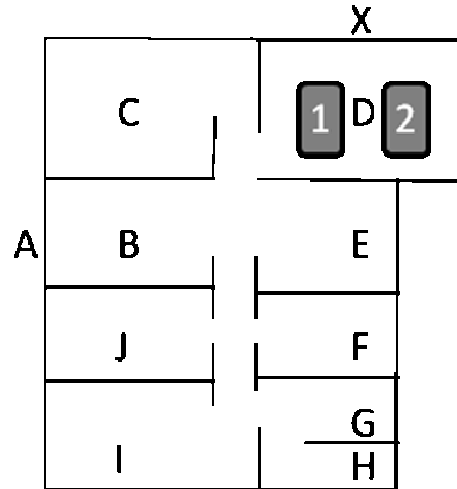
FORCES

- Your partner is accompanying you. He is a Rep 4 Grunt.
- Both of you are armed with a BAP. You also have a pistol for backup. There is a shotgun in the cruiser.
- Both of you also have handcuffs as well. See page 9 under the section Making An Arrest to see how they are used.

- You will be encountering Civilians. Some of them may be *afflicted*.

POLICE - DOMESTIC DISTURBANCE MAP

The following map is of the house and can be any size that you desire. All of the doors, unless specified differently, are closed.



DEPLOYMENT

- You and your partner roll up to the Bailey residence, the site of the disturbance. You start the scenario on the porch at the front door.

SPECIAL INSTRUCTIONS

- Do not read the section entitled Encounter Descriptions until you have encountered it.
- Both of you will start with your weapons holstered. It takes one turn of activation to draw your weapon and you may only snap fire on the same activation that it is drawn. The shotgun takes one activation to unlock and access so it may not be fired on the same activation.
- You and your partner are subject to the Zed or No Zed rule on page 33 of the ATZ rule book.
- Zombies cannot be generated by gunfire or similar noises but those that are already on the table are still attracted by it.
- You activate first. Roll 2d6 on the *What's Inside Table* at the start of the scenario.

HAVEN

2

WHAT'S INSIDE?

(Taken to start the scenario)

#	RESULT
2 to 4	No answer at the door. The door is closed.
5 to 7	No answer at the door. The door is open and you can see into the living room. Read "B" in the Encounter descriptions section.
8 to 10	Screams can be heard from inside. The door is closed.
11 or 12	Screams can be heard from inside. The door is open and you can see into the living room. Read "B" in the Encounter descriptions section.

The player activates first. Movement is from room to room and visibility is blocked by doors and walls

ENCOUNTER DESCRIPTIONS

A – Front door. It is either open or closed. If closed it is either locked (1-3) or unlocked (4-6). If you need to bust open the door you must take a Challenge Test as outlined on page 52 of the ATZ rule book. Failure means the door did not open and you may try it again when next active.

B – Living Room. The living room has a window on the same wall as the front door. The lights are on and from here you can see into the dining area of the kitchen (E). There are obvious signs of a struggle. To completely see into the kitchen you must enter it.

C – Bedroom. The bedroom has a window on the same wall as the front door. The lights are off. Further investigation tells you that by the décor that this is a female child's bedroom. You see two beds. If you came here before completely checking the kitchen there is a male adult in the room (1). If the male is in here then take the *Zed or No Zed Test* on page 33 of the ATZ rule book. After taking the test go to the section called *Face to Face*.

If the male is not in the room there is a chance (1-3) that Jill, a three year old girl, is there hiding under the bed. She has no visible signs of harm on her. She cannot provide any useful info. If you leave her she will scream hysterically.

D – Garage. The garage door (X) is closed. The lights are off in the garage. There are two vehicles inside. One is an SUV and the other a sedan.

1. **SUV.** If you have not found Maggie or Jill then they will be in the SUV. The doors are locked.
2. **Sedan.** The vehicle is empty.

E – Kitchen. The lights are on in the kitchen. There is a drawer that held kitchen utensils on the floor. There is blood on the counter and on the floor.

F – Bathroom. The door to the bathroom is closed and you cannot see into it. You do see light under the door. The bathroom is either empty (1-5) or Maggie (6), a five year girl, is hiding in the tub. She has no visible signs of harm on her. If questioned all you can get out of her is "Daddy is mad at Mommy!" If you leave her she will scream hysterically.

G – Master bathroom. The adult female is in here with a baseball bat. She demands to see her husband.

H – Master bedroom closet. It is full of clothing and lots of shoes.

I – Master bedroom. The bedroom has a window on the same wall as the front door. The door to the master bedroom is closed and no light is visible from under the door. If you enter here before going into J, the office, then go to part 1 below. If you enter here after going into J, the office, then go to part 2 below.

1. The lights are off in the master bedroom and there is an obviously agitated male inside. Take the *Zed or No Zed Test* on page 33 of the ATZ rule book. After taking the test go to the following section called *Face to Face*. The male is a zombie.
2. The lights are on in the master bedroom and the door to the bathroom (G) is open. There is an obviously agitated male in the doorway to the bathroom and a female can be seen inside the bathroom. The female is screaming and swinging a baseball bat. The male is a zombie. Take the *Zed or No Zed Test* on page 33 of the ATZ rule book. After taking the test go to the following section called *Face to Face*.

J – Office. The office has a window on the same wall as the front door. The door to the office is shut and you cannot see into it. You do see light under the door. If you have not yet found the male then once you enter the office, you will hear screams coming from the master bedroom (I).

HAVEN

FACE TO FACE

Whenever the Police and a Civilian whether *afflicted* or not, come face to face, (within 6" and in sight of each other), both groups roll Rep d6 and consult the *Halt Table* to see what happens next.

REP	"HALT!" (Counting successes)
+2d6 if a Civilian in a dark room when confronted. +1d6 if a Civilian and is armed. +1d6 for each additional figure more than the other side.	
Each die score of 1, 2, or 3 = Success Each die score of 4, 5, or 6 = Failure	
Discard all failures and keep rolling.	

# OF SUCCESSES	PLAYER	CIVILIAN
Score two or more successes than the other side.	Afflicted will halt. Armed Civilian will drop weapon and surrender. Unarmed Civilian will obey instructions.	Afflicted will charge counting +3 to its Zombie Surprise Total* Armed Civilian will fire. Unarmed Civilian will charge.
Score one more success than the other side.	Afflicted will halt. Armed Civilian will drop weapon and surrender. Unarmed Civilian will obey instructions.	Afflicted will charge counting a +1 to its Zombie Surprise Total* Armed Civilian will fire. Unarmed Civilian will charge.
Both groups score zero successes.	Leader of each group rolls 1d6 and adds to Rep. High total counts as if scored one more success than the other side.	Leader of each group rolls 1d6 and adds to Rep. High total counts as if scored one more success than the other side.

* See the section called *Meeting Zombies* on page 44 of the *ATZ* rules.

If you harm the zombie, the woman's husband, when she sees him she will place herself between him and you. She will be crying and screaming to "Leave him alone! He's sick!" She will attack with the bat if you approach her husband. You must resolve this without harming her.

QUARANTINE

News of the disease spread quickly and people panicked. Everyone wanted *those people* to stay in their own part of town. Except nobody could figure out *who they were* and where that was. As more reports came in whole neighborhoods were shut down. Of course not everyone in the area was infected but they might be. And that was enough for City Hall and the Health Department to act. So they did.

You and your fellow police officer are assigned to patrol the edge of an area that has been quarantined by County Health officials. Only police and aid personnel are allowed to leave the quarantined area. All others are subject to the quarantine order and may not. If necessary you may make arrests and detain them until they are picked up.

- Victory in the scenario is based on keeping any non-Police or aid personnel from leaving the quarantined area.



AREA

- This encounter takes place in an urban area.

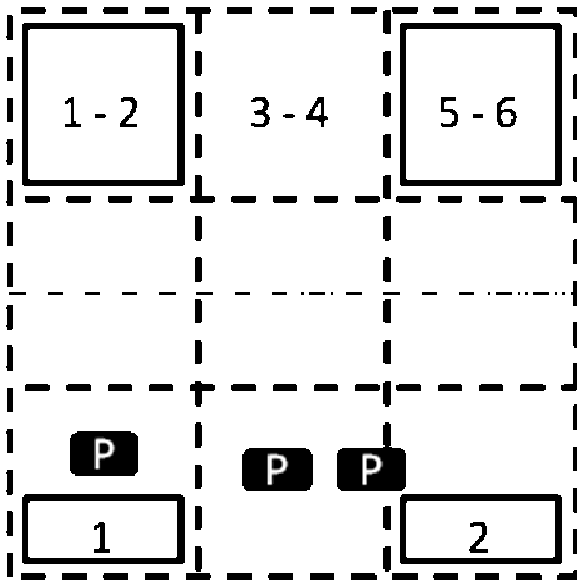
FORCES

- Your partner is accompanying you. He is a Rep 4 Grunt.
- In addition there are two more police cruisers each with a Rep 4 and Rep 3 Grunt for a total of 6 officers.
- All of you are armed with a BAP. You personally also have a pistol for backup. There is a shotgun in each cruiser.
- All of you also have handcuffs as well.

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POLICE - QUARANTINE MAP

The following map is based on a 3x3 foot table with each foot outlined by the dashed lines.



(1 - 2) – Building in the quarantined area.

(3 - 4) – Street in the quarantined area.

(5 - 6) – Building in the quarantined area.

Dotted line – This is the physical quarantine line. It consists of plastic tape affixed to wooden saw horses. It does not impede movement.

P – Police cruisers. Two of them have been placed in the street to prevent vehicles from moving past.

(1) – Building in the open area of town.

(2) – Building in the open area of town.

DEPLOYMENT

- The police cruisers are parked so that any vehicle is blocked from passing through the street but they can be moved as per normal ATZ rules found on page 25.
- You may place your officers as desired anywhere in the open area of town.
- No one is visible on the street.
- Although it is night the area is well lit so visibility is normal at the start of your shift.
- The buildings in the quarantined area have no visible lights on.

SPECIAL INSTRUCTIONS

- Do not read the section entitled Encounter Descriptions until you have encountered it.
- All of your force will start with your weapons holstered. It takes one turn of activation to draw your weapon and you may only snap fire on the same activation that it is drawn. The shotgun takes one turn of activation to unlock and access so it may not be fired on the same activation.
- All of your force is subject to the Zed or No Zed rule on page 33 of the ATZ rule book.
- Zombies cannot be generated by gunfire or similar noises but those that enter the table are still attracted by it.

FACE TO FACE

Whenever the Police and a Civilian come *face to face*, (within 6" and in sight of each other), both groups roll Rep d6 and consult the *Halt Quarantined Table* to see what happens next.

HAVEN

REP "HALT! QUARANTINED"

(Counting successes)

+2d6 if in a vehicle and the other side is not
 +2d6 if weapon drawn and other side is not armed.
 +1d6 if weapon drawn and other side armed but weapon not drawn
 +1d6 for each additional figure more than the other side.

Each die score of 1, 2, or 3 = Success

Each die score of 4, 5, or 6 = Failure

Discard all failures and keep rolling.

YOUR SHIFT

Your shift is sixteen activations long. After sixteen activation rolls a police cruiser will arrive from the street between buildings 1 and 2. They are your relief and if all is quiet at that time you may leave. You may or may not have activated all those turns but it doesn't matter.

MAKING A BREAK FOR IT

During the encounters you may meet people that are trying to exit the quarantined area and will try to make a break for the open area of town. If they exit the table via the street in the open area or contact buildings 1 or 2 they have escaped.

INTERCEPTION

When an encounter takes place move the people that are encountered as directed. Both groups are then considered to be inactive the Police may attempt to *intercept*. If the interception fails or is not attempted then activation is rolled for normally.

Once the people have moved, any officer within 12" may immediately attempt to intercept them by moving towards the encountered people. If the officer gets to within 6" of the encountered people, they can force them to take the *Halt Quarantined Test*.

POSSIBLE ENCOUNTERS

Whenever *doubles* are rolled for activation there is an encounter. Immediately roll 2d6 and consult the *Quarantine Encounter Table* to see what has occurred. Once an encounter has occurred it cannot be encountered again during your shift. Simply re-roll on the *Quarantine Encounter Table* until another encounter occurs.

# OF SUCCESSES	PLAYER	CIVILIAN
Score two or more successes than the other side.	Afflicted will halt. Armed Civilian will drop weapon and surrender. Unarmed Civilian will obey instructions.	Afflicted will charge counting +3 to its Zombie Surprise Total* Armed Civilian will fire. Unarmed Civilian will charge.
Score one more success than the other side.	Afflicted will halt. Armed Civilian will drop weapon and surrender. Unarmed Civilian will obey instructions.	Afflicted will charge counting a +1 to its Zombie Surprise Total* Armed Civilian will fire. Unarmed Civilian will charge.
Both groups score zero successes.	Leader of each group rolls 1d6 and adds to Rep. High total counts as if scored one more success than the other side.	Leader of each group rolls 1d6 and adds to Rep. High total counts as if scored one more success than the other side.

* See page 46 of the ATZ rules.

MAKING AN ARREST

You may make arrests *as needed*. The person being arrested may surrender and come along peacefully or may resist as per the *Halt Quarantined Table* result. If they resist they can be subdued by a round of melee where they are knocked out of the fight. Handcuffs may then be applied. Those that are arrested may try and escape (1) if the opportunity arises. Check each turn of activation to see if they attempt it. A police vehicle will arrive in 1d6 activation turns after they have been called. It takes one turn to load each prisoner into the vehicle.

2

QUARANTINE ENCOUNTER

(Taken whenever the activation dice come up doubles)

Some results may require an additional 1d6 roll

#	RESULT
2	Power Returns
3	Moving Vehicle #1
4	Street Person
5 (1-3)	Moving Vehicle #2
5 (4-6)	Runners
6 (1-3)	Drunks
6 (4-6)	Street lights go out
7 (1-3)	Runners
7 (4-6)	Injured Civilian
8 (1-3)	Zombies
8 (4-6)	Zombie Horde
9 (1-3)	Moving Vehicle #3
9 (4-6)	Barking Dog
10	Fire
11	Sniper
12	Riot

ENCOUNTER DESCRIPTIONS

Barking dog – A barking dog enters the street from the table edge marked (3–4). It moves 2d6” directly towards the quarantine line. There are 1d6 zombies behind the dog giving chase. Each zombie is 1d6” behind the dog. The police are allowed an In Sight test with activation then rolled normally. The dog will continue and try to exit past the two police cruisers.

Drunks – 1/2d6 Rep 3 Civilians enters the street from the table edge marked (3–4). They will move 2d6” towards the quarantine line and will try to exit the table past the two police cruisers. A result of charge on the *Halt Quarantined Test* means the Civilian will attempt to run through the quarantine line. However, there is a chance (1-2) that the drunk will move 1d6” and fall flat on his face and will be unable to get up without assistance. Check each drunk separately.

Fire – Roll 1d6 until a (1-2) or (5-6) is rolled. The corresponding building on the map has caught on fire. You must *call it in*. A Fire Truck will arrive in 3+1d6 activations.

- A fire truck arrives to fight the fire. It arrives on the street from behind the police cruisers. It will move to within 12” of the burning building and begin to spray the building with water on the next activation. After 1d6 turns of activation it will trigger a sniper. See the Sniper encounter.

- For the next three activations 1/2d6 Rep 3 unarmed Civilians will appear in the building that is on fire. When active they will attempt to Fast Move from the building to the open area of town. A result of charge on the *Halt Quarantined Test* means the Civilian will attempt to run through the quarantine line.

Injured civilian – A Rep 3 adult male Civilian comes out of one of the buildings in the quarantined area. Roll 1d6 until a (1-2) or (5-6) is rolled. He says that he has a sick friend in his apartment. He’s called for an ambulance but none has arrived. If you choose to investigate and return with him then read part 1. If not then read part 2.

- He takes you to a small apartment inside the building. Inside you will find an afflicted female. Take the *Zed or No Zed Test* on page 33 of the ATZ rule book. After taking the test take the *Halt Quarantined Test*. The female is a zombie. See part 3 immediately following.
- He leaves and comes back to talk to you again. Before you force him to take the *Halt Quarantined Test* he draws a pistol. Now take the test.
- If you harm the zombie, the man's girlfriend, he will draw a pistol and threaten you with it. He will scream to you “Don’t hurt her! She’s sick!” Take the *Halt Quarantined Test*.

Moving vehicle #1 - A sedan (see page 25 in the ATZ rules for info) enters the street from the table edge adjacent marked (3-4). It moves 3d6” directly towards the quarantine line. It has two Civilians inside. A Rep 4 male is driving and a Rep 3 female is in the front passenger side. They will stop if confronted by an officer. A result of charge on the *Halt Quarantined Test* means the driver will attempt to run through the quarantine line.

Moving vehicle #2 - A sedan (see page 25 in the ATZ rules for info) enters the street from the table edge adjacent marked (3-4). It moves 3d6” directly towards the quarantine line. It has three Civilians inside. A Rep 3 male is driving and a Rep 3 female is in the front passenger side. A Rep 3 male child is in the rear seat. They will stop if confronted by an officer. A result of charge on the *Halt Quarantined Test* means the driver will attempt to run through the quarantine line.

Moving vehicle #3 - An SUV (see page 25 in the ATZ rules for info) enters the street from the table edge blocked by the two police cruisers. It moves 3d6” directly towards the quarantine line and the driver yells from the window that he is heading home from work and wishes to pass. If you choose to let

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him by then go to part 1. If you want to confront him go to part 2.

1. He smiles, waves, and drives down the street into the quarantine area and eventually leaves the table.
2. As you move to speak with him (Rep 4 Ganger) he draws a BAP. Go to the *Halt Quarantined Table*. If he wins the test he will *snap fire* then move the vehicle 6" forward trying to escape. If you win the test you draw your weapon and *duck back*. Activation is rolled normally, resolve the situation.

Power returns – If the *street lights went out* they immediately come back on and visibility is back to normal. If the lights are already on then re-roll the encounter.

Riot – If at least one person has been arrested or injured by the police and a building is on fire a Riot breaks out. The scenario is over. Go to the Police - Riot scenario.

If the above conditions were not met then use the Zombie Horde encounter instead.

Runners – Two Rep 4 Civilians will appear in building (1-2) or (5-6). When active they will attempt to Fast Move from the building to the open area of town. They will not stop if confronted by an officer.

Sniper – The sniper is armed with a Bolt Action Rifle. He will fire once. On a score of 6 he has hit the target. He will then disappear. He will target any officer or fireman at random.

Street lights go out – The power in the area goes out and visibility is reduced to 12" until it is fixed. *If the lights are already off then re-roll the encounter.*

Street person – A weathered old lady (Rep 3 Civilian) pushing a shopping cart loaded with personal items is approaching from somewhere in the quarantined area. Roll 1d6 to determine whether it is from a building (1-2) or (5-6) or from the street (3-4). She can push the cart 4" per turn. She will move towards the quarantine line. She will stop if confronted by an officer. A result of charge means she will attempt to Fast Move through the quarantine line. Passing 2d6 means she can move 8" with the cart while passing 1d6 means a 6" move. Passing 0d6 means she has failed and will move only 4".

Zombies – Roll 1d6 until a (1-2) or (5-6) is rolled. 1/2d6 zombies will exit the corresponding building and move 1d6" towards the closest human.

Zombie Horde – 2d6 zombies enter the street from the table edge marked (3-4). Each zombie will move 2d6" directly towards the quarantine line or towards the closest visible human.

RIOT

It was getting ugly and out of control. The quarantined areas became breeding grounds for the zombies and they were multiplying fast. Healthy people feared for their lives and tried to get out. Who could blame them? Medical services and the police refused to enter these areas. By the end of the week everyone in quarantine was without aid and that's when the riots started.

You and your fellow officers have been called in to quell a riot in progress. People in the quarantined area of the city are trying to forcefully breakout. This must be prevented and you can use *justifiable* force. See the section called Special Instructions for more information. The Mob must be broken and order restored.

- Victory in the scenario is simple. The Mob must not be allowed to exit the table between the buildings marked 1 and 2.

AREA

- This encounter takes place in an urban area.

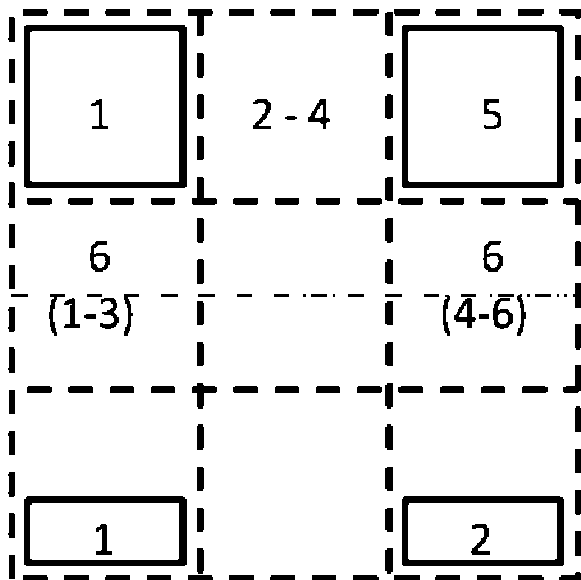
FORCES

- Your partner is accompanying you. He is a Rep 4 Grunt and you have a police cruiser.
- In addition there are two more police cruisers each with a Rep 4 and Rep 3 Grunt for a total of 6 officers.
- All of you are armed with a BAP. You also have a pistol for backup. There is a shotgun in each cruiser.
- All of you also have handcuffs as well.
- You or one of your men can be armed with a tear gas grenade launcher. You will have 1+1/2d6 tear gas rounds available.
- You will be confronting a Defiant Mob of twenty Civilians.

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POLICE - RIOT MAP

The following map is based on a 3x3 foot table with each foot outlined by the dashed lines.



(1) – Building in the quarantined area.

(2 – 4) – Street in the quarantined area.

(5) – Building in the quarantined area.

(6: 1-3) – Possible mob entry point.

(6: 4-6) – Possible mob entry point.

Dotted line – This is the physical quarantine line. It consists of plastic tape affixed to wooden saw horses. It does not impede movement.

1 – Building in the open area of town.

2 – Building in the open area of town.

DEPLOYMENT

- You may set up your officers and three police cruisers anywhere on the table.
- Roll 1d6.
- If a result of (1-5) occurs the mob will be entering the street from off the table on the section labeled (2-4) and will try and exit the table between the buildings marked 1 and 2. Place them 12" from the table edge.
- On a score of (6) it will enter the street from off the table on the section labeled (6: 1-3) or (6: 4-6). Place them 6" from the table edge.

SPECIAL INSTRUCTIONS

- Zombies are generated by gunfire and noise as explained on pages 28 and 29 of the ATZ rules.
- You and your men have the option of using riot shields, body armor, and batons.
 - Shields reduce movement to 6" with a Fast Move of 12".
 - They count as cover from ranged weapons.
 - They count as an Impact 1 weapon and when used in conjunction with a baton the combination counts as an Impact 3 weapon when in melee.
 - Batons count as Impact 2 melee weapons due to design and training.
 - Body armor effects are detailed on the Recover From Knock Down test on the appropriate QRS. They only come into play if the figure suffers a result of Knocked Down.

JUSTIFIABLE FORCE

In Haven this is how *justifiable force* is defined.

Justifiable force is that which is used in self-defense if that person reasonably believed that use of force was necessary to protect him or her from imminent danger of bodily harm. The amount of force used may not exceed the amount of force a reasonable person, in the circumstances and from the viewpoint of the defendant, would have used to prevent the bodily harm.

A victim receiving a result of Out of the Fight has suffered *justifiable force*.

DEADLY FORCE

Just in case the subject ever comes up in Haven.

Deadly Force is the force which a person uses for the purpose of causing death or serious bodily harm. The use of Deadly Force is justified only under conditions of extreme necessity as a last resort, when all lesser means have failed or cannot reasonably be employed.

A victim receiving a result of Obviously Dead has suffered *deadly force*.

THE MOB

“A riot is an ugly thing... undt, I tink, that it is chust about time ve had vun.”

Inspector Kemp

Young Frankenstein – 1974

Every riot will have a Mob. This is a large disorderly crowd that is protesting against the people in charge or authorities and will do so in a variety of ways.

MOB TYPES AND BEHAVIOR

A Mob will have a life of its own and its level of aggression, its goals, and even its size can fluctuate during the scenario. Mobs have three levels of aggression in Haven called Defiant, Aggressive, and Out of Control.

DEFIANT

Defiant Mobs *will advance towards authorities and hurl improvised missiles*. They *will not* charge into melee but will defend themselves if charged.

AGGRESSIVE

Aggressive Mobs *will advance towards authorities and throw improvised missiles*. However, they *will* charge into melee if directed by the *Mob Movement Table*.

There will always be 1/2d6 Agitators in an Aggressive Mob. Note the number of Agitators in the Mob and realize that they are not represented by any particular figure. See the section on Targeting Agitators (page 13).

OUT OF CONTROL

Out of Control Mobs *will advance towards authorities, and throw improvised missiles*. They *will* move faster than other Mobs and charge into melee if directed by the *Mob Movement Table*.

There will always be 1 + 1/2d6 Agitators in an Out of Control Mob. Note the number of Agitators in the Mob and realize that they are not represented by any particular figure. See the section on Targeting Agitators (page 13).

There is also a chance (1-3) that the Mob will have a sniper providing cover fire for the group. See the Sniper encounter below.

SNIPER

The sniper is armed with a Bolt Action Rifle. He will fire once. On a score of 6 he has hit the target. He will then disappear. He will target any officer at random.

TYPES OF MOB MEMBERS

There are two types of Mob Members called Protestors and Rioters.

PROTESTORS

These are usually less aggressive than other Mob members. When separated from the Mob they are easily subdued. They are Rep 3 Civilians.

RIOTERS

Tougher than Protestors these Mob members will put up a fight. They are both Rep 4 and Rep 5 Civilians.

AGITATORS

These are the backbone of any Mob. Their role is to encourage aggression by speech and action. A Mob will count a +1d6 bonus when taking the *Current Mob Rep Test* for each *functioning* (non-OOF or OD) Agitator it has. There is not a figure that represents an Agitator. Instead place a coin or chit marking the number of *functioning* Agitators in the Mob.

TARGETING AGITATORS

When a Mob member is knocked Out of the Fight or becomes Obviously Dead roll 1d6. On a score of 6 the casualty was an Agitator and may no longer influence the mob.

MOB LIST

Roll 2d6 for each Mob member and use the following table.

MOB		
#	TYPE	REP
2 to 6	Protester	3
7 to 10	Rioter	4
11 or 12	Rioter	5

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WEAPONS

Next roll 1d6 for each member of the Mob to determine what weapon, if any, it has.

1	MOB WEAPONS (Rolled to determine the weapon used)
----------	---

#	WEAPON
1 to 3	The Defiant and Aggressive Mob member is unarmed and will fight with fists, feet, and teeth counting as Impact 0 when in melee. The Out of Control Mob member will use Improvised weapons that will count as an Impact 1 weapon when used in melee.
4	The Defiant Mob member will use improvised missiles such as rocks and bricks with a range of 6" and an impact of 1. The Aggressive and Out of Control Mob member will use Improvised weapons that will count as an Impact 1 weapon when used in melee.
5	The Defiant Mob member will use improvised missiles such as rocks and bricks with a range of 6" and an impact of 1. The Aggressive Mob member will use Improvised weapons that will count as an Impact 1 weapon when used in melee. The Out of Control Mob member will be armed with a pistol (1-4) or BAP (5-6).
6	The Defiant Mob member will use improvised missiles such as rocks and bricks with a range of 6" and an impact of 1. The Aggressive and Out of Control Mob member will be armed with a pistol (1-4) or BAP (5-6).

SPECIAL MOB RULES

This section will cover the special rules that apply to a Mob.

GROUPS

For Mobs, groups are those figures within 4" of one another and in clear LOS of another group member. Mob members will not willingly move away from the group.

ACTIVATION

When individual figures are outside of 4" of any other group member it will use its own Rep for activation purposes.

When in a group of two or more figures, the group will use the *Current Mob Reputation* for activation.

REACTION TESTS

When individual figures are outside of 4" of another group member it will use the Civilian Reaction Tests found in the ATZ rules.

When in a group of two or more figures, the group does not need to take any Reaction Test but will function as per the *Mob Movement Test*.

MOB NUMBERS

If there comes a time during the scenario that the police outnumber the Mob members the Mob is broken and the members dispersed.

FORMATION

A Mob will always have at least three ranks and never more than 1/3 of its members in the front. Members with improvised missile weapons or ranged weapons will always be in the front rank of the Mob.

MOB REPUTATION

Mob behavior usually is totally out of character with how the individuals in the Mob would normally behave. This is reflected by the Mob having its own Reputation. Below is the starting Rep for each type of Mob.

- Defiant Mobs have a Rep of 3.
- Aggressive Mobs have a Rep of 4.
- Out of Control Mobs have a Rep of 5.

A Mob's Rep may never exceed 5 and if it ever is reduced to 0 it will be broken and its members dispersed.

CURRENT MOB REP

After the riot has started*, at the end of each turn the Mob must roll 3d6 versus its Rep and take the *Current Mob Rep Test* to see what their Rep will be for the next turn. A Mob's Rep may go up or down during the riot as circumstances change.

* *The riot has officially started when any side charges, throws an improvised weapon, or fires a ranged weapon.*

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3 CURRENT MOB REP

(Taken by the Mob at the end of each turn)

+1d6 for each functioning Agitator in the Mob.
 +1d6 of each result of OOF or OD the Mob caused this turn
 -1d6 for any result of OOF or OD the Mob received this turn

# OF D6 PASSED	RESULT
Pass 3 or more d6	If this is the first turn that <i>deadly force</i> is used the Mob Rep is increased by 1. <ul style="list-style-type: none"> Otherwise, if fired on by tear gas the Mob Rep stays the same. If not fired on by tear gas Rep 3 and 4 mobs will increase their Rep by 1 while Rep 5 mobs will add one Agitator.
Pass 2d6	If this is the first turn that <i>deadly force</i> is used, the Mob Rep is decreased by 1. <ul style="list-style-type: none"> Otherwise, if fired on by tear gas, the Mob Rep is decreased by 1. If not fired on by tear gas the Mob Rep will stay the same.
Pass 1d6	Mob Rep decreased by 1.
Pass 0d6	Mob is broken and its members dispersed.

MOB MOVEMENT

When the Mob activates roll 2d6 versus its Current Mob Rep and consult the *Mob Movement Test* to determine what they will do.



2 MOB MOVEMENT

(Taken when the Mob activates)

# OF D6 PASSED	RESULT
2	The Defiant Mob will move forward 4" towards the enemy and fire their ranged weapons. The Aggressive Mob will move forward 6" towards the enemy and fire their ranged weapons. If they contact the enemy they will melee and count as if charging. The Out Of Control Mob will move forward 8" towards the enemy and fire their ranged weapons. If they contact the enemy they will melee and count as if charging.
1	The Defiant Mob will halt in place doing nothing. The Aggressive Mob will halt in place and fire their ranged weapons. The Out Of Control Mob will move forward 4" towards the enemy and fire their ranged weapons. If they contact the enemy they will melee and count as if charging.
0	The Defiant Mob will break and its members are dispersed. The Aggressive Mob will break and its members are dispersed. The Out Of Control Mob will halt in place and fire their ranged weapons.

USING TEAR GAS

Tear gas may be fired by Police during a riot. One figure in your force may be designated to have a tear gas grenade launcher.

It has a range of 24" and an 8" blast circle. To use it the shooter must be active and nominates a spot within LOS and range. Any figures within the blast circle will immediately move 8" away from the direction that the grenade was fired. This movement replaces one turn of their activation whether current or in the future. Figures hit by tear gas do not count as Out of the Fight.

The overall effects of tear gas are reflected in the *Current Mob Rep Test*.

NATIONAL GUARD

It wasn't long before the Guard was called in. The police had simply disappeared and basic services were threatened so the burden fell on the shoulders of the Guard. Except that half of those that got the call to report never showed up at the armories. Some of those that did helped themselves to whatever they could find and snuck back to their families the first chance they got. Those that stayed wondered when they could go home and if their families would be safe.

VEHICLES

For ease of play the National Guard will travel in the following vehicle.

HMMWV (HUMVEE)

This vehicle can be configured in two ways when used in Haven. It will either be a cargo/troop carrier with a crew of two and room for eight others or as a fire support weapon. When used in the latter form it is fitted with a crew served medium machine gun (MMG) and will have a crew of three with two working the MMG and room for six more.

HUMVEE

Speed 18"
Turns 1
Seats (see above)
Bash Value 6

M240 MMG

Requires a two man crew
Range 48"
Targets 5
Impact 3

This weapon requires a two man team to function properly with one acting as the loader. When properly crewed the MMG is not subject to the Tight Ammo rule found on page 17 of the ATZ rules. However, if there is not a loader then it is subject to the rule.

MEDICS

The National Guard is allowed to use *medics*. These are characters with limited medical training. You will have one medic in each scenario and he must be specified prior to the start of the game. Here's how *medics* work.

Normally when a character receives a result of Out of the Fight it is out for the balance of the game. But if a medic can reach the fallen character within three activation rolls of when the wound occurs he may apply medical assistance. There may be times when the medic cannot activate due to Rep limitations but it will still count as one of the three activation rolls.

When the medic reaches the downed character, roll 2d6 on the Man Down Table versus the Rep of the medic. This may be only attempted once per character.

Note that a medic counts as a nurse when taking the Recovery Test on page 23 of the ATZ rules.

2	MAN DOWN <i>(Taken when a medic contacts an OOF figure)</i> <i>+1d6 if the medic uses a medical supplies resource</i>
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# D6 <i>PASSED</i>	<i>RESULT</i>
2 or more	Just a flesh wound. Character will immediately return to the fight at normal Rep.
1	Character has lost one point of Rep for the remainder of the encounter but will immediately return to the fight.
0	OOF character remains OOF.

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PROTECTION

You are in charge of an undermanned squad of National Guardsmen dispatched to provide protection to a civilian work crew trying to restore power to parts of the city. It is daytime as lately no one wants to go out at night. There have been reports of sporadic gunfire in the area and you have been authorized to use *justifiable force*.

- Victory in the scenario is based upon keeping the work crew safe until they complete their job.



AREA

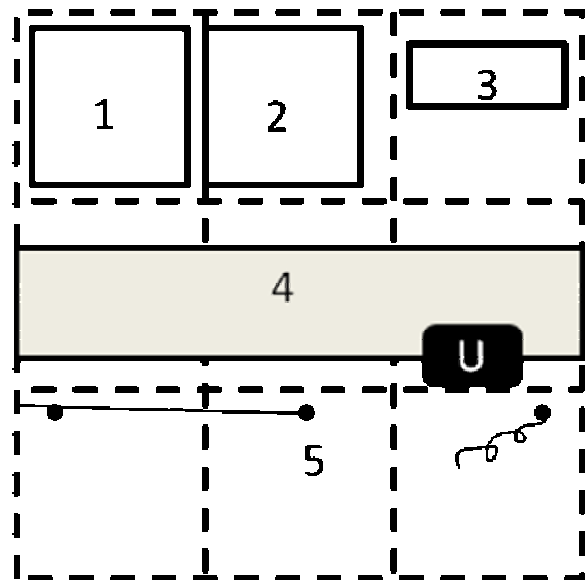
- This encounter takes place in an urban area.

FORCES

- You are in command of five Guardsmen. One team consists of a Rep 4 Team Leader and two Rep 3 Guardsmen. You command the other team consisting of you, one Rep 4 and one Rep 3 Guardsmen.
- You arrived in a Humvee that has a Rep 4 driver. It does not mount the M240 MMG.
- Your unit has two SAWS and four assault rifles. The driver only has a BAP.
- You are all wearing helmets and body armor. The effects are detailed on the Recover From Knock Down test on the appropriate QRS. They only come into play if the figure suffers a result of Knocked Down.
- The power crew consists of two unarmed Rep 3 Civilians.
- You can be confronted by anything.

NATIONAL GUARD – PROTECTION MAP

The following map is based on a 3x3 foot table with each foot outlined by the dashed lines.



- (1) – Building.
- (2) – Building.
- (3) – Building.
- (4) – Two lane black top.
- (5) – Power poles with one line down. Wire is not live.

U – Utility truck with a cherry picker, basically a bucket on a crane that can elevate one person up to the height of the pole.

DEPLOYMENT

- The utility truck starts next to the power pole that must be repaired. Both workers are on the ground.
- You may start anywhere on the table in any formation.
- Zombies are deployed as per the Special Instructions section
- Enemy humans are deployed as per the Special Instructions section

SPECIAL INSTRUCTIONS

- Designate one of the activation d6 as the Guard die and the other as the enemy die. *This die will be used to activate all enemies whether human or zombie!*

HAVEN

- Zombies are generated by gunfire and noise as explained on pages 28 and 29 of the ATZ rules.
- Anytime the activation dice come up *doubles* consult the Special Events Table in this section.
- The power crew operates as follows.
 - After the cherry picker has been occupied it takes one full turn of activation to turn it on.
 - It takes two turns of activation for it to rise to the height that a person can work on the pole as well as to return to the ground.
 - Once the worker has reached the top start counting each time *doubles* is rolled for activation. The first time *doubles* is rolled the downed wire is removed from the pole.
 - The second time *doubles* is rolled the new wire has been attached. The new wire must now be attached to the other pole in the center of the table.
 - After the worker has reached the top of the other pole start counting each time *doubles* is rolled for activation. The first time *doubles* is rolled the new wire is attached to the pole and the job is completed.
 - It's now time to get out of here!

ENCOUNTER DESCRIPTIONS

Agitated Civilians – 1/2d6 Rep 3 Civilians move towards the utility truck. When they have reached 6” you will confront them and both groups will take the *Guard - Halt Test*.

Barking dog – A barking dog enters the table from the alley between building 2 and 3. It moves 3d6” directly towards the utility truck. There are 1d6 zombies behind the dog giving chase. Each zombie is 1d6” behind the dog. The Guardsmen are allowed an In Sight test with activation then rolled normally.

Moving vehicle #1 - A sedan (see page 25 in the ATZ rules for info) enters the table from the table edge adjacent to the street to the left (1-3) or right (4-6). It moves 3d6” in the opposite direction. It has two Civilians inside. A Rep 4 male is driving and a Rep 3 female is in the front passenger side. They will stop if confronted and both groups will take the *Guard - Halt Test*. A result of melee means the driver will attempt to run down any Guardsmen that are between the vehicle and their attempt to exit the opposite end of the street.

Moving vehicle #2 - A sedan (see page 25 in the ATZ rules for info) enters the table from the table edge adjacent to the street to the left (1-3) or right (4-6). It moves 3d6” in the opposite direction. It has three Civilians inside. A Rep 3 male is driving and a Rep 3 female is in the front passenger side. A Rep 3 male child is in the rear seat. They will stop if confronted and both groups will take the *Guard - Halt test*. A result of melee means the driver will attempt to run down any Guardsmen that are between the vehicle and their attempt to exit the opposite end of the street.

Moving vehicle #3 – An SUV (see page 25 in the ATZ rules for info) enters the table from the table edge adjacent to the street from the right. It moves in the opposite direction until it comes within 12” of a Guardsman. The driver honks the horn and waves while the passenger behind him rolls down the window and points a shotgun at the closest Guardsman. The passenger and the Guardsman take the *Guard Halt Test*. If the passenger scores more successes he will fire while if the Guardsman scores more successes he will duck back. Activation is then rolled normally.

The driver is a Rep 4 Ganger armed with a BAP and the passenger is a Rep4 Ganger with a shotgun. There is another Rep 3 Ganger with a pistol in the front passenger side. They will firefight with the Guardsmen with the intent of disabling them and taking their weapons.

Sniper – The sniper is armed with a Bolt Action Rifle. He will fire once. On a score of 6 he has hit the

2	SPECIAL EVENTS
<i>(Rolled whenever the activation dice come up doubles)</i>	

#	RESULT
2	Moving Vehicle #1
3	Moving Vehicle #2
4	Barking Dog
5	Moving Vehicle #3
6	Zombie Horde
7	Zombies
8	Agitated Civilian
9	Moving Vehicle #2
10	Moving Vehicle #1
11	Sniper
12	Sniper

After an event has been rolled, subsequent rolls will count as if nothing has happened.

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target. He will then disappear. He will target any Guardsman at random.

Zombies – Roll 1d6 until a (1), (2), or (3) is rolled. 1/2d6 zombies will exit the corresponding building on the map and head towards the closest human.

Zombie Horde – 2d6 zombies enter the table from A, the alley between building 2 and 3. Each zombie will move 2d6” directly towards the utility truck or towards the closest visible human.

<p>REP</p> <p>GUARD “HALT!” (Counting successes)</p> <p>+2d6 if are armed and the opponent is not. +1d6 if have weapon drawn and the other side does not. +1d6 for each additional figure more than the other group.</p> <p>Each die score of 1, 2, or 3 = Success Each die score of 4, 5, or 6 = Failure</p> <p>Discard all failures and keep rolling.</p>

# OF SUCCESSES	PLAYER	CIVILIAN
Score more successes than the other group.	Civilian will obey and leave area.	Civilian will pull a pistol (1-2) and fire or will melee (3-6), taking your weapon if you become disabled.
Both groups score zero successes.	Leader of each group rolls 1d6 and adds to Rep. High total counts as if scored more successes than the other side.	Leader of each group rolls 1d6 and adds to Rep. High total counts as if scored more successes than the other side.



RIOT

Power outages were the norm and parts of the city were burning. Mankind was at its worse as gangs of looters roamed the streets. Those that could have left did and those that couldn't were out of control. Panic and fear spread and the word of the day was that the army was on the way. This just increased tensions and confrontations. And during it all the zombies were feeding indiscriminately.

You and your squad have been dispatched to face a riot in progress. Shots have been fired and you have been authorized to use *deadly force*. The riot must be quelled and order restored.

- Victory in the scenario is simple. You must stop any rioters from breaking through your line.

AREA

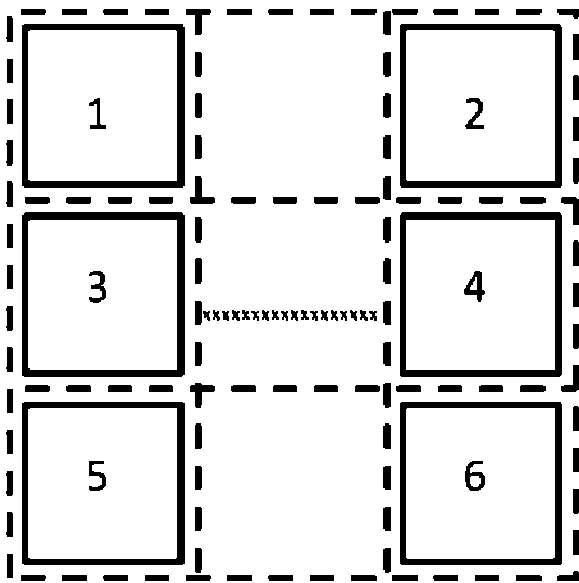
- This encounter takes place in an urban area.

FORCES

- You are in command of five Guardsmen. One team consists of a Rep 4 Team Leader and two Rep 3 Grunts. You command the other team consisting of you, one Rep 4 and one Rep 3 Grunt.
- You arrived in a Humvee that has a Rep 4 driver and two Rep 4 Guardsmen manning a mounted M240 MMG. Each has an assault rifle to fall back on.
- Your unit has two SAWS and four assault rifles.
- You or one of your men can be armed with a tear gas grenade launcher instead of the assault rifle.
- You are all wearing helmets and body armor. The effects are detailed on the Recover From Knock Down test on the appropriate QRS. They only come into play if the figure suffers a result of Knocked Down.
- You will be confronting an Aggressive Mob of forty Civilians.

NATIONAL GUARD – RIOT MAP

The following map is based on a 3x3 foot table with each foot outlined by the dashed lines.



- (1) – Building.
- (2) – Building.
- (3) – Building.
- (4) – Building.
- (5) – Building.
- (6) – Building.

XXX – Waist high barricade that stops movement and takes one turn of activation to cross. Bash value of 3 as per rules in ATZ page 25.

DEPLOYMENT

- You may set up anywhere on the table.
- The Mob will be entering the street from off the table between buildings 1 and 2. They are intent on exiting the table between buildings 5 and 6.

SPECIAL INSTRUCTIONS

- Zombies are generated by gunfire and noise as explained on pages 28 and 29 of the ATZ rules.
- This scenario is exactly like the Police – Riot scenario on page 11. Refer to that scenario.
- If the Police have used deadly force during the police - Riot scenario then the Mob will start as Out of Control instead of Aggressive.

MILITARY

The National Guard disappeared shortly after the first army troops began to appear. They had had enough and like the police previously, they simply went away as it became *family first*. The army arrival and subsequent declaration of martial law was viewed with relief by some and disdain by others. The zombies didn't care one way or the other.

VEHICLES

For ease of play the Military will travel in the following vehicle.

HMMWV (HUMVEE)

This vehicle can be configured in two ways when used in Haven. It will either be a cargo/troop carrier with a crew of two and room for eight others or as a fire support weapon. When used in the latter form it is fitted with a crew served medium machine gun (MMG) and will have a crew of three with two working the MMG and room for six more.

<p>HUMVEE</p> <p>Speed 18"</p> <p>Turns 1</p> <p>Seats (see above)</p> <p>Bash Value 6</p>

<p>M240 MMG</p> <p>Requires a two man crew</p> <p>Range 48"</p> <p>Targets 5</p> <p>Impact 3</p> <p>This weapon requires a two man team to function properly with one acting as the loader. When properly crewed the MMG is not subject to the Tight Ammo rule found on page 17 of the ATZ rules. However, if there is not a loader then it is subject to the rule.</p>
--

MEDICS

The Military is allowed to use *medics*. These are characters with limited medical training. You will have one medic in each scenario and he must be specified prior to the game starting. Here's how *medics* work.

Normally when a character receives a result of Out of the Fight it is out for the balance of the game. But if a medic can reach the fallen character within three activation rolls of when the wound occurs he may apply medical assistance. There may be times when the medic cannot activate due to Rep limitations but it will still count as one of the three activation rolls.

When the medic reaches the downed character, roll 2d6 on the Man Down Table versus the Rep of the medic. This may only be attempted once per character.

Note that a medic counts as a nurse when taking the Recovery Test on page 23 of the ATZ rules.

2	MAN DOWN <i>(Taken when a medic contacts an OOF figure)</i> <i>+1d6 if the medic uses a medical supplies resource</i>
----------	--

# D6 PASSED	RESULT
2 or more	Just a flesh wound. Immediately return at normal Rep.
1	Character has lost one point of Rep for the remainder of the encounter but will return to fight. Will activate and react normally.
0	OOF character is OOF.

GRENADES

Where are the grenades? Well, the Military did some testing and found that they weren't effective enough against the zombies to take the chance of them falling into the wrong hands.

In retrospect, that may have been a mistake.

LAW & ORDER PATROL

The first order of business was to take back the streets. Kill any zombies and disarm the civilians. "Do whatever it takes." the officers were told.

You and your squad are to patrol an area of the city and disarm any armed civilians and destroy any zombies. You are authorized to use *deadly force*.

- Victory in the scenario is simply clear the table of zombies and Gangers.

AREA

- This encounter takes place in an urban area.

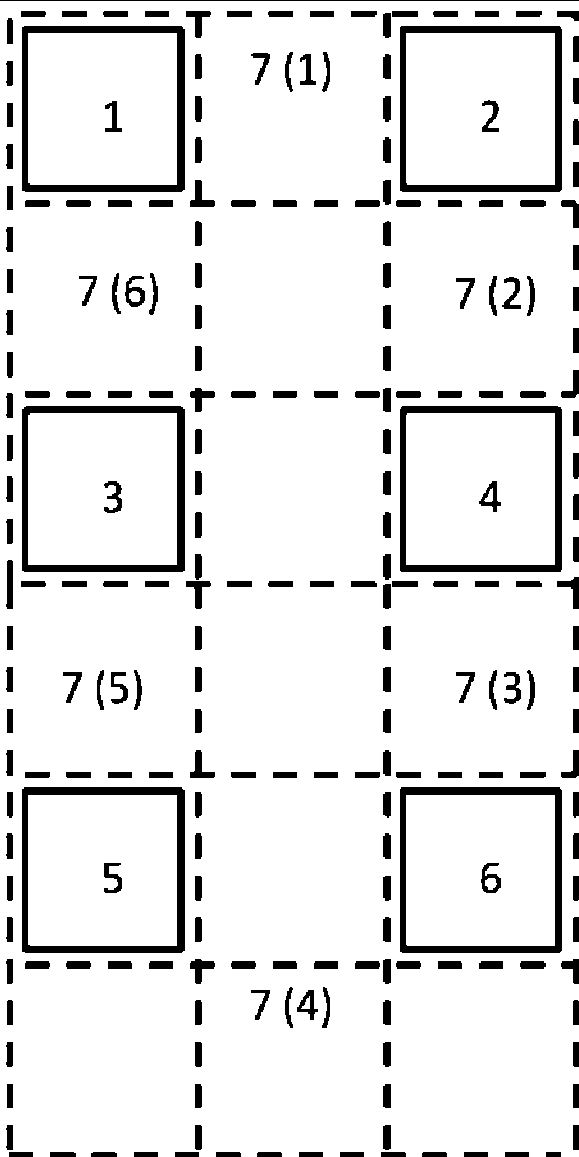
FORCES

- You are in command of eight soldiers. Your squad is divided into three teams of three. Two teams have a Rep 5 Team Leader and two Rep 4 soldiers. The third team is commanded by you and has two Rep 4 soldiers.
- You arrived in a Humvee that has a Rep 4 driver and two Rep 4 soldiers manning a mounted M240 MMG. Each has an assault rifle to fall back on.
- Your unit has three SAWS and six assault rifles.
- You are all wearing helmets and body armor. The effects are detailed on the Recover From Knock Down test on the appropriate QRS. They only come into play if the figure suffers a result of Knocked Down.
- All members are equipped with plasticuffs (cable ties that function like handcuffs). See page 9, *Making An Arrest*, for more info.
- You can be confronted by anything.

MILITARY – PATROL MAP

The following map is based on a 6x3 foot table with each foot outlined by the dashed lines.

HAVEN



- (1) – Building.
- (2) – Building.
- (3) – Building.
- (4) – Building.
- (5) – Building.
- (6) – Building.
- (7) – Random encounter entry points with the number in parenthesis the result of a 1d6 roll. For this scenario only 7 (1) and 7 (4) are used.

DEPLOYMENT

- You enter the board from either 7 (1) or 7 (4).
- Zombies are deployed as per the Special Instructions in this section
- Enemy humans are deployed as per the Special Instructions in this section

SPECIAL INSTRUCTIONS

- You must enter from one end of the table, search and secure all six buildings on the table, and exit the opposite table edge after doing so. All buildings must be secure and there cannot be any zombies on the table when you leave.
- Any zombies generated from gunfire from within a building are placed normally as outlined on page 29 of the ATZ rules.

SECURING A BUILDING

The gangs do not have enough firepower (yet) to slug it out with the Military. Because of this any action in one building will not generate any response from any Gangers in other buildings.

When a building is entered (up to three Military figures may enter at the same time) roll 1d6 on the *Floor Plan Table* to discover the *floor plan* that will be used for that building.

1	FLOOR PLAN <i>(Rolled whenever a building is entered)</i>
----------	---

#	RESULTS
1	One <i>room</i> must be cleared to secure the building.
2	Two <i>rooms</i> must be cleared to secure the building.
3	Two <i>rooms</i> must be cleared to secure the building.
4	Two <i>rooms</i> must be cleared to secure the building.
5	Three <i>rooms</i> must be cleared to secure the building.
6	Three <i>rooms</i> must be cleared to secure the building.

HAVEN

CLEARING A ROOM

As soon as a room is entered roll 2d6 and consult the *Clear Table* to see what has been found.

2 CLEAR!
(Taken whenever a room is entered)

-1 if in Daytime
+2 if Night Time
+3 if any weapons have been fired during the scenario.

#	RESULT
6 or less	Room vacant. Clear! The room is secured.
7 to 8	Civilians. Clear! The room is secured.
9 or 10	Gangers! Generate their number and type then both groups take the <i>Drop Your Weapons Test</i> .
11+	Ganger Ambush! Generate their number and type then both groups take the <i>Drop Your Weapons Test</i> .

GANGERS!

But how many are there?

1 HOW MANY GANGERS
(Rolled when Gangers are found in the room)

#	RESULTS
1 to 4	1/2d6 Gangers inside.
5	1 + 1/2d6 Gangers inside.
6	2 + 1/2d6 Gangers inside.

Once you have determined how many Gangers there are, roll 2d6 on the following list to see who they are.

GANG			
#	TYPE	RE P	WEAPON
2	Boss	5	Machine Pistol
3 or 4	Hard Case	5	Shotgun (1-2) or Assault Rifle (3-6)
5 to 8	Banger	4	BAP
9 to 10	Punk	3	Pistol
11 or 12	Wannabe	2	Knife

REP “DROP YOUR WEAPONS!”
(Counting successes)

+2d6 if Ganger in ambush
+1d6 for each armed figure more than the other side

Each die score of 1, 2, or 3 = Success
Each die score of 4, 5, or 6 = Failure

# OF SUCCESSSES	PLAYER	GANGER
Score two or more successes than the other side.	Gangers surrender without firing a shot.	Gangers take In Sight Test with a bonus of 1d6.
Score one more success than the other side.	Player takes In Sight Test.	Gangers take In Sight Test.
Both groups score same number of successes.	Leader of each group rolls 1d6 and adds to Rep. Higher total fires first.	Leader of each group rolls 1d6 and adds to Rep. Higher total fires first.

HAVEN

EVACUATION

As time wore on the zombie population grew exponentially until it was apparent that regaining control of the city would be impossible. Word from the top was that the scientists were working on a cure for the virus. All they had to do was hold on.

It was decided that the best course would be to create *safe zones* free of zombies and gang activity. In these areas civilians could live in safety until the outbreak was finally controlled. Open areas of the city afforded the best opportunities and soon these ad hoc areas were ready to receive the first of the Civilians.

You and your squad have been assigned to aid the evacuation of the civilian population to the *safe zone*. Any armed Civilian is considered to be dangerous and handled at your discretion. You are authorized to use *deadly force*.

- Victory in the scenario is based upon evacuating as many Civilians as possible with thirty being optimum.

AREA

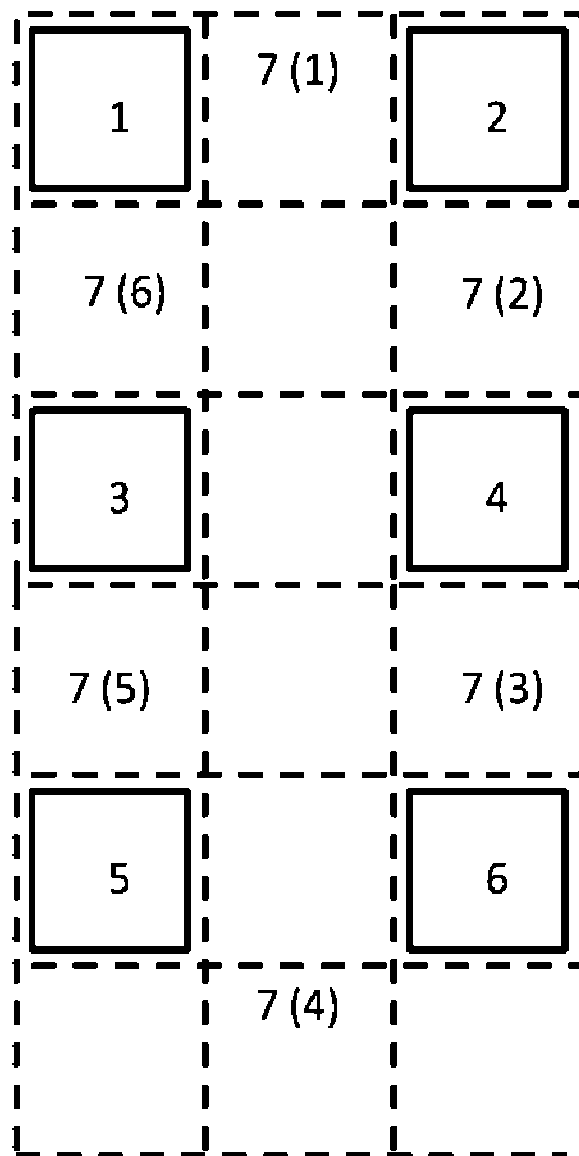
- This encounter takes place in an urban area.

FORCES

- You are in command of eight soldiers. Your squad is divided into three teams of three. Two teams have a Rep 5 Team Leader and two Rep 4 soldiers. You lead the third team of two Rep 4 soldiers.
- You arrived in a Humvee that has a Rep 4 driver and two Rep 4 soldiers manning a mounted M240 MMG. Each has an assault rifle to fall back on.
- You have an additional four Humvees for transporting Civilians. Each has a Rep 4 driver. It does not mount the M240 MMG.
- Your unit has three SAWS and six assault rifles.
- You are all wearing helmets and body armor. The effects are detailed on the Recover From Knock Down test on the appropriate QRS. They only come into play if the figure suffers a result of Knocked Down.
- All members are equipped with plasticuffs (cable ties that function like handcuffs). See page 9, *Making An Arrest*, for more info.
- You can be confronted by anything.

MILITARY – EVACUATION MAP

The following map is based on a 6x3 foot table with each foot outlined by the dashed lines.



- (1) – Building.
- (2) – Building.
- (3) – Building.
- (4) – Building.
- (5) – Building.
- (6) – Building.
- (7) – Random encounter entry points with the number in parenthesis the result of a 1d6 roll.

HAVEN

DEPLOYMENT

- You must designate one spot to set up your *evacuation point*. It can be either the one foot square between buildings 1 through 4 or the square between buildings 3 through 6.
- Zombies are deployed as per the Special Instructions in this section.
- Enemy humans are deployed as per the Special Instructions in this section.

SPECIAL INSTRUCTIONS

- Zombies are generated by gunfire and noise as explained on pages 28 and 29 of the ATZ rules.
- The Humvees must form a convoy and leave the table together through point 7 (4).
- There are no zombies present at the start of the scenario.
- Characters entering and exiting vehicles do so at a 2" movement reduction.
- Refer to page 25 of the ATZ rule book for vehicle specifics.
- Civilians will be generated at random. See the section called Random Encounters for more information.
- If you choose to enter a building use the following *What's Inside Table*.

2 **WHAT'S INSIDE?**
(Taken when enter a building)
 -1 if in Daytime
 +1 if Night Time
 +1 if in urban area

#	RESULT
3 or less	Building vacant.
4 to 5	1/2d6 Civilians.
6	1/2d6 Gangers.
7 to 9	1/2d6 Zombies.
10+	1 + 1d6 Zombies.

Once you have determined that there are Civilians roll 2d6 on the following list to see who they are.

CIVILIANS			
#	TYPE	REP	WEAPON
2 or 3	Ex-military	5	Semi-automatic rifle
4 to 6	Experienced	4	BAP(1-2) or Pistol (3-6)
7 to 9	Average	3	Improvised two hand weapon
11 or 12	Wannabe	2	Unarmed

Once you have determined that there are Gangers roll 2d6 on the following list to see who they are.

GANG			
#	TYPE	REP	WEAPON
2	Boss	5	Machine Pistol
3 or 4	Hard Case	5	Shotgun (1-2) or Assault Rifle (3-6)
5 to 8	Banger	4	BAP
9 to 10	Punk	3	Pistol
11 or 12	Wannabe	2	Knife

If humans are encountered then both groups roll on the following Drop Your Weapons Table. Note that this one is different than the one found on page 23.

REP **"DROP YOUR WEAPONS!"**
(Counting successes)
 +2d6 if Ganger
 +1d6 for each armed figure more than the other side
 Each die score of 1, 2, or 3 = Success
 Each die score of 4, 5, or 6 = Failure
 Discard all failures and keep rolling.

# OF SUCCESSES	PLAYER	ENEMY
Score more successes than the other side.	Gangers and armed Civilians surrender. Civilians seek evacuation while Gangers will leave instead.	Gangers take an In Sight test with a bonus of 1d6. Armed Civilians take the In Sight test normally.
Both groups score zero successes.	Leader of each group rolls 1d6 and adds to Rep. Higher total counts as if scored more successes than the other side.	Leader of each group rolls 1d6 and adds to Rep. Higher total counts as if scored more successes than the other side.

RANDOM ENCOUNTERS

Whenever the activation dice come up *doubles* immediately roll 2d6 on the following Random Encounter Table and carry out the result.

2 RANDOM ENCOUNTER TABLE

*(Taken whenever the activation dice come up doubles)
Some results require an additional 1d6 roll*

#	RESULT
2	Weather Turning Bad *
3	Sniper *
4 (1-2)	Looters *
4 (3-4)	Med Staff *
4 (5-6)	Unruly Civilians *
5	Zombie
6 or 7	Civilians
8	Dazed Civilians
9 (1-3)	Zombie Horde
9 (4-6)	Lost children *
10 (1-2)	Moving Vehicle *
10 (3-5)	Gangers *
10 (6)	Barking Dog *
11	News Media *
12	Fire *

* May only occur once. If rolled again re-roll.

WHERE DO THEY COME FROM?

For some encounters it may be necessary to determine where they will enter the table. These types of encounters, barking dog, Gangers, etc., will always enter the table from the location marked with a 7 on the map. Rolling 1d6 will determine which 7 it is.

Example – A roll of 3 means the entry point is 7 (3).

ENCOUNTER DESCRIPTIONS

Barking dog – A barking dog enters the table and moves 3d6" directly towards the evacuation point. There are 1d6 zombies behind the dog giving chase. Each zombie is 1d6" behind the dog. The soldiers are allowed an In Sight test with activation then rolled normally.

Civilians – 1d6 Civilians enter the table and head for the evacuation point. Use the Civilians List on page 25. They are all unarmed and looking for evacuation.

Dazed Civilians – Civilians that for the most part are overwhelmed by events and drifting along waiting for help and order from the authorities. 2d6 Dazed

Civilians enter the table and head towards the evacuation point. Use the following list to determine who they are.

DAZED		
#	TYPE	REP
2 or 3	Survivor	4
4 to 6	Civilian	3
7 to 12	Basket Case	2

- Survivor will test Reactions as Civilian until approached by zombies within 6" then will revert to Survivor.
- Civilians act as normal Civilians.
- Basket Case will remain in place and must be rallied every turn to move until they reach the evacuation point. Will scream if see zombies within 12" counting as if 6 shots for attracting more until rallied.

Fire – Roll 1d6 to determine which corresponding building on the map has caught on fire. You cannot *call it in* as the Fire Department is no longer answering calls. It just burns with the following repercussions.

- For the three activations after the fire starts 1/2d6 Civilians from the list on page 25 will appear in the building. When active they will attempt to Fast Move from the building either to the evacuation point (1-3) or to an adjacent building (4-6).
- Two turns after the fire starts 1/2d6 zombies will enter the board at a 7 entry point determined by rolling 1d6 as outlined in the *Where Do They Come From* section on page 26. This will continue for the remainder of the game.

Gangers – An SUV (see page 25 in the ATZ rules for info) enters the table. It moves in the opposite direction until it comes within 12" of a soldier. The driver honks the horn and waves while the passenger behind him rolls down the window and points a shotgun at the closest soldier. The passenger and the soldier will Draw Down using the table on page 38 take the *Guard Halt Test*. Activation is then rolled normally.

The driver is a Rep 4 Ganger armed with a BAP and the passenger is a Rep4 Ganger with a shotgun. There is another Rep 3 Ganger with a pistol in the front passenger side. They will firefight with the soldiers with the intent of disabling them and taking their weapons.

HAVEN

Looters – A group of 3+1d6 Looters enters the table.

LOOTERS			
#	TYPE	REP	WEAPON
2 or 3	Ring Leader	4	Semi-automatic rifle
4 to 6	Looter	3	BAP(1-2) or Pistol (3-6)
7 to 9	Punk	2	Improvised two hand weapon
11 or 12	Smaller punk	2	Unarmed

If there are any Civilians that are not yet at the evacuation point the Looters will Fast Move directly towards them and try to rob them. Both groups immediately take the *Robbery Test*.

REP	“ROBBERY!” (Counting successes)
+2d6 if robbing figure +1d6 for each armed figure more than the other side	
Each die score of 1, 2, or 3 = Success Each die score of 4, 5, or 6 = Failure	
Discard all failures and keep rolling.	

# OF SUCCESSES	ROBBER	VICTIM
Score two or more successes than the other side.	Victim hands over their valuables and weapons.	If armed go to Draw Down Table on page 38. In unarmed charge the robber who takes a Being Charged test or draws.
Score one more success than the other side.	Victim hands over their valuables and weapons.	Victim flees as handled by the Breaking Off Melee section on page 22 of the ATZ rule book.
Both groups score zero successes.	Victim argues and hesitates. Re-take test when either group next activates.	Victim argues and hesitates. Re-take test when either group next activates.

If there are not any Civilians that are not yet at the evacuation point the Looters will move to the nearest building and enter. They will exit whenever any

Civilians come within 12” of the building at any point and not only where the Looters disappeared at, and attempt to rob them.

Lost Children – 1/2d6 children enter the table and head towards the evacuation point. They are of varying ages and Reps that may (1-4) or may not (5-6) be siblings. If siblings they will scream if they are ever separated by a distance of 2” or more or if they cannot see each other. Their screaming counts as if 3 shots for attracting zombies.

LOST CHILDREN		
#	TYPE	REP
2 or 3	Big kid	3
4 to 6	Littler one	3
7 to 12	Small child	2

- **Big kid** functions like a normal Civilian.
- **Littler one** will move 2” slower than normal. Will scream if see zombies within 12” counting as if 3 shots for attracting more until Rallied.
- **Small child** will move 3” slower than normal. Will scream if see zombies within 12” counting as if 3 shots for attracting more. Continues screaming until cannot see any zombies that are still alive.

Med Staff – 1/2d6 dedicated members of a medical staff enter the table with patients and are heading towards the evacuation point. They are trying to evacuate ill, injured, mentally incompetent, or elderly patients. There are twice as many patients as staff.

MED STAFF		
#	TYPE	REP
2 or 3	Doctor	5
4 to 6	Nurse	4
7 to 12	Medical assistant	3

- React as Civilians.

PATIENTS		
#	TYPE	REP
2 or 3	Ill	3
4 to 6	Elderly	2
7 to 9	Mentally incompetent	2
10 to 12	Injured	3

- **Ill and elderly** can only move at normal movement.
- **Mentally incompetent** will scream if see zombies within 12” counting as if 6 shots for attracting more. Can move normally.

HAVEN

- **Injured** patients count as Out for the Fight and must be helped along as covered in the Retrieving Wounded section on page 22 of the ATZ rules.
- **Ill and injured** patients are allowed to possibly recover as outlined in the Recovery section on page 22 of the ATZ rules.

Moving vehicle - A sedan (see page 25 in the ATZ rules for info) enters the table. It has two Civilians inside. A Rep 4 male is driving and a Rep 3 female is in the front passenger side. They are heading for the evacuation point and insist on following the convoy when it leaves in their own vehicle.

News Media – A television news crew enters the table. They are intent on getting the story of a lifetime and winning a Pulitzer Prize. They will interview every soldier and Civilian in sight. Remember, *if it bleeds it leads* so they are not afraid to get into danger for a story. There will be an Anchor (1-2) or a Reporter (3-6) and a Cameraman. Roll on the *Media List* to see who they are then re-roll to see if they are armed. Media are considered to be Survivors for reactions.

MEDIA				
#	ANCHOR	REPORTER	CAMERAMAN	WEAPON
2 or 3	Rep 5	Rep 5	Rep 5	unarmed
4 to 6	Rep 4	Rep 5	Rep 5	unarmed
7 or 8	Rep 4	Rep 4	Rep 5	unarmed
9 or 10	Rep 4	Rep 3	Rep 4	Pistol
11 to 12	Rep 3	Rep 3	Rep 4	BAP

For a change of pace players are encouraged to play a news team once in awhile. Here's how they work.

Interviews – Reporters and anchors will try to interview people. To do this the interviewer must be active and within 1" of the interviewee. Both characters then roll on the *Interview Table*.

REP	INTERVIEW (Counting successes)
	+2d6 if Military or Government official +2d6 if interviewing during a press release +2d6 if witnessed a violent crime +1d6 if anchor +1d6 if female interviewer and male interviewee +1d6 if witnessed a petty crime
	Each die score of 1, 2, or 3 = Success Each die score of 4, 5, or 6 = Failure
	Discard all failures and keep rolling.

# OF SUCCESSES	INTERVIEWER	INTERVIEWEE
Score two or more successes than the other side.	Got a <i>good interview!</i> Count as two <i>interview points</i> .	Interviewee knocks interviewer to the ground. Take Recover From Knock Down Test.
Score one more success than the other side.	Got a <i>usable interview</i> . Count as one <i>interview point</i> .	Interviewee strictly "no comment" and refuses to take questions.
Both groups score zero successes.	Nothing worth repeating. Won't even make the front page or the local news.	Nothing worth repeating. Won't even make the front page or the local news.

To have a successful encounter as outlined on page 61 of the ATZ rules the interviewer must accumulate twice as many interview points as their current Rep and did not receive a result of Out of the Fight or Hunker Down.

Footage and Photos – Cameramen try to shoot usable footage or photos. Here's how it's done.

1 – You may only take one picture/minute of video when active.

2 – You may take as much footage or photos as you can subject to a Reaction Test. When taking a Reaction Test the cameraman will count his camera as if it were a ranged weapon. A result of *fire* means that a picture is being taken. Cameramen may use a weapon or a camera but not both. It takes one turn of activation to switch between a weapon and the camera.

3 – When taking a picture the cameraman will roll on the *Photo Or Filming Table*.

REP	PHOTO OR FILMING (Counting successes)
Each die score of 1, 2, or 3 = Success Each die score of 4, 5, or 6 = Failure	
Roll only once per photo opportunity.	

# OF SUCCESSES	RESULT
3+	Usable footage or photo. If taken at 3" or less then will count double.
2	Usable footage or photo.
1	<ul style="list-style-type: none"> If taken in reaction, at Night Time if outdoors, or while moving, the footage or photo is worthless. Otherwise count as usable footage or photo.
0	Crap! Out of film or tape. If three sixes were rolled the camera malfunctions and cannot be used or repaired.

To have a successful encounter as outlined on page 61 of the ATZ rules the cameraman must have taken two minutes of usable footage or two photos per point of their current Rep and did not receive a result of Out of the Fight or Hunker Down.

Sniper – The sniper is armed with a Bolt Action Rifle. He will fire once. On a score of 6 he has hit the target. He will then disappear. He will target any soldier at random.

Unruly Civilians – When this event is rolled one Civilian at random at the evacuation point will start to loudly request that the soldiers immediately take off. If there are twice as many Civilians than soldiers at the evacuation point the Civilians will turn into an Aggressive Mob as per the Riot rules on page 13.

Weather Turning Bad – The weather is turning bad. On the next result of *doubles*, a heavy downpour reduces visibility to 12" during the day and 6" in the night. It will put out any fires in 1d6 activations and continues the remainder of the encounter.

Zombie – A lone zombie enters the table.

Zombie Horde – 2d6 zombies enter the table. Each zombie will move 2d6" directly towards the evacuation point or towards the closest visible human.

SUPPLY CONVOY

As the outbreak continued with little sign of letting up it became apparent that the large numbers of civilians arriving daily would quickly use up all the supplies. Resupplying the area became a priority and convoys were constantly sent out to gather up whatever supplies they could.

In this scenario you and your squad are guarding a supply convoy headed to the *safe zone*. There have been reports of gang activity in the area. You are authorized to use *deadly force*. *Armed civilians may be shot on sight*.

- Victory in the scenario is based upon gathering supplies and getting the convoy safely back to the safe zone. Anything less than 30 boxes of supplies is considered a failure.

AREA

- This encounter takes place in an urban area.

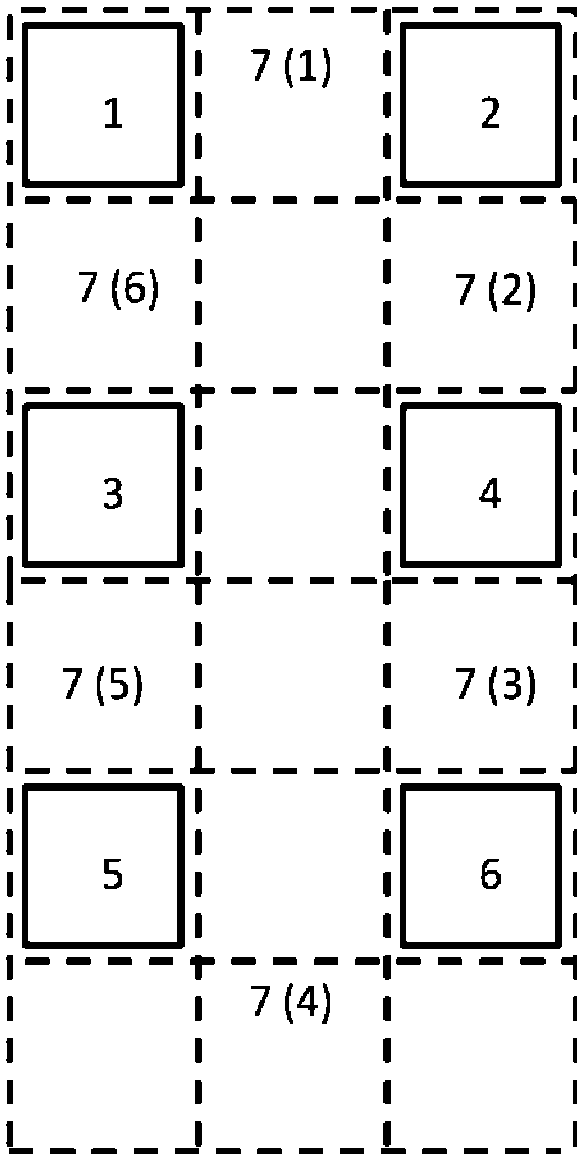
FORCES

- You are in command of eight soldiers. Your squad is divided into three teams of three. Two teams have a Rep 5 Team Leader and two Rep 4 soldiers. You command the last team and have two Rep 4 soldiers.
- You arrived in a Humvee that has a Rep 4 driver and two Rep 4 Soldiers manning a mounted M240 MMG. Each has an assault rifle to fall back on.
- You have an additional four Humvees for transporting Civilians. Each has a Rep 4 driver. It does not mount the M240 MMG.
- Your unit has three SAWS and six assault rifles.
- You are all wearing helmets and body armor. The effects are detailed on the Recover From Knock Down test on the appropriate QRS. They only come into play if the figure suffers a result of Knocked Down.
- All members are equipped with plasticuffs (cable ties that function like handcuffs). See page 9, *Making An Arrest*, for more info.
- You can be confronted by anything

HAVEN

MILITARY – SUPPLY CONVOY MAP

The following map is based on a 6x3 foot table with each foot outlined by the dashed lines.



- (1) – Building.
- (2) – Building.
- (3) – Building.
- (4) – Building.
- (5) – Building.
- (6) – Building.
- (7) – Random encounter entry points with the number in parenthesis the result of a 1d6 roll.

DEPLOYMENT

- Your convoy will enter the table on entry point 7 (1).

SPECIAL INSTRUCTIONS

- There are not any zombies on the table at the start of the scenario.
- Zombies are generated by gunfire and noise as explained on pages 28 and 29 of the ATZ rules.
- You must proceed to building 5.
- Once there you must gather supplies.
- You will then exit off the table from entry point 7 (1).

GATHERING SUPPLIES

To gather supplies you must enter building 5.

- It takes one full uninterrupted turn of activation inside the building to gather supplies. This means the soldier cannot conduct any type of combat to count as gathering supplies.
- One soldier may gather one box of supplies.
- When active he may move outside and deposit it into a Humvee.
- Each Humvee may carry up to eight boxes of supplies or soldiers or any combination of the two.

RANDOM ENCOUNTERS

Whenever the activation dice come up *doubles* immediately roll 2d6 on the following Random Encounter Table and carry out the result.

2 RANDOM ENCOUNTER TABLE (Taken whenever the activation dice come up doubles)

#	RESULT
2	Weather Turning Bad *
3	Sniper *
4	Gangers *
5	Zombie
6 or 7	Zombie Horde
8	Lost children *
9	Gangers *
10	Barking Dog *
11 or 12	Fire *

* May only occur once. If rolled again re-roll.

HAVEN

WHERE DO THEY COME FROM?

For some encounters it may be necessary to determine where they will enter the table. These types of encounters, barking dog, Gangers, etc., will always enter the table from the location marked with a 7 on map. Rolling 1d6 will determine which 7 it is.

ENCOUNTER DESCRIPTIONS

Barking dog – A barking dog enters the table and moves 3d6” directly towards the evacuation point. There are 1d6 zombies behind the dog giving chase. Each zombie is 1d6” behind the dog. The soldiers are allowed an In Sight test with activation then rolled normally.

Fire – Roll 1d6 to determine which corresponding building on the map has caught on fire. You cannot *call it in* as the Fire Department is no longer answering calls. It just burns with the following repercussions.

- For the three activations after the fire starts 1/2d6 Civilians from the Civilian List on page 25 will appear in the building. When active they will attempt to Fast Move from the building either towards the soldiers (1-3) or to an adjacent building (4-6). They want to be evacuated. See the previous scenario for particulars and tips on how to handle it.
- Two turns after the fire starts 1/2d6 zombies will enter the board at a 7 entry point determined by rolling 1d6 as outlined in the *Where Do They Come From* section on page 31. This will continue for the remainder of the game as long as the fire continues.

Gangers – A motorcycle gang of five enter the board at point 7 (2) and move 12” onto the table. You must now roll for zombies, *for each motorcycle*, as per page 28 in the ATZ rule book. Do not count the starting point of the motorcycles as they were off the table.

Next activation they will move 24” down the table and to point 7 (3). This time you roll for zombies for both the starting and stopping point of each motorcycle.

Next activation they will exit the table at point 7 (3). Repeat for more zombies. The zombies will not follow them off the table. Their goal is to attract as many zombies as possible to take out the soldiers so they can get the supplies for themselves. Generate the motorcycle gang from the following list.

MOTORCYCLE GANG			
#	TYPE	REP	WEAPON
2	Boss	5	Machine Pistol
3 to 5	Hard Case	5	Shotgun (1-2) or Assault Rifle (3-6)
6 to 10	Club Member	4	BAP
11 or 12	Newbie	2	Pistol

Lost Children – 1/2d6 children are hiding in building 5 and you find them. They are of varying ages and Reps that may (1-4) or may not (5-6) be siblings. If siblings they will scream if they are ever separated by a distance of 2” or more or if they cannot see each other. Their screaming counts as if 3 shots for attracting zombies.

LOST CHILDREN		
#	TYPE	REP
2 or 3	Big kid	3
4 to 6	Littler one	3
7 to 12	Small child	2

- **Big kid** functions like a normal Civilian.
- **Littler one** will move 2” slower than normal. Will scream if see zombies within 12” counting as if 3 shots for attracting more until Rallied.
- **Small child** will move 3” slower than normal. Will scream if see zombies within 12” counting as if 3 shots for attracting more. Continues screaming until cannot see any zombies that are still alive.

Sniper – The sniper is armed with a Bolt Action Rifle. He will fire once. On a score of 6 he has hit the target. He will then disappear. He will target any soldier at random.

Weather Turning Bad – The weather is turning bad. On the next result of *doubles*, a heavy down pour reduces visibility to 12” during the day and 6” in the night. It will put out any fires in 1d6 activations and continues the remainder of the encounter.

Zombie – A lone zombie enters the table.

Zombie Horde – 2d6 zombies enter the table. Each zombie will move 2d6” directly towards the convoy or towards the closest visible human.

HAVEN

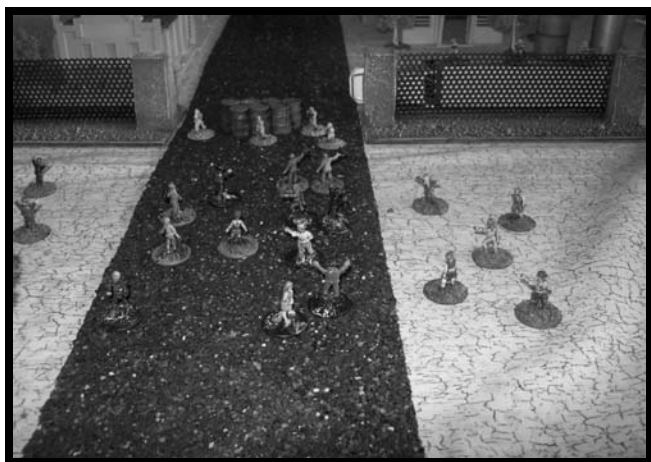
SAFE ZONE

We recommend that you play the following Breakdown scenario immediately following the conclusion of the Safe Zone scenario.

Word's come down from the brass. "We can barely feed the people we already have. No more people allowed into the safe zones."

You and your squad are assigned to protect the safe zone at all costs. No one is allowed entry. This includes civilian and military personal that may have gone *rogue*. You are authorized to use *deadly force*.

- Victory in the scenario is based upon stopping anyone from entering the safe zone. The scenario is over after all Encounters with an "*" have been resolved *or if you decide the safe zone is untenable*. Proceed to the Breakdown scenario.



AREA

- This encounter takes place in an urban area.

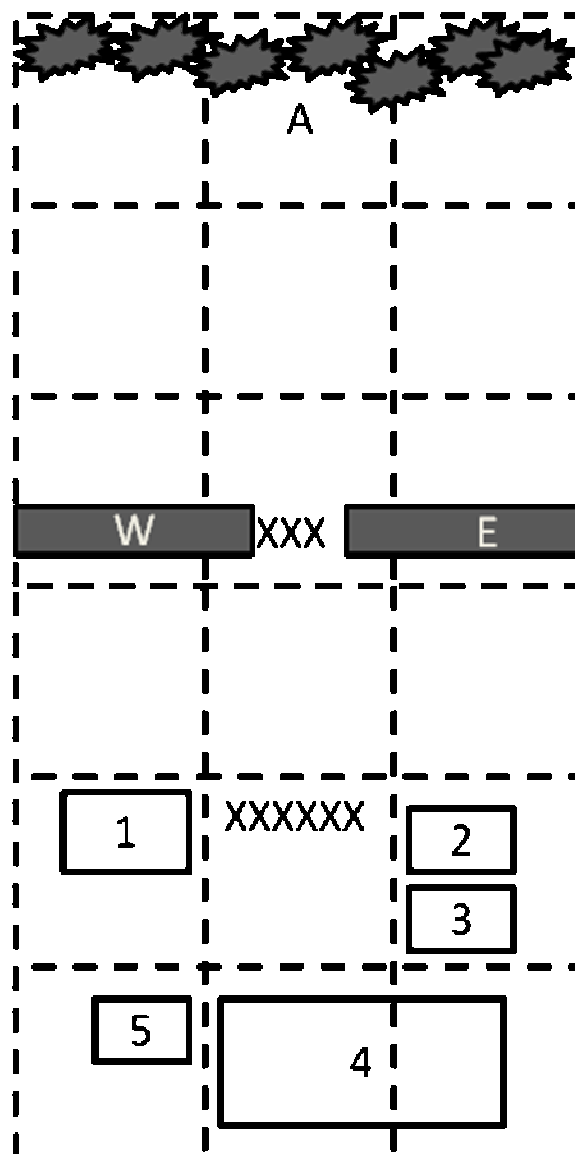
FORCES

- You are in command of eleven soldiers. Your squad is divided into four teams of three. Three teams have a Rep 5 Team Leader and two Rep 4 soldiers. You command the fourth team and it is made up of three Rep 4 soldiers.
- You have one Humvee that has a Rep 4 driver and two Rep 4 Soldiers manning a mounted M240 MMG. Each has an assault rifle to fall back on.
- You have an additional four Humvees configured for transporting people or supplies. They do not mount the M240 MMG but they do have one driver each. All drivers have an assault rifle within reach.

- Your unit has three SAWS and nine assault rifles. You also have three tear gas grenade launchers as found on page 15 of this book.
- You are all wearing helmets and body armor. The effects are detailed on the Recover From Knock Down test on the appropriate QRS. They only come into play if the figure suffers a result of Knocked Down.
- All members are equipped with plasticuffs (cable ties that function like handcuffs). See page 9, *Making An Arrest*, for more info.
- You can be confronted by anything

MILITARY – SAFE ZONE MAP

The following map is based on a 6x3 foot table with each foot outlined by the dashed lines.



HAVEN

(A) – Woods providing cover.

(W) – West wall that is ten feet high with a walkway that allows defenders to fire from counting as cover. The walls can be scaled either by using a ladder or backing a vehicle up to it and climbing over. Either way takes one turn to place ladder or climb on vehicle, then one turn to climb on top. The wall is DV 3 with an equivalent Bash Value of 6 as per rules in ATZ on page 25.

(E) – East wall. Exactly like the west wall.

XXX – Waist high barricade that stops movement and takes one turn of activation to cross. Bash value of 3 as per rules in ATZ on page 25.

(1) – Building in safe zone that contains 10 boxes of 3 units of fuel in each. See page 53 in the ATZ rules for info about this and the other resources.

(2)– Building in safe zone that contains 6 boxes of 5 units of food in each.

(3) – Building in safe zone that contains 3 boxes of 5 units of medical supplies in each.

(4) - Building in safe zone that is used for housing the people in the zone.

(5) – Building in safe zone that contains 1 box of 5 units of luxury items and ten additional assault rifles.

DEPLOYMENT

- You can deploy anywhere on the table.
- There are no enemies on the table at the start.

SPECIAL INSTRUCTIONS

- Zombies are generated by gunfire and noise as explained on pages 28 and 29 of the ATZ rules.
- Any zombies generated by small arms fire may not be generated in the safe zone unless the zone has been breached. Otherwise they are generated 12” from the west wall (1-2), east wall (3-4), or barricade (5-6).

RANDOM ENCOUNTERS

Whenever the activation dice come up *doubles* immediately roll 2d6 on the following *Random Encounter Table* and carry out the result.

2

RANDOM ENCOUNTER TABLE

(Taken whenever the activation dice come up doubles)

#	RESULT
2	Weather Turning Bad *
3	Sniper *
4	Zombie Plague*
5	Gangers *
6 or 7	Zombie Horde
8 or 9	Panicked Civilians*
10	Z - Armageddon*
11 or 12	Fire *

* May only occur once. If rolled again re-roll.

ENCOUNTER DESCRIPTIONS

Fire – Roll 1d6 to determine which corresponding building on the map has caught on fire.

- If a “1” is rolled that building will immediately explode and remain on fire the remainder of the scenario whether it rains or not.
- If a “6” is rolled then two buildings have caught on fire. Roll again and continue until you have determined which two they are. Ignore any subsequent result of “6”.
- With the exception of building #1, you can attempt to put the fire out. To do so requires twenty activation turns of fire fighting. Each soldier spending one uninterrupted turn of activation fighting the fire reduces the twenty needed by one. So the more soldiers fighting the fire the quicker it can be put out. For each turn the building is on fire one box of supplies in that building is lost.
- If building #4 catches on fire then for the three activations after the fire starts 1/2d6 Civilians will Fast Move from the building. Use the Civilians List on page 25. They are all unarmed.
- Two turns after the fire starts 2d6 zombies will enter the board at entry point “A”. They will behave as on page 31 of the ATZ rule book. This will continue for the remainder of the game as long as the fire is burning.

Gangers – A motorcycle gang has decided to crash the party. A *Big Rig* (see page 25 of the ATZ rules for specifics) enters the table from the west (1-3) or east (4-6) table edge 12” from the woods. It is traveling at 12” and will do so until it reaches point “A” where it will turn and head directly for the barricade between the west and east walls. It will continue at 12” until it

hits the barricade or is driven off. The driver is a Rep 5 Ganger with a machine pistol that he will use from the driver's window when he reaches 12" of the barricade.

Behind the truck is the motorcycle gang from the Supply Convoy scenario. They will follow the semi into the safe zone to try and take it over.

Remember to roll for attracting zombies as outlined on page 28 of the ATZ rule book.

Panicked Civilians – For them it's the end of the world. The zombies are everywhere and their last chance is to get into the safe zone. 30 + 2d6 Civilians enter the table from the point on the map marked as "A". They head towards the safe zone. They will head directly to the barricade that separates the west and east walls. They will behave like an Out of Control Mob as on page 13 of this book. Generate your Mob as outlined on page 13.

Sniper – The sniper is armed with a Bolt Action Rifle. He will fire once. On a score of 6 he has hit the target. He will then disappear. He will target any soldier at random.

Weather Turning Bad – The weather is turning bad. On the next result of *doubles* a heavy down pour reduces visibility to 12" during the day and 6" in the night. It will put out any fires, with the exception of building #1, in 1d6 activations and continues the remainder of the encounter.

Z-Armageddon – The Civilians in housing have become infected! Immediately 12 + 4d6 Zombies will come shambling out of the building.

- Roll 1d6 for each one to determine which building they will head for. Move each one 1d6" towards the building that they rolled. If a "6" or "4" is rolled then place them 2" from building #4. When they activate the zombies will behave as on page 31 of the ATZ rule book.
- Future zombies in the scenario are generated and placed normally after Z-Armageddon has occurred.

Zombie Plague – You will generate 1+1d6 zombies for every human on the table, including those in the safe zone. They will start at point "A" and head towards the safe zone or nearest human. They will behave as on page 31 of the ATZ rule book.

Zombie Horde – 6 + 2d6 zombies will enter the board at entry point "A". They will behave as on page 31 of the ATZ rule book.

BREAKDOWN

It's over...

All semblance of order is gone. The safe zone has been penetrated and you're on your own. You must escape the safe zone any way that you can with whatever you can take. Good luck!

- Victory in the scenario is based upon getting the heck out of here with whatever and whomever you can take.

AREA

- This encounter takes place in an urban area.

FORCES

- You start out by yourself.
- You are wearing a helmet and body armor. The effects are detailed on the Recover From Knock Down test on the appropriate QRS. They only come into play if you suffer a result of Knocked Down.
- You also have plasticuffs (cable ties that function like handcuffs). See page 9, *Making An Arrest*, for more info.
- You are armed with an assault rifle.
- You can be confronted by anything

MILITARY – BREAKDOWN MAP

Use the map from the previous scenario.

Once you have left the table go to the Supply Scenario. You will enter the table at 7 (4) and must exit at 7 (1). You are subject to the Random Encounters of the scenario as you move along the table.

DEPLOYMENT

- If you're playing this scenario immediately after the Safe Zone scenario then you will start where you are and everyone else will start where they are.
- If playing this separate from the Safe Zone scenario then deploy your character and 3 + 1d6 soldiers, as described in the Forces section of the Safe Zone scenario, by using the following Deployment Table.

HAVEN

2

DEPLOYMENT

(Use only if not playing right after Safe Zone scenario)

#	RESULT
2	On the west wall.
3	At the entry barricade.
4	On the east wall.
5	Within 2" of building #1
7	Within 2" of building #2.
8	Within 2" of building #3.
9	Within 2" of building #4.
10	Within 2" of building #5.
11	Barricade between buildings # 1 and 2.
12	Between all the buildings.

- Go to the Safe Zone scenario and generate and place zombies by resolving these two encounters in the following order.
- Z – Armageddon.
- Zombie Plague.
- The scenario can now begin. Soldiers do not take any In Sight tests prior to the first turn of activation.

SPECIAL INSTRUCTIONS

- Zombies are generated by gunfire and noise as explained on pages 28 and 29 of the ATZ rules.
- You can recruit other humans by using the following Recruiting Table. There is no limit to how many characters you can recruit. This is a onetime exemption from the recruiting rules on page 4 of the ATZ rule book.

RECRUITING OTHERS

Whenever you are active and within 1" of another character you may try and recruit them to join your group. Each character may take the test only once and you do not re-roll successes.

REP

RECRUITING

(Counting successes)

+1d6 for each other character in your group with you while recruiting
+2d6 if recruiting Civilians

Each die score of 1, 2, or 3 = Success
Each die score of 4, 5, or 6 = Failure

# OF SUCCESSES	PLAYER	RECRUIT
Score more successes than the other side.	Character joins your group and follows your orders.	Best of luck! The recruit decides to go it alone. Remove the character from the table.
Both groups score zero successes.	Best of luck! The recruit decides to go it alone. Remove the character from the table.	Best of luck! The recruit decides to go it alone. Remove the character from the table.

GANGERS

As things got worse so did the looting and gang activity. With all the confusion it was easy for armed civilians to do whatever they wanted. Once the quarantines started the gangs became bolder. They started to organize and stake their claim. Who knew how long it was going to last but they would take advantage of it while they could.

GANG

Screw the man! The government ain't doing you no favors and you've decided to take things into your own hands. It's time to gather up the boys and take what you want!

You head back to the old neighborhood and start gathering up your homies. Your goal is to get as many people to join your gang as fast as you can.

- Victory in the scenario is increasing the size of your gang in a limited amount of time.

AREA

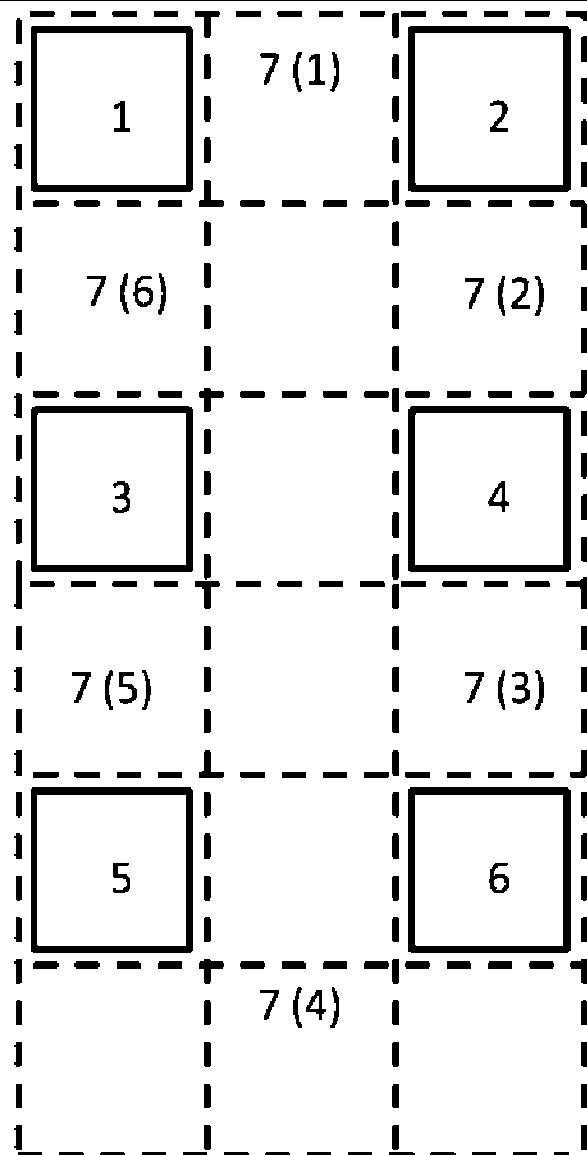
- The encounter takes place in an urban area.

FORCES

- You start on your own.
- You can encounter a variety of people.

GANGERS – GANG MAP

The following map is based on a 6x3 foot table with each foot outlined by the dashed lines.



(1) – Building.

(2) – Building.

(3) – Building.

(4) – Building.

(5) – Building.

(6) – Building.

(7) – Random encounter entry points with the number in parenthesis the result of a 1d6 roll.

DEPLOYMENT

- You can start anywhere on the board including in a building.

HAVEN

SPECIAL INSTRUCTIONS

- Zombies are generated by gunfire and noise as explained on pages 28 and 29 of the ATZ rules.
- You can recruit as many homies as you can. This is an exception to the recruiting rules on page 4 of the ATZ rule book.
- You can enter every building on the table only once. Once you enter roll 2d6 on the following Yo' Bro Table below.

2	YO' BRO! <i>(Taken when entering a building)</i>
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#	RESULT
5 or less	None of your homies can be found.
6 to 9	Hook up with one of your homies. Roll 1d6 on the Homies Table then take it from there.
10 to 12	Oh sheet! Run into a rival Ganger that wants to take you out. Roll 1d6 on the Rival Ganger Table and take it from there.

1	HOMIES <i>(Roll once for Rep, then for Weapon, and finally for Result)</i>
----------	--

#	REP	WEAPON	RESULT
1	2	Knife	Will not join gang.
2	3	Pistol	Go to the Recruiting Table.
3	4	Pistol	Go to the Recruiting Table.
4	4	BAP	Go to the Recruiting Table.
5	4	Shotgun	Go to the Recruiting Table.
6	5	Machine Pistol	Joins your gang.

REP	RECRUITING <i>(Counting successes)</i>
+1d6 for each other Ganger with you while recruiting Each die score of 1, 2, or 3 = Success Each die score of 4, 5, or 6 = Failure	
<i>Discard all failures and keep rolling.</i>	

# OF SUCCESSES	PLAYER	GANGER
Score more successes than the other side.	Homie joins up.	Homie won't join up.
Both groups score zero successes.	Closing arguments. Each side rolls Rep d6 once counting the successes without re-rolls.	Closing arguments. Each side rolls Rep d6 once counting the successes without re-rolls.

1	RIVAL GANGER <i>(Roll once for Rep, then for Weapon, and finally for Result)</i>
----------	--

#	REP	WEAPON	RESULT
1	2	Knife	Rival Ganger ducks and runs away.
2	3	Pistol	Go to the Draw Down Table.
3	4	Pistol	Go to the Draw Down Table.
4	4	BAP	Go to the Draw Down Table.
5	4	Shotgun	Go to the Draw Down Table.
6	5	MP	Go to the Draw Down Table.

HAVEN

REP

DRAW DOWN

(Counting successes)

+1d6 if weapon is drawn and opponent's is not
 +1 if character is Stone Cold
 +1d6 if character has Nerves of Steel
 -1d6 if character is Slow to React
 -1d6 if character is a Poser

Each die score of 1, 2, or 3 = Success
 Each die score of 4, 5, or 6 = Failure

RANDOM ENCOUNTERS

Whenever the activation dice come up *doubles* immediately roll 2d6 on the following Random Encounter Table and carry out the result.

2 RANDOM ENCOUNTER TABLE

(Taken whenever the activation dice come up doubles)

#	RESULT
2 or 3	Barking Dog *
4	Zombie.
5	Moving Vehicle.
6	Civilians.
7 to 9	Hook up with one of your homies. Roll 1d6 on the Homies Table then take it from there.
10 to 12	Oh sheet! Run into a rival Ganger that wants to take you out. Roll 1d6 on the Rival Ganger Table and take it from there.

* May only occur once. If rolled again re-roll.

# OF SUCCESSES	RESULT
Score 3+ or more successes than the other side.	Opponent is hit and Obviously Dead.
Score 2 more successes than the other side.	Opponent is hit and Out of the Fight.
Score 1 more success than the other side.	Running gunfight. Both sides fire and miss with the side with less successes ducking back. Any result of <i>double sixes</i> means that figure is out of ammo. Activation rolled normally.
Score same number of successes.	Running gunfight. Both sides fire, miss, and duck back. Any result of <i>double sixes</i> means that figure is out of ammo. Activation rolled normally.

WHERE DO THEY COME FROM?

In this scenario the person or thing encountered will be 2d6" from the player and coming towards him unless specified otherwise.

ENCOUNTER DESCRIPTIONS

Barking dog – A barking dog enters the table and moves by you. There are 1d6 zombies behind the dog giving chase. Each zombie gets 1d6" away from you or a random gang member before you take the *Zed or No Zed Test* on page 33 of the ATZ rules.

Civilians – You have run into 1/2d6 Civilians. They are on their way to somewhere and will pass by you. If you decide to confront them to rob or mug them, *then* roll on the Civilians List to determine who they are. See the section on Robbers & Muggers on page 39 for more info.



CIVILIANS			
#	TYPE	REP	WEAPON
2 or 3	Ex-military	5	Semi-automatic rifle
4 to 6	Experienced	4	BAP(1-2) or Pistol (3-6)
7 to 9	Average	3	Improvised two hand weapon
11 or 12	Wannabe	2	Unarmed

HAVEN

Moving vehicle - A sedan (see page 25 in the ATZ rules for info) approaches to 12" of you and your gang. Roll 1d6 to randomly determine who it is closest to. If the vehicle has already appeared in this scenario it will not return and re-roll. If all the vehicles have been encountered re-roll the encounter.

- 1 or 2 = It has two Civilians inside. A Rep 4 male is driving and a Rep 3 female is in the front passenger side. If approached they will ignore you and continue on their way. Once it has appeared it will not return.
- 3 = It has three Civilians inside. A Rep 3 male is driving and a Rep 3 female is in the front passenger side. A Rep 3 male child is in the rear seat. If approached the driver will pull out a BAP. You can choose to back off or go to the Draw Down as on page 38. Once it has appeared it will not return.
- 4 to 6 = The driver honks the horn and waves while the passenger behind him rolls down the window and points a shotgun at the closest gang member. The passenger and the gang member will Draw Down as found on page 38. The driver is a Rep 4 Rival Ganger armed with a BAP and the passenger is a Rep4 Rival Ganger with a shotgun. There is another Rep 3 Rival Ganger with a pistol in the front passenger side. They will confront your gang with the intent of *taking you out* and taking your weapons. Once it has appeared it will not return.

Zombie – A lone zombie gets within 1d6" of you or a random gang member before you take the *Zed or No Zed Test* on page 33 of the ATZ rules.

ROBBERS & MUGGERS

When you come into contact with any human you may attempt to rob them by rolling on the following Robbery Table.

<p>REP</p> <p>“ROBBERY!” (Counting successes)</p> <p>+2d6 if robbing figure +1d6 for each armed figure more than the other side</p> <p>Each die score of 1, 2, or 3 = Success Each die score of 4, 5, or 6 = Failure</p> <p>Discard all failures and keep rolling.</p>
--

# OF SUCCESSSES	ROBBER	VICTIM
Score two or more successes than the other side.	Victim hands over their valuables and weapons.	If armed go to Draw Down Table on page 38. In unarmed charge the robber who takes a Being Charged test or draws.
Score one more success than the other side.	Victim hands over their valuables and weapons.	Victim flees as handled by the Breaking Off Melee section on page 22 of the ATZ rule book.
Both groups score zero successes.	Victim argues and hesitates. Re-take test when either group next activates.	Victim argues and hesitates. Re-take test when either group next activates.

HAVEN

TERRITORY

The military has pulled out to their *safe zone* and left you on your own. Who needs them anyway? You've got your gang rolling now and it's time to stake out your territory.

You and your gang must establish control by eliminating any zombies, military, or rival gangs. Civilians can either join your gang, pay up for your protection, or leave.

- Victory in the scenario is based upon securing each building by having the residents accept your protection, join the gang, or leave the area.

AREA

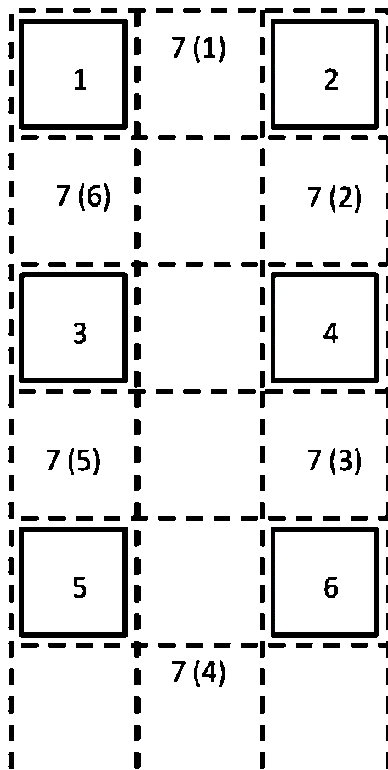
- This encounter takes place in an urban area.

FORCES

- You can use whatever gang members you recruited from the Gang Scenario.
- You can encounter a variety of people.

GANGERS – TERRITORY MAP

The following map is based on a 6x3 foot table with each foot outlined by the dashed lines.



- (1) – Building.
- (2) – Building.
- (3) – Building.
- (4) – Building.
- (5) – Building.
- (6) – Building.
- (7) – Random encounter entry points with the number in parenthesis the result of a 1d6 roll.

DEPLOYMENT

- Your gang can start anywhere on the board including in a building.

SPECIAL INSTRUCTIONS

- Zombies are generated by gunfire and noise as explained on pages 28 and 29 of the ATZ rules.
- You can enter every building on the table only once. Once you enter roll 2d6 on the What's Shaking Table.

2

WHAT'S SHAKING?

(Taken when you enter a building)

#	RESULT
5 or less	The building is vacant.
6 to 8	You run into 1/2d6 Civilians. Roll on the following Civilians List to determine who they are. Then go to the Shake Down Table.
9	You run into 1/2d6 Survivors. Roll on the following Survivors List to determine who they are. Then go to the Shake Down Table.
10	Hook up with one of your homies. Roll 1d6 on the Homies Table on page 37 then take it from there.
11 or 12	Oh sheet! Run into a rival Ganger that wants to take you out. Roll 1d6 on the Rival Ganger Table on page 37 and take it from there.

HAVEN

1 CIVILIANS (Roll once for Rep, then for Weapon, and finally for Result)

#	REP	WEAPON	RESULT
1	2	Unarmed	Runs away.
2	3	Unarmed	Runs away.
3	3	Unarmed	Go to the Shake Down Table.
4	3	Pistol	Go to the Shake Down Table.
5	4	BAP	Go to the Shake Down Table.
6	5	Shotgun	Go to the Shake Down Table.

1 SURVIVORS (Roll once for Rep, then for Weapon, and finally for Result)

#	REP	WEAPON	RESULT
1	2	Knife	Runs away.
2	3	Pistol	Go to the Shake Down Table.
3	4	Pistol	Go to the Shake Down Table.
4	4	BAP	Go to the Shake Down Table.
5	4	Shotgun	Go to the Shake Down Table.
6	5	SA Rifle	Go to the Shake Down Table.

REP SHAKE DOWN (Counting successes)

+2d6 *Gangers versus Civilians*
 +1d6 for each armed figure more than the other side
 Each die score of 1, 2, or 3 = Success
 Each die score of 4, 5, or 6 = Failure

Discard all failures and keep rolling.

# OF SUCCESSSES	GANGER	VICTIM
Score two or more successes than the other side.	Victim agrees to your demands and will stay around and pay for protection. Roll three times as if finding loot as per page 47 in the ATZ rules.	Victim will go to Draw Down Table on page 38.
Score one more success than the other side.	Victim agrees to your demand this time but will sneak away at night. Roll once as if finding loot as per page 47 in the ATZ rules.	Victim will go to Draw Down Table on page 38.
Both groups score zero successes.	Victim argues and hesitates. Re-take test when either group next activates.	Victim argues and hesitates. Re-take test when either group next activates.

RANDOM ENCOUNTERS

Whenever the activation dice come up *doubles* immediately roll 2d6 on the following Random Encounter Table and carry out the result.

2 RANDOM ENCOUNTER TABLE

(Taken whenever the activation dice come up doubles)

#	RESULT
2 or 3	Barking Dog *
4	Zombie
5	Moving Vehicle
6	Civilians
7 to 9	Hook up with one of your homies. Roll 1d6 on the Homies Table then take it from there.
10 to 12	Oh sheet! Run into a rival Ganger that wants to take you out. Roll 1d6 on the Rival Ganger Table and take it from there.

* May only occur once. If rolled again re-roll.

WHERE DO THEY COME FROM?

In this scenario the person or thing encountered will be 2d6" from the player and coming towards him.

ENCOUNTER DESCRIPTIONS

Barking dog – A barking dog enters the table and moves by you. There are 1d6 zombies behind the dog giving chase. Each zombie gets 1d6" away from you or a random gang member before you take the *Zed or No Zed Test* on page 33 of the ATZ rules.

Civilians – You have run into 1/2d6 Civilians. They are on their way to somewhere and will pass by you. If you decide to confront them to rob or mug them, *then* roll on the Civilians List to determine who they are. See the section on Robbers & Muggers on page 39 or more info.

CIVILIANS			
#	TYPE	REP	WEAPON
2 or 3	Ex-military	5	Semi-automatic rifle
4 to 6	Experienced	4	BAP(1-2) or Pistol (3-6)
7 to 9	Average	3	Improvised two hand weapon
11 or 12	Wannabe	2	Unarmed

Moving vehicle - A sedan (see page 25 in the ATZ rules for info) approaches to 12" of you and your gang. Roll 1d6 to randomly determine who it is closest to. If the vehicle has already appeared in this scenario it will not return and re-roll. If all the vehicles have been encountered re-roll the encounter.

- 1 or 2 = It has two Civilians inside. A Rep 4 male is driving and a Rep 3 female is in the front passenger side. If approached they will ignore you and continue on their way. Once it has appeared it will not return.
- 3 = It has three Civilians inside. A Rep 3 male is driving and a Rep 3 female is in the front passenger side. A Rep 3 male child is in the rear seat. If approached the driver will pull out a BAP. You can choose to back off or go to the Draw Down as on page 38 counting a -1d6. Once it has appeared it will not return.
- 4 to 6 = The driver honks the horn and waves while the passenger behind him rolls down the window and points a shotgun at the closest gang member. The passenger and the gang member will Draw Down as found on page 38. The driver is a Rep 4 Rival Ganger armed with a BAP and the passenger is a Rep 4 Rival Ganger with a shotgun. There is another Rep 3 Rival Ganger with a pistol in the front passenger side. They will confront your gang with the intent on *taking you* out and taking their weapons. Once it has appeared it will not return.

Zombie – A lone zombie gets within 1d6" of you or a random gang member before you take the *Zed or No Zed Test* on page 33 of the ATZ rules.

HAVEN

AMBUSH

Supplies are getting low as rival gangs and the military keep raiding the city for their own sake. They have what you need and it's time to go take it.

You and your gang must ambush and capture a supply convoy heading through town.

- Victory in the scenario is based upon successfully ambushing the convoy and getting supplies and weapons.



AREA

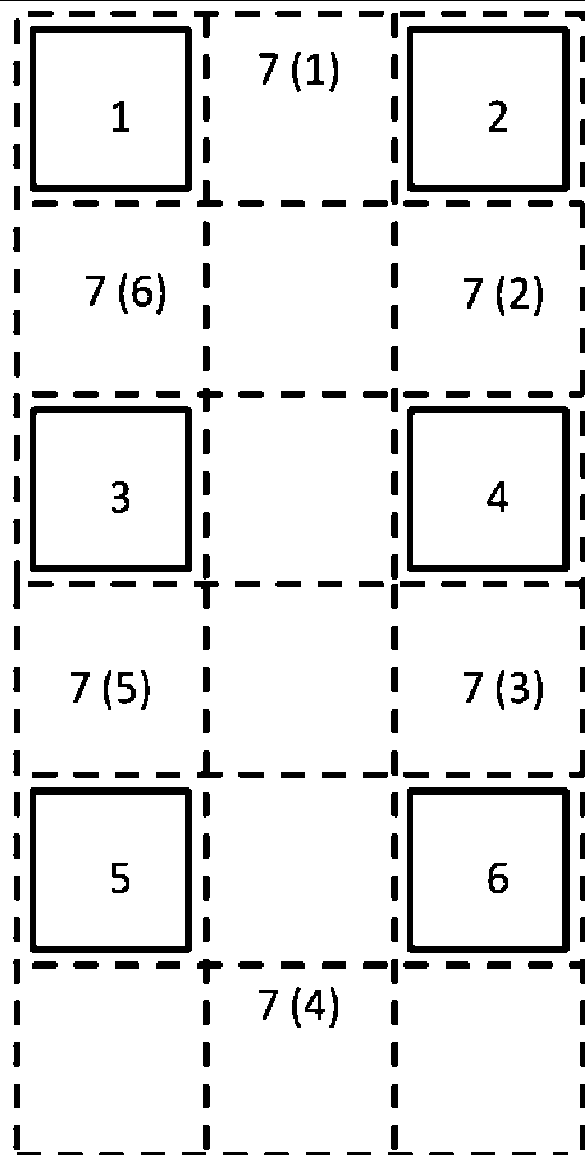
- This encounter takes place in an urban area.

FORCES

- You can use all or part of your gang.
- You will be facing the Military convoy from page 29. It is fully loaded with supplies and heading back to the safe zone.

GANGERS – AMBUSH MAP

The following map is based on a 6x3 foot table with each foot outlined by the dashed lines.



- (1) – Building.
- (2) – Building.
- (3) – Building.
- (4) – Building.
- (5) – Building.
- (6) – Building.
- (7) – Random encounter entry points with the number in parenthesis the result of a 1d6 roll.

DEPLOYMENT

- You can set up anywhere on the board.
- The convoy will enter at 7 (1) and must exit at 7 (4). It will be traveling at 12" per turn.

SPECIAL INSTRUCTIONS

- The board is empty to start.
- Zombies are generated by gunfire and noise as explained on pages 28 and 29 of the ATZ rules.
- You have access to a sedan, SUV, and a RV to use as desired. See page 25 of the ATZ rule book for details.

SURVIVORS

As society fell apart the Survivors fled from the cities. Some were well prepared but many were not. Some found salvation but many found hostile residents in the rural areas not willing or able to share their food and supplies. But it was better than staying in the cities. Wasn't it?

EXODUS

Large parts of the city have been quarantined and you've seen army troops being deployed. Gangs are starting to roam the streets and we're not even talking about the zombies! It's time to go.

You have to gather your loved ones and belongings and get out of the city before it's too late.

- Victory in the scenario is based upon getting out of town with whatever and whomever you can.

AREA

- This encounter takes place in an urban area.

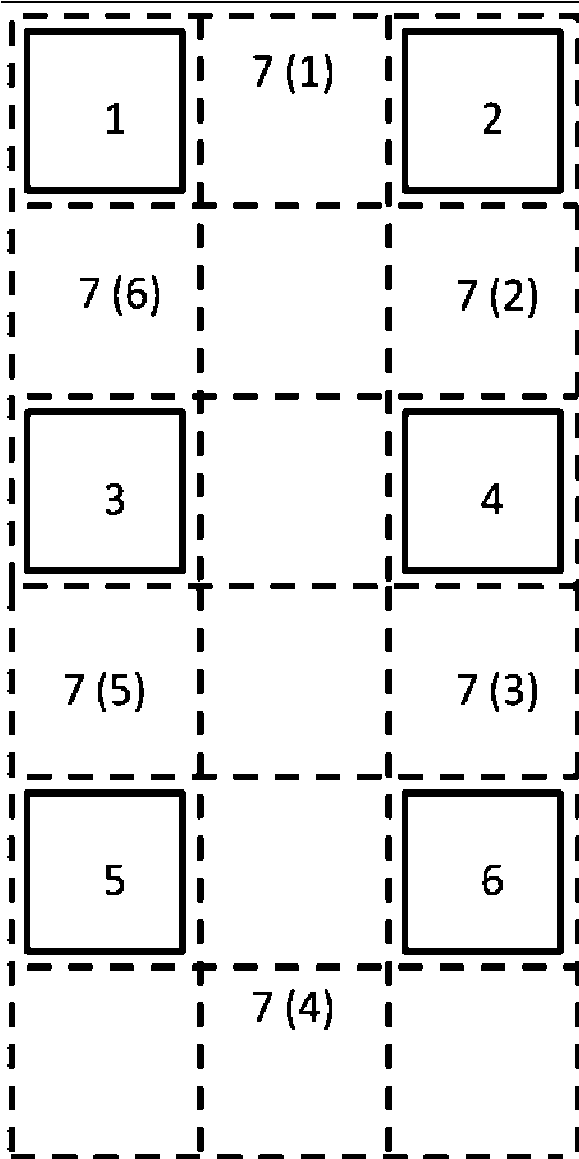
FORCES

- You can start off alone or with others. I recommend using your current social situation as a base or the results of the Day One scenario for the ATZ rule book.
- Your primary enemies will be humans.

SURVIVORS – EXODUS MAP

The following map is based on a 6x3 foot table with each foot outlined by the dashed lines.

HAVEN



- (1) – Building.
- (2) – Building.
- (3) – Building.
- (4) – Building.
- (5) – Building.
- (6) – Building.
- (7) – Random encounter entry points with the number in parenthesis the result of a 1d6 roll.

DEPLOYMENT

- You can enter either at 7 (1) or 7 (4). You must exit at the opposite point that you entered, then reenter the table and exit from the point you originally started from.

- The table is packed with people. See the section on Special Instructions.
- Enemy humans are deployed as per the Special Instructions in this section.

SPECIAL INSTRUCTIONS

- It is recommended that this scenario be played immediately after you have played the Day One scenario on page 62 of the ATZ rules.
- Zombies are generated by gunfire and noise as explained on pages 28 and 29 of the ATZ rules.
- Once you have determined from where you will enter it is time to deploy all the *obstacles* in your path. To do this, use the following procedure.
 - Roll 2d6 for each one foot square street, not building, on the table and place the corresponding Obstacle from the Obstacle Table on that spot.

2

OBSTACLE TABLE

*(Taken prior to the start of the scenario)
Some results require an additional 1d6 roll*

#	RESULT
2	Sniper
3	Looters
4	Fire
5	Zombie
6	Civilians
7 (1-3)	Dazed Civilians
7 (4-6)	Zombie Horde
8	Lost children
9	Moving Vehicle
10	Gangers
11	Barking Dog
12	News Media

OBSTACLE DESCRIPTIONS

Barking dog – A barking dog is placed in the center of the section and moves 3d6” directly towards the opposite table edge. There are 1d6 zombies behind the dog giving chase. Each zombie is 1d6” behind the dog.

Civilians – 1d6 Civilians are placed in the section and will head for the opposite table edge. Use the Civilians List on page 25. They are all unarmed.

Dazed Civilians – Civilians that for the most part are overwhelmed by events and drift along waiting for

HAVEN

help and order from the authorities. 2d6 Civilians are placed on the section and head for the opposite table edge.

DAZED		
#	TYPE	REP
2 or 3	Survivor	4
4 to 6	Civilian	3
7 to 12	Basket Case	2

- Survivor will test Reactions as Civilian until confronted by zombies then will revert to Survivor.
- Civilians act as normal Civilians.
- Basket Case will remain in place and must be rallied every turn to move until they reach the evacuation point. Will scream if see zombies within 12" counting as if 6 shots for attracting more until rallied.

Fire – Roll 1d6 to determine which building has caught fire

A fire truck is 12" away from the burning building and spraying the building with water. After 1d6 turns of activation it will trigger a sniper. See the Sniper encounter.

- For the next three activations 1/2d6 Civilians will appear in the building that is on fire. When active they exit the building and enter the street.

Gangers – A SUV (see page 25 in the ATZ rules for info) is placed on this section. It moves until it comes within 12" of any human. The driver honks the horn and waves while the passenger behind him rolls down the window and points a shotgun. The Ganger will attempt to rob that person using the Robbery Table on page 39.

The driver is a Rep 4 Ganger armed with a BAP and the passenger is a Rep4 Ganger with a shotgun. There is another Rep 3 Ganger with a pistol in the front passenger side. They will confront the civilians with the intent of disabling them and taking their valuables.

Looters – A group of 3+1d6 Looters are placed in this section.

LOOTERS			
#	TYPE	REP	WEAPON
2 or 3	Ring Leader	4	Semi-automatic rifle
4 to 6	Looter	3	BAP(1-2) or Pistol (3-6)
7 to 9	Punk	2	Improvised two hand weapon
11 or 12	Smaller punk	2	Unarmed

They will move towards the nearest Civilian and try to rob them. Both groups immediately take the Robbery Test.

REP	"ROBBERY!" (Counting successes)
+2d6 if robbing figure +1d6 for each armed figure more than the other side	
Each die score of 1, 2, or 3 = Success Each die score of 4, 5, or 6 = Failure	
Discard all failures and keep rolling.	

# OF SUCCESSES	ROBBER	VICTIM
Score two or more successes than the other side.	Victim hands over their valuables and weapons.	If armed go to Draw Down Table on page 38. In unarmed charge the robber who takes a Being Charged test or draws.
Score one more success than the other side.	Victim hands over their valuables and weapons.	Victim flees as handled by the Breaking Off Melee section on page 22 of the ATZ rule book.
Both groups score zero successes.	Victim argues and hesitates. Re-take test when either group next activates.	Victim argues and hesitates. Re-take test when either group next activates.

If there are not any Civilians the looters will move to the nearest building and enter. They will exit whenever any Civilians enter the table, from the same entry point that the Looters entered, and attempt to rob them

HAVEN

Lost Children – 1/2d6 children enter the table and head towards the evacuation point. They are of varying ages and Reps that may (1-4) or may not (5-6) be siblings. If siblings they will scream if they are ever separated by a distance of 2” or more or if they cannot see each other. Their screaming counts as if 3 shots for attracting zombies.

LOST CHILDREN		
#	TYPE	REP
2 or 3	Big kid	3
4 to 6	Littler one	3
7 to 12	Small child	2

- **Big kid** functions like a normal Civilian.
- **Littler one** will move 2” slower than normal. Will scream if see zombies within 12” counting as if 3 shots for attracting more until Rallied.
- **Small child** will move 3” slower than normal. Will scream if see zombies within 12” counting as if 3 shots for attracting more. Continues screaming until cannot see any zombies that are still alive.

Med Staff – 1/2d6 dedicated members of a medical staff enter the table with patients and are heading towards the evacuation point. They are trying to evacuate ill, injured, mentally incompetent, or elderly patients. There are twice as many patients as staff.

MED STAFF		
#	TYPE	REP
2 or 3	Doctor	5
4 to 6	Nurse	4
7 to 12	Medical assistant	3

- React as Civilians.

PATIENTS		
#	TYPE	REP
2 or 3	Ill	3
4 to 6	Elderly	2
7 to 9	Mentally incompetent	2
10 to 12	Injured	3

- **Ill and elderly** can only move at normal movement.
- **Mentally incompetent** will scream if see zombies within 12” counting as if 6 shots for attracting more. Can move normally.
- **Injured** patients count as Out for the Fight and must be helped along as covered in the

Retrieving Wounded section on page 22 of the ATZ rules.

- **Ill and injured** patients are allowed to possibly recover outlined in the Recovery section on page 22 of the ATZ rules.

Moving vehicle - A sedan (see page 25 in the ATZ rules for info) enters the table. It has two Civilians inside. A Rep 4 male is driving and a Rep 3 female is in the front passenger side. They are heading to the opposite side of the table.

News Media – A television news crew enters the table. They are intent on getting the story of a lifetime and winning a Pulitzer Prize. They will interview every soldier and Civilian in sight. Remember, *if it bleeds it leads* so they are not afraid to get that close up or quote. There will be an Anchor (1-2) or a Reporter (3-6) and a Cameraman. Roll on the *Media Table* to see who they are then re-roll to see if they are armed. Media are considered to be Survivors for reactions.

MEDIA				
#	ANCHOR	REPORTER	CAMERAMAN	WEAPON
2 or 3	Rep 5	Rep 5	Rep 5	unarmed
4 to 6	Rep 4	Rep 5	Rep 5	unarmed
7 or 8	Rep 4	Rep 4	Rep 5	unarmed
9 or 10	Rep 4	Rep 3	Rep 4	Pistol
11 to 12	Rep 3	Rep 3	Rep 4	BAP

Here’s how they work. For a change of pace players are encouraged to play a news team once in awhile.

Interviews – Reporters and anchors will try to interview people. To do this the interviewer must be active and within 1” of the interviewee. Both characters then roll on the *Interview Table*.

HAVEN

REP	INTERVIEW (Counting successes)
	+2d6 if Military or Government official +2d6 if interviewing during a press release +2d6 if witnessed a violent crime +1d6 if anchor +1d6 if female interviewer and male interviewee +1d6 if witnessed a petty crime
	Each die score of 1, 2, or 3 = Success Each die score of 4, 5, or 6 = Failure
	Discard all failures and keep rolling.

REP	CAMERA (Counting successes)
	Each die score of 1, 2, or 3 = Success Each die score of 4, 5, or 6 = Failure
	Roll only once per photo opportunity.

# OF SUCCESSSES	RESULT
3+	Usable footage or photo. If taken at 3" or less then will count double.
2	Usable footage or photo.
1	<ul style="list-style-type: none"> If taken in reaction, at Night Time if outdoors, or while moving the footage or photo is worthless. Otherwise count as usable footage or photo.
0	Crap! Out of film or tape. If three "sixes" were rolled the camera malfunctions and cannot be used or repaired.

# OF SUCCESSSES	INTERVIEWER	INTERVIEWEE
Score two or more successes than the other side.	Got a <i>good interview!</i> Count as two <i>interview points</i> .	Interviewee knocks interviewer to the ground. Take Recover From Knock Down Test.
Score one more success than the other side.	Got a <i>usable interview.</i> Count as one <i>interview point</i> .	Interviewee strictly "no comment" and refuses to take questions.
Both groups score zero successes.	Nothing worth repeating. Won't even make the front page or the local news.	Nothing worth repeating. Won't even make the front page or the local news.

To have a successful encounter as outlined on page 61 of the ATZ rules the interviewer must accumulate twice as many interview points as their current Rep and did not receive a result of Out of the Fight or Hunker Down.

Footage and Photos – Cameramen try to shoot usable footage or photos. Here's how it's done.

1 – You may only take one picture/minute of video when active.

2 – You may take as much footage or photos as you can subject to a Reaction Test. When taking a Reaction Test the cameraman will count his camera as if it were a ranged weapon. A result of *fire* means that a picture is being taken. Cameramen may use a weapon or a camera but not both.

3 – When taking a picture the cameraman will roll on the Camera Table.

To have a successful encounter as outlined on page 61 of the ATZ rules the cameraman must have taken two minutes of usable footage or two photos per point of their current Rep and did not receive a result of Out of the Fight or Hunker Down.

Sniper – The sniper is armed with a Bolt Action Rifle. He will fire once. On a score of 6 he has hit the target. He will then disappear. He will target any person at random.

Zombie – A lone zombie enters the table.

Zombie Horde – 2d6 zombies enter the table. Each zombie will move 2d6" directly towards the evacuation point or towards the closest visible human.

NOWHERE NEVADA

You left the city weeks ago and headed for the country. Small communities of like-minded survivors have sprung up out there and you've encountered one of them.

Welcome to Nowhere Nevada.

You and your loved ones, if any, have found other survivors. Your objective is to make it work and get the most out of it that you can, whatever that may be!

- No victory condition. Just use this as a base to recruit, trade, etc. if you like.

AREA

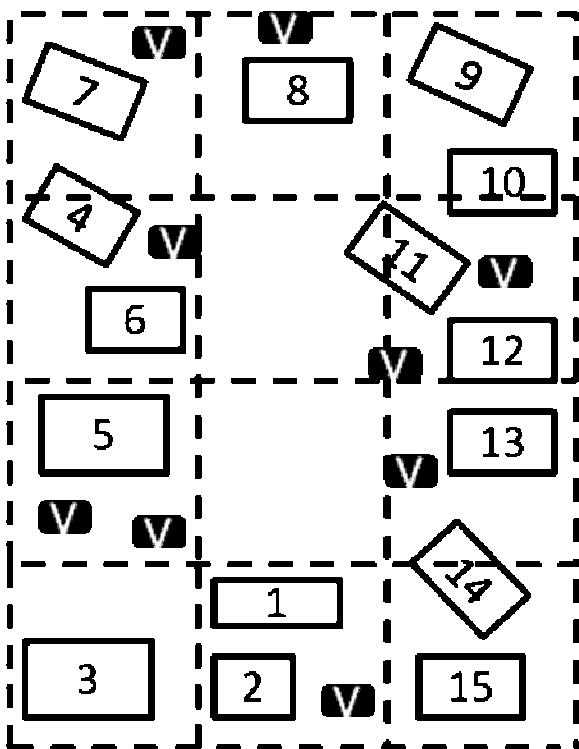
- This encounter takes place in a rural area.

FORCES

- You can use as much of your group as desired.
- Your can be confronted by anything.

SURVIVORS – NOWHERE NEVADA MAP

The following map is based on a 4x3 foot table with each foot outlined by the dashed lines.



(1) – Diner. A place where you can get a home cooked meal at a reasonable price.

(2) – Green house. The community green house.

(3) – Garden. The community garden where each household has a small space.

(4) – Gas station. Not so much a gas station as a workshop for vehicle repair.

(5) – Storage. This building is where the community keeps their shared supplies and resources.

(6) – Post office. Used mainly as a meeting hall and school for the children.

(7) – Trailer. It is occupied by the Howell family.

(8) – Trailer. It is occupied by the Zigwall family.

(9) – Trailer. It is currently vacant.

(10) – Trailer. It is occupied by the Sanchez family.

(11) – Trailer. It is occupied by the Montclair family.

(12) – Trailer. It is occupied by the Lewis & Hendrix extended family.

(13) – Trailer. It is occupied by the Matt the gardener.

(14) – Trailer. It is occupied by the Brown family.

(15) – Trailer. It is currently vacant.

DEPLOYMENT

- Not necessary.

SPECIAL INSTRUCTIONS

- Zombies are generated by gunfire and noise as explained on pages 28 and 29 of the ATZ rules.
- Use the following procedure to determine how you fit into the community.
 - You will make a first impression by using the *Who You Meet* and *First Contact Tables* and learn how you fit in the big picture at Nowhere NV.

HAVEN

FIRST CONTACT

Roll 2d6 on the *Who You Meet Table* to determine who you meet first when you enter Nowhere NV. Then go to the *First Contact Table* to see where you fit into the community... or not.

2 WHO YOU MEET (The first time you encounter Nowhere NV)

#	RESULT
2	Kid – Roll 1D6 on the Kid Table
3	Maria
4	Matt
5	Darrell
6	Ully
7	Aaron
8	Tonya
9	Inez
10	Kat
11	Olivia
12	RaNae

1 KID TABLE (Use when you have run into one of the children)

#	RESULT
1	Jose
2	Henry
3	Jason
4	Dulce
5	Stepho
6	Stepho

When you have met a child he or she will take you to their home to meet their highest Rep parent.

REP	FIRST CONTACT (Counting successes)
	+1d6 if you have a female in your group. +1d6 if you have a child in your group. -1d6 if you're Military and still in uniform -2d6 if you're a Ganger
	Each die score of 1, 2, or 3 = Success Each die score of 4, 5, or 6 = Failure

# OF SUCCESSES	RESULT
Player scores more successes.	If you've met Aaron then welcome home! You can choose either trailer number nine or fifteen to live in. Go to the Joining the Community section on page 50. Otherwise Aaron will be summoned and you need to take the First Contact Test again versus him.
Player scores fewer successes.	If you've met Aaron then he will tell you there's no room for you here but you can Barter For Resources as outlined on page 54 of the ATZ rules as often as you desire. Otherwise Aaron will be summoned and you need to take the First Contact Test again versus him but at a -1d6 penalty.
Both sides score same number of successes.	If you've met Aaron then you must take the test again. Otherwise Aaron will be summoned and you need to take the First Contact Test again versus him.

JOINING THE COMMUNITY

If you've been accepted by the locals you will enjoy the following perks.

- You can Barter For Resources as outlined on page 54 of the ATZ rules as often as you desire and are guaranteed to count as scoring two or more successes than the other side. Just go visit Aaron at the Storage building (#5) when you like. Any bartering between other members is done normally.
- The folks in Nowhere NV are your friends and will defend you if need be but only in town or if they have been recruited for an encounter. They expect the same in return.

HAVEN

- You may be able to recruit members of the town to accompany you when you go on an encounter. First roll on the *Where Is Everybody Table* on page 55 to see who may be available to go. Then use the following *Recruiting Table* to determine if that character will accompany you. See the section called *Stars and Grunts* on page 4 before recruiting. You may only attempt to recruit the same character once a month.

REP

RECRUITING

(Counting successes)

+1d6 if you're a Born Leader
 +1d6 if you have successfully recruited this person before.
 +1d6 if you have successfully recruited this person before AND it was a successful encounter for that person.
 -1d6 if you have recruited this person before and it was not a successful encounter for that person.

Each die score of 1, 2, or 3 = Success
 Each die score of 4, 5, or 6 = Failure

Discard all failures and keep rolling.

# OF SUCCESSES	RESULT
Player scores more successes.	Player will accompany you.
Player scores fewer successes.	Character is unavailable to be recruited.
Both sides score zero successes.	Character will accompany you only if they are paid one resource in advance.

But with perks also comes responsibilities.

- You are expected to defend the community and its members at all times.
- Any violence directed towards a member will result in banishment (1-3) or death (4-6).
- Any disputes between you and the members can result in punishment decided by a vote of the members but will be short of death.
- Ten percent of all resources that you find outside of town, with a minimum of one, must be paid to the community. They may be of your choice.
- Whomever you recruit to help on an encounter is entitled to keep whatever they find and if they do not find anything and you do, they must receive one resource of your choice in compensation, even if they have received a resource from you prior to the encounter.

CITIZENS OF NOWHERE NV

Here's a rundown of the people that live in Nowhere NV.

TYPE

This defines the sex and age of the character.

M = Male F = Female

C = Child T = Teen

Y = Young MA = Mature O = Old

HOWELL			
NAME	TYPE	REP	WEAPON
George	M/MA	3	Semi-automatic rifle
Claudia	F/MA	3	Semi-automatic rifle
Penny	F/T	3	Pistol
Jason	M/C	2	Unarmed

MISC. INFO - HOWELL

Claudia works in the Gas Station (#4). She is a mechanic and will count as a Rep 4 when taking mechanic related Challenges as outlined on page 51 of the ATZ rule book. The rest of the family is occupied with their day to day activities. Neither Claudia nor George likes to go on encounters so both will count as Rep 5 when recruited. They own an SUV (#7) and have the following personal resources.

- 7 Fuel
- 10 Food
- 1 Med supplies
- 3 Luxury Items.

They live in building #7.

HAVEN

ZIGWALL			
NAME	TYPE	REP	WEAPON
Aaron	M/MA	5	A Rifle & BA Pistol
RaNae	F/MA	4	BA Pistol

MISC. INFO - ZIGWALL

Aaron runs the Storage building (# 5) and is in charge of the community's resources. He's also the unofficial leader of the town. RaNae is occupied with her day to day activities but likes to go on encounters out of town so will count as a Rep 3 when being recruited. They own a pickup (#8) and have the following personal resources.

- 6 Fuel
- 3 Food

They live in building #8.

SANCHEZ			
NAME	TYPE	REP	WEAPON
Ully	M/MA	5	SA Rifle & BA Pistol
Inez	F/MA	4	Shotgun & Pistol
Maria	F/T	3	Pistol
Dulce	F/C	2	Unarmed
Jose	M/C	2	Unarmed

MISC. INFO - SANCHEZ

Ully (U-lee) and Inez have three children and spend most of their time with their day to day activities. Ully is always good to go on an encounter so will count as a Rep 2 when being recruited. The oldest daughter Maria wants to move out but Dad says that she isn't ready yet. Maria also likes to go on encounters but will only go if Ully goes. So if you recruit Ully you can ask Maria. They own an RV (between # 10 and #12) and have the following personal resources.

- 12 Fuel
- 9 Food
- 2 Med supplies
- 1 Luxury item

They live in building #10.

MONTCLAIRE			
NAME	TYPE	REP	WEAPON
Tonya	F/MA	5	A Rifle & BA Pistol
Stepho	M/C	3	BA Rifle

MISC. INFO - MONTCLAIRE

Tonya and Stepho showed up in Nowhere NV just recently and not much is known about them. Tonya will automatically go on encounters if she's paid one resource up front. Stepho is a twelve year old that can handle his rifle. He's not ready to be recruited yet but will actively defend Tonya and the town. They own a pickup (next to #4) and have the following personal resources.

- 6 Fuel
- 9 Food
- 1 Med supplies
- 1 Luxury item

They live in building #11.

LEWIS & HENDRIX			
NAME	TYPE	REP	WEAPON
Kat Hendrix	F/Y	4	Shotgun & Pistol
Francis Lewis	F/O	3	BA Rifle
Edgar Lewis	M/T	3	BA Pistol
Henry Lewis	M/C	2	Unarmed

MISC. INFO – LEWIS & HENDRIX

Francis is the young grandmother of Edgar and Henry. Kat found them on the road as she was heading out and picked them up. Kat and Edgar will automatically go on encounters if recruited. Francis teaches school for the six children of the town at the Post Office (building #6). Kat owns an SUV (next to #12) and they have the combined the following resources.

- 5 Fuel
- 8 Food
- 1 Med supplies

They live in building #12.

MATT			
NAME	TYPE	REP	WEAPON
Matt	M/Y	4	Shotgun & Pistol

MISC. INFO – MATT

Matt is the community gardener. Matt's kind of a quiet fellow and prefers to tend his garden and the green house. Matt built the greenhouse and two thirds of it is used for growing food for the town. The other third Matt uses to grow *luxury items* of tobacco and the like. No one knows Matt's last name. Matt owns a motorcycle (next to #13) and has the following personal resources.

- 1 Fuel
- 3 Food
- 7 Luxury items

He lives in building #13.

BROWN			
NAME	TYPE	REP	WEAPON
Darrell	M/MA	4	Shotgun & Pistol
Olivia	F/Y	4	BA Pistol
Quincy	M/T	3	Machine Pistol

MISC. INFO – BROWN

Darrell is the owner and cook of Darrell's Diner. Darrell, Olivia, and Quincy showed up in Nowhere NV with the diner in tow. Seems they made a living with it before the outbreak and Darrell figures "People always gotta eat," so why change now? Olivia waits tables in the diner (seats twelve) and Quincy helps out as needed. Darrell and Olivia aren't about to go out looking for trouble but Quincy is good with it and can be recruited. Darrell owns an SUV (between #2 and #15) and they have the following personal resources.

- 8 Fuel
- 15 Food
- 3 Luxury items

They live in building #14.

COMMUNITY RESOURCES

Here's an inventory of the resources that are in the Storage building (#5). They can be bartered for as outlined previously and all contributions will be added here. Be sure to adjust the inventory when needed.

Community Resources

TYPE	CURRENT INVENTORY
Assault Rifles	1
BA Pistol	5
Body Armor	1
Bolt Action Rifle	4
Food	47
Fuel	21(1)
Keys	2 *
Luxury Items	0
Machine Pistols	3
Medical Supplies	5
Melee Weapon (1 hand)	3
Melee Weapon (2 hand)	2
Pistols	12
Semi-Automatic Rifle	3
Shotguns	4
Submachine Gun	1
The "Cure"	0

(1) Actually in the Gas Station (#4).

* To the ATV and pickup next to building #5.

PASSING TIME IN NOWHERE NV

Once you become a resident, Nowhere NV can be used as a base as explained on page 49 of the ATZ rules. Nowhere NV is a rural area. As such there is a chance for one encounter per month. See the section called *Time in the Campaign* on page 53 of the ATZ rules for more info. There may be times when you decide to stay in town instead of going out. In these cases roll 2d6 and consult the following *Random Encounter Table* and carry out the results.

2 RANDOM ENCOUNTER TABLE

(Taken whenever you choose to stay in town)

#	RESULT
2	Med Staff
3	Looters
4	Raid
5	Zombies
6	Survivors
7	Survivors
8	Survivors
9	Zombies
10	Zombies
11	Raid
12	Looters

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ENCOUNTER DESCRIPTIONS

Survivors – You do not need to set up Nowhere NV for this encounter. Occurs in the daytime (1-4) or Evening (5-6).

There will be 1d6 Survivors that may (1-3) or may not (4-6) have been to Nowhere NV before.

If they have been there before they will attempt to barter by using the *Barter Table* on page 55 of the ATZ rule book.

If they have not been to Nowhere NV before then they will use the *First Contact* procedure, found on page 50, just like you did.

Survivors are generated by using the list on page 8 of the ATZ rule book. Each Survivor is allowed five rolls on the *Resource Table* on page 48 of the ATZ rule book. They will have an SUV (1-2), pickup (3-4), sedan (5), or no vehicle (6). Any vehicle will be off the table as they decided to walk in quietly.

Looters – You will need to set up Nowhere NV for this encounter. Occurs in the daytime (1-3) or Evening (4-6).

A group of 1+1d6 Looters enters the table. They have parked their vehicles off the table and are trying to sneak in. They will try to enter the nearest building and take any resources that are inside. Be sure to read the section called *Encumbrance* on page 49 in the ATZ rule book.

LOOTERS			
RECRUIT	TYPE	REP	WEAPON
2 or 3	Ring Leader	4	Semi-automatic rifle
4 to 6	Looter	3	BAP(1-2) or Pistol (3-6)
7 to 9	Punk	2	Improvised two hand weapon
11 or 12	Smaller punk	2	Unarmed

If they meet any residents inside the building the resident will respond as determined from the *Awareness Test* on page 56.

Med Staff – You do not need to set up Nowhere NV for this encounter. Occurs in the daytime (1-5) or Evening (6).

1/2d6 dedicated medical staffers enter the table with patients and are looking for aid. Their vehicle has broken down and they have headed off on foot. They are trying to care for ill, injured, mentally incompetent, or elderly patients. There are twice as many patients as staff.

MED STAFF		
#	TYPE	REP
2 or 3	Doctor	5
4 to 6	Experienced nurse	4
7 to 12	Medical assistant	3

- All will react as Civilians.

PATIENTS		
#	TYPE	REP
2 or 3	Ill	3
4 to 6	Elderly	2
7 to 9	Mentally incompetent	2
10 to 12	Injured	3

- Ill and elderly can only move at normal movement.
- Mentally incompetent will scream if see zombies within 12" counting as if 6 shots for attracting more. Can move normally.
- Injured patients count as Out for the Fight and must be helped along as covered in the *Retrieving Wounded* section on page 22 of the ATZ rules.
- Ill and injured patients are allowed to possibly recover outlined in the *Recovery* section on page 22 of the ATZ rules.
- This encounter is only available once. If it rolled a second time then simply re-roll.

Raid – You will need to set up Nowhere NV for this encounter. Occurs in the Daytime (1-3), Evening (4-5) or Pre-Dawn (6).

This is a Raid encounter as outlined on page 41 of the ATZ rule book. Here are the particulars of the Raid.

Area

- Nowhere NV is considered a rural area.

Forces

- Set up Nowhere NV to determine your forces. The enemy forces are determined by rolling on the *Raid: Who They Are Table* on page 41 of the ATZ rule book.
- Use the appropriate list from pages 8 or 9 of the ATZ rule book.
- There will be 3 + 1/2d6 enemy characters.

Deployment

- Your personal party will start where you like on the table.
- The residents will start determined by the *Where Is Everybody Table* on page 55.
- The enemy will enter as determined by using the *Where Do They Come From* section on page 55. They will either come in on foot (1-4), in which case the Awareness Test on page 56 is taken, or via vehicles (5-6), in which case they activate first and the residents will take their In Sights normally.

Special Instructions

- No zombies start on the table but can be attracted by noise and gunfire as per page 29 of the ATZ rule book.

Zombies – You will need to set up *Nowhere NV* for this encounter. Occurs in the daytime (1-2) or Evening (3-6).

1d6 zombies enter the table. Each zombie will move 3" onto the table then activate normally.

SETTING UP NOWHERE NV

After you have determined that an encounter will take place it may be necessary to set up all or part of *Nowhere NV*.

After you have laid out the buildings and vehicles you must find out where the residents are. This is done by consulting the *Where Is Everybody Table* on page 55. This may require you to roll an additional 1d6 in some circumstances.

Gone – On this score the character is not in town.

Day part - Be sure to check the correct day part to determine where the character is located.

Inside or Outside –

- In the Daytime there is a chance (1-3) that the character may be outside and near the location instead of in it.
- In the Evening there is a chance (1) that the character may be outside and near the location instead of in it.
- In the Night Time and Pre-Dawn there is no chance of the character being outside of their location.

WHERE IS EVERYBODY?

	PERSON GONE			NIGHT TIME & PRE-DAWN
		DAYTIME	EVENING	
Aaron	1	#5	#8	#8
Claudia	x	#4	(1 - 2) = #4 (3 - 6) = #7	#7
Darrell	x	#1	(1 - 2) = #1 (3 - 6) = #14	#14
Dulce	x	#6	#10	#10
Edgar	1	(1) = #1 (2 - 6) = #12	(1 - 2) = #10 (3 - 6) = #12	#12
Francis	x	#6	#12	#12
George	x	(1 - 2) = #3 (3 - 6) = #7	#7	#7
Henry	x	#6	#12	#12
Inez	x	(1 - 2) = #3 (3 - 6) = #10	#10	#10
Jason	x	#6	#7	#7
Jose	x	#6	#10	#10
Kat	1 - 3	(1 - 2) = #1 (3) = #2 (4 - 6) = #13	(1) = #13 (2 - 6) = #12	#12
Maria	1	(1 - 2) = #1 (3) = #3 (4 - 6) = #10	#10	#10
Matt	x	(1) = #1 (2 - 3) = #3 (4 - 6) = #2	(1 - 3) = #2 (4 - 6) = #13	#13
Olivia	X	#1	(1 - 2) = #1 (3 - 6) = #14	#14
Penny	x	(1 - 2) = #1 (3) = #3 (4 - 6) = #7	#7	#7
Quincy	1 - 2	(1 - 5) = #1 (6) = #14	#14	#14
RaNae	1 - 2	(1 - 3) = #5 (4) = #3 (5 - 6) = #8	#8	#8
Stepho	x	#6	#11	#11
Tonya	1 - 2	(1) = #1 (2 - 3) = #3 (4 - 6) = #11	#11	#11
Ully	1 - 2	(1 - 2) = #1 (3) = #4 (4 - 6) = #10	#10	#10

WHERE DO THEY COME FROM?

For some encounters it may be necessary to determine where the enemy will enter the table. Rolling 2d6 will determine this. Roll 2d6 and total the scores. Count that many squares going clockwise, starting with the upper left hand square of the map where building #7 is. This is the entry point to the town.

HAVEN

Example – I roll 2d6 and score a seven. Starting with the square with building #7 in it I count seven squares and end at the square occupied by buildings #1 and #2.

It is possible to go completely around the table and never count the interior squares at the center of the town.

STATE OF AWARENESS

The residents in Nowhere NV are busy going about their everyday lives. Maybe they are alert or maybe they are not. Whenever a resident sees an enemy for the *first time* during the scenario he rolls 2d6 on the *Awareness Table* to see if his In Sight test will be affected. For this encounter, this test replaces the *Awareness Table* on page 42 of the ATZ rule book. Once shots have been fired begins or if a resident sounds the alarm all residents will take their In Sights normally. To sound the alarm a resident must fire a shot or shout out when active.

2	AWARENESS
	<i>(Taken first time a character sees an enemy)</i>
+1 to Rep if in Daytime	
-1 to Rep if Pre-Dawn	
-2 to Rep if Night Time	

# D6 PASSED	RESULT
2	In Sight taken normally.
1	In Sight taken at -1 to Rep.
0	No In Sight taken.

ARMED OR UNARMED

When encountered outside the residents of Nowhere NV will always be carrying their weapon. Their weapons will be holstered or slung and it will usually take one turn of activation to draw them. However, in an emergency they can draw them as outlined on the *Draw Down Table* on page 38.

When encountered inside there is a chance (1-3) that their weapon is on their person and a chance (4-6) that it is not. If armed they can use the previous procedure. If not they will spend one turn of activation reaching their weapon but may not fire while doing so. After the activation they may fire normally.

Anytime shots are fired or the alarm has been sounded all residents are considered to have drawn weapons.

DESIGNER NOTES

Haven is the second book of the ATZ Better Dead Than Zed series. It's a major step towards building a complete zombie world.

Haven is an intense book. You will soon come to realize that there will be times when you *cannot* win. Let me repeat that, *there will be times when you cannot win.*

That's how it should be because IMHO when the outbreak comes everyone loses. But how bad you lose is up to you. Maybe the best way to look at it is playing Haven is good practice for the real game...an ATZ campaign.

Just because you are a Rep 5 Star character doesn't mean you're a Rep 5 player. *There really is a difference.* I can tell you repeatedly what to do but until you actually experience it you will never learn it.

The scenarios can be played over and over and will always deliver you different results. But where Haven really shines is by giving you an environment to campaign in. Nowhere NV is a complete base for your use. Whether you become a resident or just visit to barter Nowhere NV is a living town. You will get out of it what you put into it.

If you choose to be a Ganger instead of a Survivor, that's not a problem. Just use any of the city maps instead of the Nowhere NV map and transplant the residents into the buildings. Just be sure to use the Ganger Reaction Tests instead of the Survivor Reaction Tests and it's all good.

So this should give you a pretty good start and hopefully hours of fun. Enjoy and watch for the black helicopters. I think I hear them now!

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SEND IN THE ARMY

Humanity is making a comeback!

Z-Day took mankind by surprise and for a long time there's been no sign of resistance. But now rumors of safe zones are spreading through the land. They say the military has taken back large areas and local radio broadcasts are urging survivors to head to these safe havens.

But not everyone wants to go.

Groups of survivors have their own "safe" areas under their control. They are self-sufficient and doing okay. Not great, but okay. And they like their new found freedom and look forward to finding like-minded recruits. They're making the best of a bad situation.

But they're not alone. Gangs of lawless people have their own areas under control. These gangs patrol the highways looking for loot, prey, and in some cases new recruits. They like things just the way they are.

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MILITARY - We allow you to command military units by introducing you to better weapons, new equipment, and a list of missions for you to play. It's time to kill some Zombies and pacify the area.

SURVIVOR - We provide you with Nowhere Nevada, a self-sufficient community that you can explore, trade, and perhaps recruit from it.

GANGER – We give you a ready made gang, place to live, and opportunities to grow your power.

It's all up to you...

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