All Things Zombie

"All about real life in an unreal world."

By Ed Teixeira

ALL THINGS ZOMBIE

PROLOGUE

He was two minutes away from death and didn't know it. No matter how fast, no matter how far, he couldn't evade them. They were slow of foot and in a fair race they wouldn't stand a chance but no one said life's fair. The pain worsened with every step, with every cold breath he took. But he had to keep running…

He turned into the wet alley illuminated by moonlight. He saw a door and stopped, grabbing the dumpster for support. It was almost unbearable now, the pain in his thigh. They were getting closer and he could hear them. The low moans and scraping of soulless feet as they shuffled towards him, always towards him.

He grabbed the knob and turned. Locked. In desperation he pounded with his fists to no avail. He turned and saw them coming closer. Ten or twenty it didn't matter. It was too many to fight and no room to run. He could smell them now, the decaying flesh bit through the air as they came closer. He leaned backwards deeper into the door wishing he could somehow pass through. He reached into his waistband and pulled out his pistol. If he was going to go he was going to go fighting. He raised the weapon, took aim, and….

Suddenly fell backward as the door opened wide, a firm hand grabbing his collar and pulling him in. Before he could recover, the door was slammed shut and a board slipped in place.

"This'll only hold them for a minute," she said. "Let's go!"

He turned around and saw a slim figure slip into the darkness of the hallway and bound for a stairwell. She paused at the landing and looked back. He could see her face clearly, like an angel he would remember later.

The Zombies began to pound on the door. Indefatigable hands pounded against the wooden door wrapped by the incessant moaning of the undead…the hungry undead.

"You coming?"

He ran towards the stairs with little time to spare. The door began to splinter then crack as rotting flesh and bony arms wedged their way inside. With a collective groan the Zombies pushed through.

Ling Ying pulled her Mac -10s and opened fire. The sound reverberated in the enclosed space as the bullets ripped into the three lead Zombies. Three heads blew apart spraying rotted flesh into the alley.

"Follow me!" she said as she bounded up the stairs two at a time. He followed her as best he could, feeling the wet and warmth of his bleeding thigh. After a few minutes they had reached the roof. She turned left and ran for the edge.

"Help me! Get the other side of that board!"

He looked at the long wooden plank and together they lifted and placed it on the edge of the roof. With a thud the other end landed on the roof ledge across the alley.

She placed her foot on the end of the plank and started to move but he grabbed her arm.

"What are you, crazy?"

She just laughed and replied, "Zombies can't jump!" She slipped out of his grasp and stepped out onto the plank. Stopping half way she turned around, smiled, and pointed behind him.

He looked over his shoulder and saw the first of the Zombies reaching the roof from the stairs below. He turned back and she was already across. Quickly he put a foot on the end and tentatively took first one step then another as he could hear the unearthly moans getting closer and closer.

Bap, Bap, Bap. Ling Ying fired a short burst at the approaching Zombie the unexpected sound of the machine pistols almost causing him to fall. One, two, three, he made it across just in time as a moaning Zombie had stepped onto the other side. Dropping to her knees Ling Ying grasped the wooden edges and wiggled it quickly. The expressionless Zombie made a sickening sound as it thudded to the wet pavement below. With a shove she pushed the plank from the rooftop edge and it fell to the alley below. The Zombies shambled to the roofs edge but no closer, frustrated by the proximity of the humans yet completely out of reach.

Looking at the mass of walking corpses he asked, "Aren't you going to shoot them?"

She holstered her weapons and replied, "Nope, just draw more of them out. Besides, running low on ammo. C'mon, I know a place we can hold up for the night."

A few minutes later the two were in the relative safety of a two-story building. Ling Ying looked out the window and secure in the knowledge that they hadn't been followed she began to relax.

"What were you doing out at night?" she asked. "Not a smart thing to do, you know."

"Didn't have much choice," he replied. "What are they?"

"What are who?"

"Those…things."

With a quizzical look on her face she asked. "Things? You mean Zombies? You've never seen Zombies before?" she asked incredulously.

He shook his head, only now fully recovered from the shock of his first encounter with the undead. His thigh hurt more now that he was sitting. He straightened up with a soft groan. "They seemed like dead people."

"This is a joke, right? You've never seen a Zombie before," she repeated.

He took a deep breath and shook his head. Closing his eyes he said softly, "No, never." When he opened his eyes he was staring at Ling Ying's twin machine pistols. "What?" he said angrily.

She pointed one of the barrels towards the ground next to his leg. He looked down and saw the

2

small drips of blood that had begun to poll on the floor. He looked back up at her and she wasn't smiling.

"How'd you get hurt?" she said menacingly. "Zombie cut you?"

"No, I fell while climbing a fence. Why?" he said. "And point those guns somewhere else."

She didn't move. "Fence huh? Maybe yes, maybe no. Or maybe a Zombie gave you a little "love tap"."

"So?"

She smirked and shrugged, "You really aren't from around here are you? Everyone knows if a Zombie bites or scratches you it's just a matter of time before…" Her voice trailed off.

"Matter of time for before what?"

"Before you turn, before you become one of them," she said without emotion.

He felt a sudden queasiness in his stomach. "It was a fence, I tell you. If you don't believe me then shoot me now."

"No hurry. You ain't going anywhere. I'll just wait and see what happens. If you're lying there'll be so much pain before you turn you'll be no threat. And if you're telling the truth then I've got a new friend." She smiled a wicked smile. "Personally I don't care one way or the other."

■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■

"JUST ANOTHER ZOMBIE GAME…NOT!"

That's right; ATZ isn't "just another Zombie game". ATZ is *the Zombie game.* ATZ takes you from the beginning of the first Zombie outbreaks through the final apocalyptic time where the Zombies rule.

But you'll find out that Zombies aren't your only enemies. There's the lawless bandits and looters, heck, even the military at times, and sometimes your biggest enemy can be yourself. Just when you think you've figured it out another curve comes your way and next thing you know…chomp, chomp, stick a fork in you, your done!

ATZ provides a changing world to campaign in where first you must survive before you thrive as you try to take the earth back from these soulless creatures. As time passes challenges change as the Zombies tighten their hold on the world. It will take a combination of tactics *and* strategy to succeed. And a little luck won't hurt either!

If you've played Chain Reaction 2.0 the mechanics will be familiar but if you haven't don't worry. ATZ is a stand-alone game, easy to learn and fun to play.

Whether you decide to play it solo or play it as a team with your buddies it doesn't matter…just play!

Be sure to check out the THW Yahoo group linked below!

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

ALL THINGS ZOMBIE

ALL THINGS ZOMBIE

INTRODUCTION

What you have in your hands is *the* premier Zombie game, no; make that *the* premier Zombie *experience*. All Things Zombies allows you to immerse yourself in a world gone mad. A world where the undead thrive and humanity tops the "endangered species list".

Every detail has been covered, from trying to survive to eventually hunting the soulless creatures as you try to make your part of the world safe. On the way you'll also find out that maybe your most dangerous enemies aren't Zombies but perhaps your old neighbors or even your friends. It doesn't matter, as the goal of ATZ is to survive. Survive and rebuild the world, as you knew it except maybe this time with you in charge. ☺

Game mechanics should be familiar to you if you've played any Two Hour Wargames products but even if you haven't you'll see that they are easy to learn and fun to play.

All this has been done without losing the ability to get started almost immediately. Learning the rules will take one or two games but learning sound tactics and strategy will take longer. ATZ is all about real life in an unreal world.

And best of all, you can still use any figures you want. So what are you waiting for?

THE LEAST YOU NEED TO KNOW

Near the end of most sections will be a box called "The Least You Need To Know". This summarizes each section to assist you with getting into the game.

Ed Sez

Wedged in and around the rules will be an "Ed Sez" box with advice on surviving and thriving in ATZ. Lessons of life learned the hard way.

NOTE ABOUT THE RULES

ATZ is a simple set of rules when it comes to the mechanics. However, it can be as detailed and as realistic as you want. Some of the rules are used to "flesh out" the characters while others are required for the mechanics. It is up to you to decide if you choose to delete any rules that you may not like. Because of this there are no "optional" rules. I have included all the rules and recommend that you use them all to provide the best Zombie game there is.

GETTING STARTED: WHERE TO FIND FIGURES AND STUFF

Like all Two Hour Wargames rules you can use any figures from any manufacturer. You may already have figures sitting in the closet that you have used for other rules. If not you can either find them in gaming stores, at conventions, or online. The Miniatures Page (http://theminiaturespage.com/) is a great way to find the web addresses of figure manufacturers.

Finding terrain can be handled the same way or you can build things from scratch. I use "O" scale Plasticville buildings and have found all my stuff on Ebay. This is a good way to find painted figures as well.

But perhaps the best form of guidance will come from joining the Two Hour Wargames Yahoo Group and asking your questions there. The URL is:

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

EQUIPMENT REQUIRED

To play ATZ you will need the following items-

• Two or more six-sided dice (D6), more is better.
• One ruler or measuring device, more is better.
• Any combination of metal, plastic, or paper figures in a consistent scale.

ALL THINGS ZOMBIE

- A flat surface at least 3x3 feet with a 4x4 foot one ideal.
- Material to represent buildings and other terrain features.
- A deck of ordinary playing cards including the Jokers.

Here's a look at what I use when gaming ATZ. Starting from the bottom of the picture there are "dead zombie" markers, chips that are given out each time a zombie is killed, little "directional markers with the number of shots fired and placed in the direction they were shot. These are labeled from 1 to 3. Next are plenty of dice. Cars (I prefer 1/64th size), playing cards, and figures in 25mm scale. I' use a wide variety including zombies and adventurers. Finally I have loads of "O" scale Plasticville buildings from Ebay, painted and with custom signs.

DICE

Sometimes there will be a reference to "passing" dice. If the score on the individual die is equal or less than the target number then the die is said to have "passed". *Example – The player has a Rep of 5. This means that 5 is the target number to determine success. On a roll of 5 or lower the die has passed. On a roll of 6 or higher it has not.* During the game it is possible to pass 2, 1, or 0 dice. This is explained in greater depth elsewhere in the book especially in the section dealing with Reaction Checks.

SCALE AND BASING

The easiest way to mount 25mm figures for ATZ is 1 figure on a 1" square base. Vehicles do not need to be mounted but if they are then use the smallest basing necessary.

You should mount your figure carefully so that it is facing one flat edge. This defines the unit's Front. The opposite base edge is the Rear and the other two sides are the Flanks.

Figures previously mounted for other rule systems will also work. If you have figures mounted on round bases they will work as well. You can also use figures in other scales such as 15mm or 54mm with little if any change in distance.

But remember that like ALL Two Hour Wargames rules you can use any already based figures for ATZ.

QUALIFYING FOR FLANK OR REAR

Being on the flank or rear or shooting to a target's flank or rear depends upon the actual physical location of the attacker.

To qualify as a flank attack the figure must be behind the front facing of the target.

To qualify as a rear attack the figure must be behind the rear facing of the target.

Ed Sez

Don't let the Zombies fool you. They may be slow but it only takes a few bad Activation rolls to have them on you like white on rice. What may seem to be a good spot to be in can turn south real quick. Keep your back to a wall when you can.

THE LEAST YOU NEED TO KNOW

- ATZ can be played with any figures from any manufacturer.
- ATZ is played with six sided dice.
- You need a deck of playing cards.
- You will also need a measuring device.
- One figure equals one man, zombie, or vehicle.
- There are some optional players aids that can make your game more enjoyable like dead zombie markers, poker chips, and directional markers.

RECRUITING YOUR GROUP

STARS AND GRUNTS

ATZ is played with individual figures referred to as "characters". There are two types of characters. They are "Stars" and "Grunts".

"Stars" – Characters that represent you, the player. This is the main character around which the whole ATZ campaign revolves.

"Grunts" – These are the *non-player characters* that make up your group or enemies. They will come and go as the campaign progresses. These are pre-generated for you in ATZ.

"SEPARATING THE STARS FROM THE GRUNTS" OR PLAYER ADVANTAGES

Being a Star in ATZ has three important advantages or "perks". They are:
1. The "Larger Than Life" rule.
2. The "Cheating Death" rule.
3. The "Free Will" rule.

If desired some "Grunts" may be allowed to utilize any or all of the player advantages.

ALL THINGS ZOMBIE

LARGER THAN LIFE (LTL)

ATZ can be used to capture the "flavor" of action and adventure movies where the hero is a "larger than life" character. This is represented as follows.

A Star may not be killed by anyone with a lower Rep than his. The worst damage he can receive will be a disabling wound or out of fight result. Treat all results of "obviously dead" as "out of the fight". There is however one very major exception. Stars may NOT use the LTL rule if killed by a Zombie.

In addition when using the Larger Than Life rule the player will lose any Reputation Advancement Points he currently has and he has become captured if no one can successfully carry him from the board.

CHEATING DEATH

To "Cheat Death" the player declares his intent and he is removed from play and allowed to immediately end his involvement in the encounter. This represents some amazing occurrence that has happened allowing him to have "cheated death". But again there is one major exception to the rule. If killed by a Zombie the Star may NOT "cheat death".

However, cheating death does have repercussions. Anyone cheating death will have his Rep immediately reduced by 1. But don't fret as you can still rebuild your Rep and perhaps improve upon it!

FREE WILL

This is the biggest rule that separates "Stars" from "Grunts". Each time a player must take most of the reaction checks he may decide whether or not to remain in place, duck back (in lieu of shooting), or runaway. Example – The player passes 1D6 on the "In Sight" test. He chooses to Duck Back instead of firing.

The only exception is the Surprise check in which case Free Will does not apply.

Ed Sez

Free will. Yeah, it let's you do what you want and that includes running away. Sure, you'll find out that running away makes you lose whatever current experience points you've gathered. But having it don't mean nothing if you're dead. And there's no cheating death when the undead comes a knocking.

DEFINING CHARACTERS

There are four things that define each character whether they are "Stars" or "Grunts". They are:

- Reputation
- Attributes
- Protection
- Weapon

REPUTATION

"Reputation" represents a combination of training, experience, morale, and motivation and is an expression of a character's overall fighting quality. There are seven possible Reputations-

Reputation 7 – These are godlike heroes and this status can only be reached after many successful Encounters.

Reputation 6 – These "action heroes" are few and far between and are truly "the stuff of legends".

Reputation 5 - These are veterans of numerous successful encounters. Fear these men and women.

Reputation 4 - These are reliable men and women of some experience. Been around awhile and can handle themselves.

Reputation 3 – These are people of unknown quality who have seen little or no action. Need some help out in the cold world of ATZ.

Reputation 2 - These are poor quality fellows with little motivation or desire for combat. Think of them as cowards and refer to them as "meat with legs".

Reputation 1 – Usually reserved for the extremely old or young or those that are sick or infirm.

ATTRIBUTES

ATZ uses "Attributes" to further define different characters. At the start of the campaign each "Star" is allowed one Attribute chosen from the lists below. Each time the "Star" increases in Rep by one he is allowed to choose another Attribute.

When a "Grunt" raises a level in Rep then they are allowed to draw a card as if generating a new character and add this Attribute.

Agile: When the figure is "fast moving" he does not suffer any penalty when firing. In effect a score of 8 would ignore the fast movement penalty.

Ambidextrous: When the figure fires with two weapons he does not suffer any penalty.

Boss: All the figures on his side within 6" will add 1D6 when taking any Received Fire, Charging, or Being Charged Reaction Test. However, if the Boss fails Reaction and suffers a result of Runaway then all those within 12" of him will do so as well.

Brawler: Adds 1D6 when in melee but can still only count the best two.

Clumsy: If when rolling for "fast moving" and a "1" is scored he will move 1D6"

7

instead and fall forward prone. He may not get up until active.

Crack shot: Add 1D6 when firing to hit and may choose the best score. Example – Using a rifle would roll 2D6 instead of 1D6.

Drunkard (or Druggie): Throw 1D6 at start of every Encounter. If the score is higher than the figures Rep then re-roll 1D6 and consult the table below:
1. **Wildman:** Behave as if have Psycho Attribute.
2. **Staggering drunk:** -1D6" from each normal move and -2D6" from each fast move.
3. **Dumbass drunk:** Behave as if a Dumbass.
4. **Dead drunk:** Roll 1D6 for each Activation. If exceed Rep then fall over and pass out, out of fight.
5. **Nauseous**: Count "fast movement" penalty when firing and one less D6 in melee.
6. **Nerves of Steel:** Perform as if has Nerves of Steel attribute.

Dumbass: Roll 1D6 each turn and compare to table below.
- 1,2 = Does nothing.
- 3 = Continue doing whatever he did last turn.
- 4, 5, 6 = May behave as desired.

Hard as nails: Treat first Obviously Dead result as a Knock Down instead.

Knifeman: Will add 1D6 in melee but only if armed with a knife. May count only the best two scores. When throwing knife (range of 4") may roll 2D6 to Hit and choose the best score.

Medic: Functions as a medic adding 1D6 when checking figures for damage.

Nerves of steel: Not subject to **Duck Back**. **Fears** no one

Poser: Will roll only 1D6 when taking a Received Fire test.

Psycho: Must fast move (towards an appropriate enemy) and fire every turn if he can, moving the full distance until he makes contact. Opponents he is moving towards suffer **Fear.** He is also **Hard as nails** and has **Nerves of Steel**

Runt: Counts 1 Rep lower in melee.

Sidewalk Demon: When shooting may double the "spread" of the weapon. When in melee does not receive penalty for fighting the first additional opponent more than one opponent. **Fears** no one.

Slow: Subtract 1/2D6" each time move.

Stone Cold: See Reaction Test section for specifics.

Transporter: May never count worse than pass 1D6 on the Lose Control Table when driving a vehicle

Terrifying: Causes **Fear** in everyone except those with certain Attributes as outlined above. When a character **FEARS** an opponent:
- He subtracts 1D6 when in melee with the opponent.
- He always counts "fast moving" penalty when firing at the **Feared.**
- He rolls only 1D6 if taking Being Charged or Attempting to Charge tests against this opponent.

Wuss: Will only roll 1D6 if trying to Rally, Charge, or Being Charged.

RANDOM CHARACTER GENERATION

When it is necessary to generate either your "Grunts" (non- player characters) use these tables. After the number of characters needed is established roll 1D6 for each one. Determine whether the score is odd or even and consult the appropriate table. Next draw a card to discover the stats of the figure. Note that any character with a * next to his Rep also has body armor and counts "protected".

Example – Jim Bob Joe recruits another figure and rolls 1D6. His score is a 4 so he will check the "Even" table. He next draws the 3 of Spades. He has recruited a Rep 2 Knifeman with a pistol.

ALL THINGS ZOMBIE

Random Character Generator: ODD

Card	Rep	Weapon	Attribute
Diamonds: 2	3	Pistol	Agile
Diamonds: 3	3	Pistol	Ambidextrous
Diamonds: 4	3	Pistol	Brawler
Diamonds: 5	3	BAPistol	Clumsy
Diamonds: 6	3	Pistol	Poser
Diamonds: 7	3	BAMPistol	Psycho
Diamonds: 8	3	BAPistol	Brawler
Diamonds: 9	3	Carbine	Agile
Diamonds: 10	3	Shotgun	Agile
Diamonds: J	2	Pistol	Slow
Diamonds: Q	2	Pistol	Poser
Diamonds: K	2	Shotgun	Dumbass
Diamonds: A	2	Pistol	Runt

Card	Rep	Weapon	Attribute
Hearts : 2	4*	ARifle	Clumsy
Hearts: 3	4	Pistol	Wuss
Hearts: 4	4	Rifle(w/scope)	Crackshot
Hearts: 5	4	Pistol	Sidewalk Demon
Hearts: 6	4	Pistol	Ambidextrous
Hearts: 7	4	Pistol	Knifeman
Hearts: 8	4	BAPistol	Dumbass
Hearts: 9	4*	Shotgun	Terrifying
Hearts: 10	4	Pistol	Drunkard
Hearts: J	3	Pistol	Wuss
Hearts: Q	3	Pistol	Clumsy
Hearts: K	3	SMG	Medic
Hearts: A	3	MPistol	Runt

Card	Rep	Weapon	Attribute
Clubs: 2	3	SARifle(w/scope)	Slow
Clubs: 3	3	Pistol	Knifeman
Clubs: 4	3	Pistol	Runt
Clubs: 5	3	Rifle	Brawler
Clubs: 6	3	ARifle	Wuss
Clubs: 7	3	Pistol	Poser
Clubs: 8	3	BAPistol	Ambidextrous
Clubs: 9	3	Pistol	Clumsy
Clubs: 10	3	Shotgun	Slow
Clubs: J	4	Pistol	Nerves of Steel
Clubs: Q	4	Pistol	Drunkard
Clubs: K	4*	LMG	Slow
Clubs: A	4	Pistol	Transporter

Card	Rep	Weapon	Attribute
Spades : 2	4	Shotgun	Dumbass
Spades: 3	4	Pistol	Medic
Spades: 4	4	Pistol	Hard As Nails
Spades: 5	4	BAPistol	Poser
Spades: 6	4	Carbine	Crackshot
Spades: 7	4	Rifle	Drunkard
Spades: 8	4	ARifle	Psycho
Spades: 9	4	Pistol	Drunkard
Spades: 10	4	Pistol	Transporter
Spades: J	5	Shotgun	Boss
Spades: Q	5*	ARifle	Stone Cold
Spades: K	5	BAP	Brawler
Spades: A	5	LMG	Agile

Card	Rep	Weapon	Attribute
Joker	3	Unarmed	Variable

Random Character Generator: EVEN

Card	Rep	Weapon	Attribute
Diamonds : 2	4*	ARifle	Slow
Diamonds: 3	4	ARifle	Ambidextrous
Diamonds: 4	4	BAP	Brawler
Diamonds: 5	4	BAPistol	Clumsy
Diamonds: 6	4	Carbine	Poser
Diamonds: 7	4	LMG	Psycho
Diamonds: 8	4	BAMPistol	Brawler
Diamonds: 9	4	Pistol	Agile
Diamonds: 10	4	Pistol	Agile
Diamonds: J	5	Pistol	Slow
Diamonds: Q	5	Rifle(w/scope)	Poser
Diamonds: K	5	Shotgun	Dumbass
Diamonds: A	5*	Shotgun	Runt

Card	Rep	Weapon	Attribute
Hearts : 2	4	ARifle	Clumsy
Hearts: 3	4	Pistol	Wuss
Hearts: 4	4	SARifle	Crackshot
Hearts: 5	4	Pistol	Sidewalk Demon
Hearts: 6	3	MPistol	Ambidextrous
Hearts: 7	3	Pistol	Knifeman
Hearts: 8	3	BAPistol	Dumbass
Hearts: 9	3	Shotgun	Terrifying
Hearts: 10	3	Pistol	Drunkard
Hearts: J	3	Pistol	Wuss
Hearts: Q	3	Pistol	Clumsy
Hearts: K	3	SMG	Medic
Hearts: A	3	MPistol	Runt

Card	Rep	Weapon	Attribute
Clubs : 2	4	Rifle	Transporter
Clubs: 3	4	Pistol	Stone Cold
Clubs: 4	4	BAMPistol	Psycho
Clubs: 5	4	SARifle	Poser
Clubs: 6	4	ARifle	Medic
Clubs: 7	4	Pistol	Hard As Nails
Clubs: 8	4	BAPistol	Dumbass
Clubs: 9	4	Pistol	Drunkard
Clubs: 10	4*	Shotgun	Drunkard
Clubs: J	3	Pistol	Crackshot
Clubs: Q	3	Pistol	Brawler
Clubs: K	3	LMG	Boss
Clubs: A	3	Pistol	Agile

Card	Rep	Weapon	Attribute
Spades : 2	2	Pistol	Slow
Spades: 3	2	Pistol	Knifeman
Spades: 4	2	Pistol	Runt
Spades: 5	2	BAPistol	Brawler
Spades: 6	3	Pistol	Wuss
Spades: 7	3	MPistol	Poser
Spades: 8	3	BAPistol	Ambidextrous
Spades: 9	3	Carbine	Clumsy
Spades: 10	3	Shotgun	Slow
Spades: J	3	Pistol	Nerves of Steel
Spades: Q	3	Pistol	Drunkard
Spades: K	3	Shotgun	Slow
Spades: A	3	Pistol	Transporter

Card	Rep	Weapon	Attribute
Joker	3	Unarmed	Variable

PROTECTION

Most characters in ATZ will be clad in regular clothing of some type. They are considered to be "unprotected".

Occasionally characters may have some sort of defensive armor such as flak jackets or body armor like 20th century SWAT teams. In these rare cases when one is fortunate to find these items you are "protected". Being "protected" is incorporated in the Ranged Fire To Hit, Melee Results, and the "How Bad Is It Doc?" Tables.

THE LEAST YOU NEED TO KNOW
- Figures are divided into "Stars" representing you and "Grunts" representing your group or enemies.
- You start the game with one Star and three Grunts.
- Rep or Reputation range from 7 to 1.

- "Protection" reduces your chance of taking damage from both melee and shooting as well as help when seeing how much damage you have taken.
- "Stars" are separate from Grunts by the usage of three rules, LTL, Cheating Death, and Free Will.

WEAPONS

There are two basic ways to inflict damage in ATZ. The first way is through ranged weapons fire and the other is through hand-to-hand combat or melee. Trust me on this. Hand to hand is considered to be a last resort.

Most characters are assumed to have a ranged weapon whether pistol, sub machine gun, etc. Some characters such as children often do not.

It is possible for a character to have more than one weapon with virtually no limit. Some weapons are great in combination such as a rifle, pistol, and machete.

Each weapon is defined and in some cases weapons have been lumped into broader categories. Weapons are defined by four characteristics.
- **Type** – What they are
- **Range** – The range listed for every weapon is its "effective range" or the range that the firer is deemed to have a "reasonable chance" of hitting the target.
- **Targets** –In effect, the maximum number of D6 allowed when fired by the character. Each die has the potential to do damage to a target and any or all dice may be applied to one or more figures. Also defines the "spread" of the weapon. Example – A submachine gun with Target of 3 may fire at up to three targets in a three-inch width. Each die rolled can be referred to as a "shot".
- **Impact** – The relative damage a hit from the weapon will do. The higher the Impact the more deadly the weapon. Also the distance in inches a target will be knocked backward each time hit with the weapon. When he reaches that spot the figure is laid down on the ground. Example – A figure is hit twice with an Impact 2 weapon. He is knocked back 4" from where he was hit.

IMPORTANT NOTE!
Impact 1 weapons do not knock back humans but instead drop them in place. More importantly, Zombies hit by Impact 1 weapons DO NOT get knocked back and in fact, ignore the hit unless "obviously dead" and continue to move forward.

MODERN WEAPONS

Pistol – Although everyone seems to carry a pistol this is really an emergency weapon. Pistols

10

have a range of 12", Target of 2, and have an Impact of 1.

BA Pistol – Large caliber, limited issue pistol, with a large Impact. The BAP has a range of 12", Target Rating of 2, and Impact of 2.

Shotgun – These are both single and double-barreled varieties and also include "pump" shotguns as well. Each is handled a little differently although they do share some common qualities. All have a range of 12" and all have an Impact of 2 per shot. They however, do have some differences.

- Single barrel shotguns roll 4D6 counting the best 2 scores. They have a Target Rating of 2. Must be reloaded after being fired.
- Double barrel shotguns have two single barrels that are fired as outlined above. When fired together they roll 8D6 counting the best 4 scores. Only one barrel may be fired if desired but each barrel must be reloaded after the weapon has been fired. They have a Target Rating of 3.
- Pump shotguns roll 4D6 counting the best 2 scores. They have a Target Rating of 2. Pump or combat shotguns do not have to be reloaded after each fire but are affected by the Tight Ammo rule explained elsewhere. Although only half of the dice rolled are counted to inflict damage, pump shotguns must count every die rolled toward the "tight ammo" rule.

Shotguns can engage multiple targets with the following restrictions.

- At a range of 3" or less they will hit only 1 target.
- At any range over 3" they will hit their maximum targets either 2 or 3 if firing both barrels of a double barrel shotgun.

Example – Barnes fires a double barrel shotgun at three targets. Unfortunately, he is at 2" range and can only hit one of them even though the target Rating is 3. He is allowed to roll 8D6 counting the best four against the target.

Carbine – Lightweight low caliber semi-automatic weapon. Carbines have a range of 24, Target Rating of 2, and an Impact of 1.

Sub-machine Gun – Capable of engaging multiple targets with a range of 24, Target of 3, and Impact of 1. Sub-machine guns must always fire a minimum of 2 rounds.

Rifle – It's not just for hunting anymore. Long range of 48" (60" if equipped with scope) has a Target of 1, and an Impact of 2.

Semi-automatic Rifle - These are semi-automatic weapons that will allow for a Target Rating of 2 instead of the 1 like a Rifle. Has a range of 48" (60" if equipped with scope) and Impact of 2.

Machine Pistol – The MP is capable of auto-fire and excellent for use versus humans. Has a short range of 12", Target Rating of 3, and an Impact of 1.

Machine pistols must always fire a minimum of 2 rounds.

BA Machine Pistol – The BAMP is the larger caliber version of the Machine Pistol. Has a range of 12", Target Rating of 3, and an Impact of 2. It must always fire a minimum of two rounds.

Assault rifle – These weapons of mass destruction have a range of 48", Target of 3, Impact of 2. Once primarily a military weapon, however, they are often found in civilian hands. This weapon may fire 1, 2, or 3 rounds as desired.

Light Machine Gun – Big brother to the Assault rifle this weapon is becoming common on the streets when you can find them. Commands instant respect whenever used and has a range of 48". Target Rating of 6 while the Impact is 3. This weapon is also effective against vehicles. The LMG must fire a minimum of 2 rounds.

Ed Sez

Bring the right tool for the job. Fighting Zombies? Be sure to pack at least an Impact 2 weapon. Shotguns are good. Otherwise you may find yourself pumping round after round of light stuff into "friendly Freddy" and he isn't gonna stop.

But when fighting humans, go for the "outgun". Machine pistols are great and a Bad Ass (BAMP) is the best.

PRIMITIVE WEAPONS

Bow – This category includes all bow and arrow weapons. The effective range of the bow is 18" and has a Target Rating of 1. A shot arrow has an Impact of 1. Bows do not attract Zombies when fired, as they are completely silent.

Crossbow – These weapons come in either pistol size or rifle size. The smaller version would fire only 12" while the larger can reach out to 18" effectively. Both have a Target Rating of 1 and an Impact of 2. Like the bow, a fired crossbow doesn't attract Zombies.

11

Hand Thrown Weapons – These would include axes, knives, etc. they are limited to a range of 4" with a Target Rating of 1. Impact is a generous 1 as well.

HAND-TO-HAND WEAPONS

One Hand Bludgeoning Weapons – This is any blunt item that can be used as a weapon and swung with one hand. An example would be a baton. These weapons are only used in hand-to-hand combat and have an Impact of 1. These weapons also provide the user with a Melee Modifier of –1 to the enemy when in combat.

One Hand Edged Weapons – This is any sharp edged weapon and used with one hand. An example would be a machete. These weapons are only used in hand-to-hand combat and have an Impact of 2. These weapons also provide the user with a Melee Modifier of –2 to the enemy when in combat. *Two handed bludgeoning weapons such as a baseball bat also fall into this category.*

Chain Saw – What would a Zombie game be without a chainsaw? Swung with two hands these weapons are only used in hand-to-hand combat and have an Impact of 3. These weapons also provide the user with a Melee Modifier of –3 to the enemy when in combat. However, there are two major drawbacks to chainsaws.

- Each time a "1" is rolled when dicing during melee the chainsaw has stalled and takes one turn to restart. If two "1"s are rolled it is out of gas for the rest of the scenario. Example – Jim Bob Joe charges into combat with his trusty chainsaw. He rolls 2D6 for melee and scores a 4 and a 1. The chainsaw functions during this round of combat and deals out damage but it then has stalled and must be restarted when Jim Bob Joe becomes Active.
- The second drawback is each turn the chain saw is running it will count as if 6 shots have been fired for attracting Zombies. These are diced from the first location of the user and not the ending location.

ATZ WEAPONS TABLE

Weapon	Range	Target	Impact
One hand bludgeon	x	1	1
One hand edged	x	1	2
Chain Saw	x	1	3
Hand Thrown Weapons	4	1	1
Bow	18	1	1
Crossbow	12/18	1	2
Pistol	12	2	1
BA Pistol	12	2	2
Shotgun	12	2/3	2
Carbine	24	2	1
Submachine Gun	24	3	1
Rifle (w/scope)	48/60	1	2
SA Rifle (w/scope)	48/60	2	2
Machine Pistol	12	3	1
BA Machine Pistol	12	3	2
Assault Rifle	48	3	2
Fire – Spread or Douse	Spread	Area	5/1s

O-RATING: THE OUTGUNNED "FOOD CHAIN"

All weapons are given an Outgun Rating or O-Rating.

- OR 3 = LMG.
- OR 2 = AR, MP, BAMP, and SMG
- OR 1 = other weapons not listed.

Outgunning comes into play in the following manner.

OUTGUNNED

Outgunned is done by comparing the weapon firing to the weapon of the target figures. If the firing weapon has a higher O-Rating than the targets weapon then the target must Duck Back.

TIGHT AMMO

Ammo in ATZ for most weapons is handled as follows. Each weapon is assumed to have four "clips" at the start of each scenario. One is assumed to be in the weapon allowing it to fire while there are three spare ones on the figure. Whenever a figure fires a weapon (rolls 1D6 on the Ranged To Hit Table) count up the number of "1"s rolled. If two or more are rolled the weapon has fired the last of its ammo in the clip and the weapon may not be fired again until it reloaded. Reloading eliminates one of the clips. When all four clips are out the weapon may not be fired. Players may swap ammo among figures with the same type of weapons.

Weapons may be reloaded when the player is Active or if the activation dice are "doubles."

Ed Sez

This is the most common way to get munched by a Zombie. Having your weapon becoming unloaded when you need it most. Just bad luck but remember to always reload no matter what next chance you get.

FIRING TWO WEAPONS AT ONCE

It is possible to use two ranged weapons at the same time. This results in more firepower but at the cost of reduced accuracy. However, the combined Impact of both weapons cannot exceed 3. Example – It would be possible for someone to use two Machine pistols at the same time.

ALL THINGS ZOMBIE

ATTACKING WITH FIRE

Fire will grow an additional 3" in the direction of the wind until extinguished. Fires usually may not be extinguished in ATZ. Fire spreads according to the direction of the wind, which is determined by rolling on the table below.

WIND DIRECTION TABLE
Rolled at start of game.

- **1 =** North.
- **2 =** West.
- **3 =** West.
- **4 =** East.
- **5 =** East.
- **6 =** South.

Those on fire will become "out of the fight" in one turn.

THE LEAST YOU NEED TO KNOW

- Unless otherwise stated each figure is assumed to have a weapon as represented.
- Weapons are grouped and categorized by type.
- Each weapon has an Outgunned Rating with 3 being the best and 1 the worse.
- Weapons may temporarily run out of ammo.
- You can pack as many weapons as you want but cannot use all of them at once.

ORGANIZING YOUR GROUP

There are two special rules that can affect the organization of your figures and how you may move them. They are the Group and Leader rules.

GROUPS

At the start of the battle each side must divide their figures into groups of 1 or more figures or vehicles. Groups are those figures or vehicles within 4" and in clear Line of Sight of another group member. Groups are affected by their proximity to a Leader. Note that Line of Sight or LOS is explained in detail later in the rules.

LEADERS

Each side must have 1 figure designated as its Leader and will usually be the Star. Leaders have the following benefits:

- Allow for all figures in the group to activate together.
- Rolls 3D6 for all reactions on a personal level.
- Allows others in their group to roll 3D6 when taking a Charge test. However, others in the Leader's group cannot score a better result than what the Leader scored unless they are Stone Cold. (See Stone Cold elsewhere in the rules.)
- Can activate multiple groups at the same time but only if they are within 12" of him and at least one figure in the group is in LOS.

Ed Sez

Leaders lead! Keep the group within 4" of each other. Nothing worse than being a Rep 4 or lower and not being able to move because of lousy dice. Rep 5's are "natural born leaders", not heroes.

THE LEAST YOU NEED TO KNOW

- Groups are those figures within 4" and sight of at least one other.
- The overall Leader can activate more than one group at the same time.
- Leaders always roll 3D6 when taking Reaction checks and allow their group to roll 3D6 when taking a "Wanting to Charge" Reaction check.

POINTS AND ARMING YOUR

RECRUITING YOUR GROUP

Players start the game with one Rep 5 Star and three Grunts. Grunts are generated at random as outlined previously in the book. You may not start with a Grunt of higher Rep than yourself and if one is recruited the Rep is immediately lowered to that of your Star.

These are the folks that you start with. If you want to increase the number of figures then you must go on Encounters and "meet and greet" or find them. Once you do you still have to convince them not to shoot you but join up instead. That's the Talk the Talk Table that you'll find out more about later.

WHO'S GOT WHAT

The tables in ATZ are used to generate random "grunts" or a player can "hand pick" his force if so desired. But sometimes they do not look like the figure you have. Often I just match what the figure has to what the figure looks like when it comes to their weapon.

THE NECESSARY EVIL - POINTS

You all hate 'em. You all want 'em. The necessary evil … the points system. There are three ways to conduct your encounters or battles.

1. The first is to use the guidelines outlined previously with the random character generation tables.
2. The second is the "Chinese Menu" system outlined below. You agree on a number of points per side and build your own force by paying points for each figure on the list. This includes weapons, armor, etc. However, Attributes are free as they are drawn at random.
3. Just play with whatever you want.

13

ALL THINGS ZOMBIE

POINTS

Characters

Overall Leader = 25	Other Leader = 10
Rep 6 = 30	Rep 5 = 25
Rep 4 = 20	Rep 3 = 15
Rep 2 = 10	Rep 1 = 5

Weapons

One hand bludgeon = 1	One hand edged = 2
Chain Saw = 3	Pistol = 3
BA Pistol = 4	SB Shotgun = 4
DB Shotgun = 6	Pump Shotgun =8
Carbine = 5	Rifle = 4
Submachine Gun = 8	Machine Pistol = 8
BA Machine Pistol = 10	Assault Rifle = 12
LMG = 24	

Misc.
Protected = 10

Ed Sez

You can play ATZ as a one up battle where both sides have equal points. But you will get more enjoyment from the game if you have everyone on the same side and roll the parties up as outlined previously. Personally, we never use points.

THE LEAST YOU NEED TO KNOW
- ATZ can be played with any figures.
- Each figure will cost points for its Rep and any weapons or other equipment it has.

DURING THE BATTLE

TURN SEQUENCE AND ACTIVATION

ATZ is played in turns. Although battles can last an unlimited number of turns each turn does follow a strict sequence.
- Select 2D6 of different colors.
- Nominate one side as one color and the other side as the other.
- Roll both dice. This is called the Activation score.
- If the dice are the same (doubles) then neither side may fire or move but BOTH sides can reload, change, or pick up a weapon, or recover from a Knock Down.

- If the dice are not doubles then read each die individually. The higher score determines which side can activate their groups first.
- The die score also determines which Rep or higher groups the corresponding side may activate. Example – A Black 4 is rolled. Only figures from the black side, that are Rep 4 or higher, or grouped with a Rep 4 or higher Leader, may move.
- After all actions and reactions have been finished for the first group the player is allowed to proceed to the next group. Groups are activated from the highest Rep to the lowest.

14

- After all of the first sides groups have been activated the other side may activate one group at a time under the above Rep restriction and continue to do so until all groups have been activated.
- After both sides have moved all of their eligible groups the turn is over and Activation dice are rolled again.
- In cases where additional parties of survivors occur just add additional colored dice to the Activation roll. Any dice "doubling up" means those respective sides cannot move.

ACTIONS

When a character is Active he may voluntarily do one of the following actions.

- Move up to full distance and fire at any time while completing his move.
- Stay in place (allowed to change the way faced) and fire if desired.
- Charge into melee.

SPECIAL VEHICLE ACTIVATION

Vehicles follow a different sequence when moving. Once they become Active and move they must continue to move when either side is Active. This movement is always carried out at the start of the move. Example - Arizona Bob is driving his quad on his activation at a speed of 12". On his enemy's activation he must still move 12".

Vehicles may slow down or speed up by ½ their maximum speed, turn, or stop as desired during either activation.

Passengers in a vehicle may fire at any target when Active but may only fire in Reaction when not Active.

THE LEAST YOU NEED TO KNOW
- Each turn in the battle follows a specific sequence.
- Only one side at a time is Active.
- A dice roll determines activation.
- There is a minimum Rep for Activation determined by the dice roll.
- Vehicles move at the start of each Activation phase.
- Non-vehciles may move either when they are Active or in reaction when not

---

MOVEMENT

TYPE OF MOVEMENT

There are two types of movement, voluntary (when the figure is active) and involuntary (caused by a Reaction check.)

NORMAL MOVEMENT

Normal movement for Rep 2 or less figures is 6". All others have a movement of 8". Vehicle movement is discussed later in this section.

FAST MOVE

A group of one or more figures may attempt to Fast Move each turn if desired. To do so roll one set of 2D6, 3D6 if with a Leader. Apply the scores to each figure in the group individually. The Fast Move Table is located below and details how far the figure may move. Regardless of the actual distance moved the figure is counted as "Fast Moving".

Example – A Rep 5, Rep 4, and Rep 3 group is attempting a Fast Move. The dice are rolled and the score is a 4 and 5. The Rep 5 figure passes and moves up to 16", the Rep 4 up to 12", and the Rep 3 up to 8" and all count Fast Moving. It is possible for slower figures to slow down faster figures or all can move the maximum they rolled.

FAST MOVE TEST (2D6 vs. Rep)

Pass 2d6
- Figure successfully Fast Moves up to 16".

Pass 1d6
- Figure successfully Fast Moves up to 12"".

Pass 0d6
- Figure moves up to 8" counting as if making a Fast Move for shooting resolution.

Ed Sez

When Fast Moving you'll want to be aware of two particular attributes. The good one is Agile, which allows you to fire while moving fast at no penalty. The bad one is Clumsy. Nothing can ruin your day like trying to high tail it out of here only to move a few inches and do a face plant. Ask Heidi…

GOING PRONE

Figures may choose to go prone in either of two situations.

1. When a result of Duck Back is called for the figure may choose to "go prone" instead. This means the figure is not in cover and cannot fire but has satisfied the Duck Back requirement. Next turn he is visible and can fire or can be fired upon.
2. He may choose to go prone voluntarily when Active during his movement. He is still visible but can still fire. If a Duck Back is scored he can choose either to remain in place as outlined in "1" above or Duck Back to cover.

Going prone ends the figures movement

PICK UP THE GUN OR BUDDY

Figures may pick up dropped weapons or buddies but will take one Activation to do so.

CARRYING OTHERS

Characters may carry other characters at up to their normal movement but cannot Fast Move. Two characters may carry one character and attempt to Fast Move.

While carrying a character players may still fire but counting target as if in cover.

FIRE AND MOVE

Characters and vehicles may fire at any time during their activation; at the start, end, or in between and may continue their move after they fire so long as they do not exceed their allowed movement distance or get stopped by a reaction test.

Ed Sez

Listen up, this is important. You can fire at anytime during your movement and that means you can do a lot of shooting. I like to walk behind a Zombie and "pop him" in the head then keep going. If you have any luck you can turn the corner and get an In Sight test on another and get to fire again.

To go one better you could also do this in your turn. Walk by a Zombie and "pop him" from behind, keep walking, change weapons to, oh let's say an assault rifle, then step around the corner and In Sight test and "rock and roll".

MOVEMENT AND WEAPON USAGE

In addition to firing while moving figures may also reload a weapon or switch weapons or exchange weapons with another figure while making a normal move.

INVOLUNTARY MOVEMENT

Characters may be forced to move during battle due to Reaction Checks. The procedure to check Reaction will be described later. However, the possible Reaction forced moves are as follows.

FIRE – Tester may fire at the target that caused the check or if starting the turn Active may fire at another target. Example – Jim Bob Joe is Active and pops up to shoot target A. Target B fires at him causing a received Fire test. If he passes he may continue to fire at target A or choose instead to fire at target B.

If the tester cannot fire he may choose to Duck Back, finish his movement, or charge if not armed with a ranged weapon.

DUCK BACK – Move to nearest cover AWAY from threat and duck behind it or go prone if desired. Once forced to Duck Back the figure cannot see or be seen by the figure that caused the Duck Back. This does n to apply if the figure chooses to go prone instead. Duck Back does not limit the figure's ability to move or fire whether next turn or caused by a subsequent Reaction check. Next turn the figure automatically recovers from Duck Back and can function as normal.

RUNAWAY – Quit. Split. Surrounded will surrender to humans and crawl into a ball and die if surrounded by Zombies.

If there is a building within sight and away from enemy they will run to it at fastest speed. This may take more than one turn to reach it. Once inside will not move or shoot unless attacked.

If there is a working vehicle within sight and away from enemy they will run to it at fastest speed. This may take more than one turn to reach it. Once inside the vehicle they will attempt to drive away with it. Failing that they will behave as if in a building.

Those that have Runaway may take a Rally Reaction check.

GETTING IN AND OUT OF VEHICLES

Characters may enter or exit a vehicle at a reduction of 1" if through a door. If doing so from a window it will end their move but they can still shoot.

VEHICLE MOVEMENT

There are a variety of vehicles in ATZ but three things define them all. How fast are they, how do they turn, and how many passengers can they hold.

Speed – Maximum speed a vehicle may go at the start of Activation. Vehicles may increase speed at a maximum of 1/2 their top speed or decrease their speed at a maximum of 1/2 their top speed whenever moving. They may only start up when Active and may move the following Activation phase regardless of whose it is.

Turns – How many times a vehicle may make up to a 90-degree change of direction when active. Turns are made whenever desired during the turn. Each turn reduces the vehicle's speed by 1/4 of its current speed.

Example- A SUV becomes Active and moves 12 inches. The next Activation he chooses to make a turn and changes direction by 45 degrees and moves only 9". The next turn the player decides not to turn the SUV but it still moves in a straight line 9" unless he decides to accelerate.

Vehicles may not make a 90-degree turn at more than 1/2 their maximum speed. If they do they must roll 2D6 and compare to the Rep of the driver. Then check the results on the Loss of Control Table below.

ALL THINGS ZOMBIE

LOSING CONTROL TABLE

Pass 2D6
- If turning, vehicle slides 2" away from direction of turn at point where turn is made and if hitting a solid object will cause damage to occupants. Each figure rolls on Damage Table counting a "0" Impact. Otherwise, continue normally.
- If no turn is being made then continue on as normal.

Pass 1D6
- If turning, vehicle veers 6" away from direction of turn at point where turn is made and if hitting a solid object will cause damage to occupants. Each figure rolls on Damage Table counting a "1" Impact per EACH 6" or portion of traveling this Activation.
- If no turn is being made vehicle veers left (1-3) or right (4 – 6) and if hitting a solid object will cause damage to occupants. Each figure rolls on Damage Table counting a "1" Impact per EACH 6" or portion of traveling this Activation.

Pass 0D6
- If turning, vehicle "rolls" over away from direction of turn at point where turn is made and will cause damage to occupants. Each figure rolls on Damage Table counting a "3" Impact per EACH 6" or portion of traveling this Activation.
- If no turn is being made vehicle "corkscrews" forward and will cause damage to occupants. Each figure rolls on Damage Table counting a "2" Impact per EACH 6" or portion of traveling this Activation.

DRIVER DISABLED
If the driver of a vehicle becomes disabled for any reason then immediately roll on the Loss of Control Table above.

THE LEAST YOU NEED TO KNOW
- There are two types of movement, voluntary when Active and involuntary when forced by a Reaction check.
- Normal movement is 8" but figures may move faster by taking a Fast Movement test.
- Figures may also go prone at various times.
- Figures may carry other figures.
- Vehicles have unique characteristics when moving and turning.
- Duck Back means you cannot see or be seen by the threat that made you Duck Back.
- It takes one Activation to pick up and ready a dropped weapon.

RANGED COMBAT

INFLICTING DAMAGE
Shooting a weapon and hand-to-hand combat are distinctly different ways of inflicting damage. This is reflected by the different game mechanics used in ATZ to represent them.

LINE OF SIGHT
To shoot something you must see it. A straight line from the shooter to the target is called a Line of Sight. Line of Sight extends across the whole table and is blocked only by terrain, buildings, and sometimes weather.
- In nighttime the LOS is reduced to 12". However, targets in a well-lit area will count LOS as normal for those firing at them.
- LOS in woods is reduced to 12" in the daytime and 6" at night.
- LOS in inclement weather (fog, heavy rain, etc.) is reduced to 12" in the daytime and 6" at night.

RESOLVING FIRE
Fire continues between two characters or more until either one side Ducks Down, is forced to Runaway, or is knocked down or out of the fight. It is common for characters to fire multiple times in one turn.

SHOOTING A WEAPON
To score a hit, first declare who the attacker is and who the target is.
- Roll 1 to 6D6 depending upon the Target Rating of the weapon and add them individually to the firer's Reputation. Compare this total to the Ranged Combat To Hit Table. **There is no need to check any modifiers prior to rolling as the modifiers are already built into the hit table.**
- Find the total for each on the appropriate line on the table to see if a hit is scored.

Ed Sez
Don't get carried away with those automatic weapons. Sure, a LMG can fire at 6 targets but most of the time if you hit two you'll be lucky. The LMG comes in real handy though to keep peoples heads down!

TARGET SELECTION
A character may fire at any target in his "line of sight". In addition, more than one target may be fired upon if they are within the "spread" of the weapon and the weapon allows for it as described by its Target Rating. Before firing declare how many shots will go onto each target. Roll the dice and arrange the dice from highest to lowest. Apply the dice to the figures as stated prior to shooting with the higher dice on the first target. It is possible for one figure to have multiple hits. Example – Jim Bob Joe fires three dice at two targets. He declares the first 2 shots to go on the first guy and the third on to the second guy. The dice are rolled and come up 6,5, and 4 for a result of 10, 9, and 8. The 10 and 9 cause

17

© 2005 Ed Teixeira

ALL THINGS ZOMBIE

2 hits on the first target. The 8 is a miss due to "second target or higher".

ARC OF FIRE

Each weapon has an Arc of Fire equal to 1" for each point of Target Rating. The Target rating is also the maximum number of targets allowed to be hit at once. Example – LMG has Target Rating of 6 so it has an Arc of Fire of 6" and up to 6 figures could be hit. Measuring from the closest figure to the firer and up to 6" from the initial target, up to five additional figures could be hit.

Ranged Combat To Hit Table (1D6 + Rep)	
#	Results
3 to 7	Miss!
8	Target protected, in cover or prone, either side fast moving, firing two weapons or "primitive weapon", second or higher target count Miss, all others Hit!
9	Target in cover, or third or higher target count Miss, all others Hit!
10+	All Hit!

*When firing two weapons the maximum combined Impact Ratings of the weapons cannot exceed 2.

EXPLAINING THE RANGED COMBAT TO HIT TABLE

Hit Table results are as follows.
- **Miss!** The attacker has missed the target but will still cause a "Received Fire" Reaction check.
- **All Hit!** The attacker has scored a hit on the target and can possibly inflict damage. Roll on the Damage Table.
- Some results apply to certain situations and are treated on a case-by-case basis. If the situation applies to the target or firer then the result is usually a Miss or Hit.
- **Cover** is defined as the target as a passenger in a non-armored vehicle or behind a solid obstruction such as a wall that reduces the size of target it covers. Being inside a building always counts cover but not for Zombies.

Ed Sez

You can only use cover if you're smart enough to hide behind it. Zombies aren't too brainy so they NEVER count as being in cover. Use it to your advantage!

- **Protected** means the target is wearing armor that qualifies as protected status.
- **Prone** means the target is lying down.

- **Fast moving** means either the shooter or target is fast moving.
- **Firing two weapons** means the shooter is attempting to fire two weapons at once.
- **Second (third) or higher target** means that this target and all additional targets have been missed.

OBVIOUSLY DEAD

Anytime a figure is hit from fire there is a chance that he is "obviously dead" (OD). This is determined by rolling 1D6 versus the Impact Rating of the round fired. If the score is equal or less than the Impact, he is said to be obviously dead...dead, dead. If the score exceeds the Impact then roll on the following Damage Table.

Be sure to check for each round fired.

Ed Sez

This is easy. Each time your score a hit immediately roll your OD for the Impact. And remember, even if you don't OD the target you still may knock him back a few inches!

DETERMINING DAMAGE

Roll 1D6 versus the Rep of the target reduced by the Impact of the weapon used. Consult the table below as to whether the die passed or failed the modified Rep.

DAMAGE TABLE
1D6 vs. Rep. of target less Impact
Pass 1D6
• **Knock Down!** Figure is "stunned".
Pass 0D6
• **All** are out of fight.

EXPLAINING THE DAMAGE TABLE

Damage Table results are as follows.
- **Knock Down** The target has been hit and is knocked to the ground "stunned". The target may not function in any way the remainder of the turn but can regain its feet and function as normal when next activated.
- **All out of fight!** The target has potentially taken a fatal wound.

SPECIAL FIRING AT A ZOMBIE RULE

Use this procedure when firing at a Zombie either at over 6" range OR at a Zombie within 6" range but NOT facing the shooter. When a hit is scored the shooter will roll versus his Rep instead of using the Impact of the weapon to determine if the target is "obviously dead" (OD). If the score is less than or equal to the shooters Rep the Zombie is OD, if it is higher then the Zombie is not OD and may be knocked down. Example – Jim Bob Joe fires at a

18

© 2005 Ed Teixeira

Zombie that is facing away from him at a range of 3". He scores a hit on the Ranged Combat to Hit Table. He next rolls 1D6 versus his Rep of 4. He scores a 3 so the Zombie is OD.

Ed Sez

Zombies are easy to "OD" if they aren't facing you up close. Kind of like plunking a slow moving target, no big deal. But get them in your face (6") and it's a different story. Just keep them away from you? Yeah, easier said than done!

AUTO-KILL OR CAPTURE

If a character comes into physical contact with a stunned or out of fight figure he may choose to either automatically dispatch the character or instead capture him (tie up, etc.) This can only be done when Active.

MEGA-DEATH RULE

Whenever a figure takes hits equal to their Rep they are dead.

PURSUE BY FIRE

Whenever a character scores a result of Runaway or Duck Back and must flee the figure or figures causing the test must roll 2D6 and compare it to their Reputation.

PURSUE BY FIRE TABLE

Pass 2D6
- He is allowed to immediately fire at the fleeing character.

Pass 1D6
- He is allowed a shot counting target in cover.

Pass 0D6
- He may not fire at all.

SUPPRESSION OR COVERING FIRE

If a figure is stationary (i.e. has not moved this turn during his Activation even if just popping up from cover) then he may be declared to be providing suppression or covering fire.

This must be announced during the figures Activation and it must be noted.

Figures noted as providing this type of fire will count an additional D6 when rolling their In Sight test. Taking an In Sight Reaction test is explained in the book in the Reaction Test section.

THE LEAST YOU NEED TO KNOW
- Shooting is handled differently from melee.
- Line of Sight can be affected by a variety of things from buildings to weather.
- Firing between two characters will continue until one is forced to Duck Back or is wounded.
- To shoot a weapon roll 1D6 and add to your Rep.

- Some weapons allow for more than 1D6 to be rolled.
- Weapons can fire at targets to their front at a width of 1" per each point of Target Rating.
- Shooting is affected by a variety of modifiers from Fast Movement to Cover and they are all figured into the Ranged to Hit Table.
- Figures, except Zombies, hit by fire will always go down whether stunned or out of the fight.
- Stunned figures can be automatically captured or dispatched.

MELEE

Hand to hand combat or melee is carried out when two or more figures come into contact via a passed Charge Reaction check. To fight melees follow the procedure below.
- **Each** figure in melee will roll 2D6.
- Modify the Rep of each figure by the following factors that may apply.
- Compare each result vs. each enemy in melee.

MELEE MODIFIERS
- Brawler in melee   +1D6
- Each point of Impact less than enemy   -1
- In melee with 2+ enemies   -1
- In melee with 3+ enemies   -2

Example – Jim Bob Joe has a machete (one hand edged weapon) and is set upon by 2 Zombies. Jim Bob Joe is a Rep 4 but counts a –1 for being in melee with two enemies. His Rep for melee is now a 3.

Both Zombies are Rep 4 as well but count a –2 due to the Impact of the machete. They are now Rep 2s for melee.

Jim Bob Joe rolls 2D6 and scores a 5 and 3, passing one die. The Zombies roll a 4 and 1 respectively (Zombies only roll 1D6 in melee). This means one Zombie has passed 1D6 and tied Jim Bob Joe while the other passed zero. The tie results in a miss and the two combatants will carry on the melee while the pass one die more result allows Jim Bob Joe to win the melee with the one Zombie. He immediately checks to see if the Zombie will be Obviously Dead.

After the number of dice passed are determined for each figure compare the results to the table below.

ALL THINGS ZOMBIE

MELEE RESULTS TABLE

Pass same number of D6
- All Miss and melee continues next turn.

One passes 1D6 more than the other and "wins" the round of melee.
- "Protected" loser rolls 1D6. Score 1 – 3 count Miss and melee continues next turn. Score 4 – 6 loser rolls for "obviously dead".
- Non-protected loser rolls for "obviously dead".

One side passes 2D6 more than the other and "wins" the round of melee.
- Loser rolls for "obviously dead".

OBVIOUSLY DEAD

Anytime a figure is hit in melee there is a chance that he is "obviously dead" (OD). This is determined by rolling 1D6 versus the Impact Rating of the weapon used in melee. If the score is equal or less than the Impact, he is said to be obviously dead…dead, dead. If the score exceeds the Impact then roll on the following Damage Table.

Be sure to check for each hit scored in the melee. Example – Jim Bob Joe is hit by 2 rounds of an Assault Rifle with an Impact of 2. The shooter rolls 1D6 for each hit and scores a 3 and a 5. Jim Bob Joe is not OD but must now roll on the Damage Table at his Rep (4) – the Impact (2).

DETERMINING DAMAGE

After a hit is scored roll 1D6 versus the Rep of the target reduced by the Impact of the weapon used. Consult the table below as to whether the die passed or failed the modified Rep.

DAMAGE TABLE (1D6 vs. Rep - Impact)

Pass 1D6
- **Knock Down!** Figure is "stunned".

Pass 0D6
- **All** are out of fight.

Example – Two rounds of AR fire in the last example hit Jim Bob Joe. He was not OD but now must roll a 2 or less for each round. He rolls a 3 and a 2. The 2 would pass and he would have been knocked down but the 3 fails so he is out of the fight. When hit by multiple rounds always count the worse result!

POP GOES THE WEASEL

After winning a melee with a Zombie, if the winner has a ranged weapon he may choose to fire at the Zombie instead from point blank. He rolls 1D6 versus his Rep and if the score passes the Zombie is "OD". "Pop goes the weasel" as it's called. If the score exceeds the Rep the Zombie is knocked down instead. Example – Jim Bob Joe (Rep 4) passes more dice than the Zombie and wins the melee. He is armed with an MPistol and may either attempt to OD the Zombie with a physical attack (Impact 1 for improvised weapon, the MP) or fire at the Zombie and OD him on his Rep 4 or less. He chooses to fire and fires 2 rounds, the minimum fire for an MP.

Ed Sez

"Popping the weasel" is a good idea if you find yourself with a low Impact weapon such as a pistol or machine pistol. But it also is a way to run out of ammo if "snake eyes" is rolled.

CONTINUOUS MELEE

If after a round of melee the sides are still in contact they will fight again on the next Activation regardless of which figure will become Active.

BREAKOFF MELEE

Anytime a figure is active he may choose to end the melee and move at least 1" away from the enemy unless blocked by terrain such as when having a back to the wall. Once the melee has been broken off both sides take an immediate "In Sight" check and they may be allowed to shoot in the same turn that they are breaking off the melee.

Example – Ivan and Betts are "whaling" on each other. Betts becomes Active and decides to "step back" 1" and both immediately take an "In Sight" check with Betts counting as moving.

ALL THINGS ZOMBIE

Ed Sez

If you get to a second round of melee with a Zombie and become Active…get outta there! Use the above rule to step back and turn the creep to pink mist. It's a gunfight for crying out loud!

IMPROVISED COMBAT

If you don't have a "real" melee weapon then you count as an Impact 1. However, you do not subtract this as a melee modifier. Example – Bill and Frank are in combat. Both are Rep 3s. Bill has a piece of pipe while Frank is unarmed. Frank would count a –1 to his Rep, as a melee modifier due to the pipe that Bill is using while the unarmed Frank does not cause any minuses to Bill. However, to figure the OD after the melee both would count as an Impact 1.

SPECIAL MELEE RULES

- Figures may choose to use two melee weapons at the same time if desired. This allows them to engage one extra target at no minus.
- Although the Impact of the enemies weapon is subtracted in melee it can never reduce the Rep to less than 1.

"HARRY, ARE YOU OKAY?"

If a character receives either a knock down or out of fight result when in melee with a Zombie note this for checking AFTER the game is over.

At that time the character must roll 1D6. Add his Rep to the score and if the total is 7 or higher he is okay. If the total is 6 or less then the character will "turn" into a Zombie. Zombies are not your friends so a decision must be made as to what to do with your character.

Ed Sez

Don't fool yourself. If a figure turns its best just to "cap" him and move on. Antidote? The "Cure"? Yeah, it exists but good luck finding it!

THE LEAST YOU NEED TO KNOW

- All the figures in contact in a melee fight at the same time by rolling dice against each other.
- Melee is influenced by Impact of the weapon and number of enemies that are being faced.
- Some characters are considered Brawlers and use an extra D6 in melee.
- Figures that fight one round of melee and are still standing will fight again in the following Activation.
- Figures may break off a melee as desired.
- Losing a round of melee with a Zombie could result in being eaten or worse yet being turned into a Zombie after the Encounter.

BATTLEFIELD CASUALTIES

"OUT OF THE FIGHT"

Figures that are down and out of the fight from a result of shooting or close combat, may be stunned, wounded, or dead. The player will not know what the status of the casualty is, unless he has had at least one (1) of his figure(s) spend one (1) entire turn with the casualty making a determination as to the casualty's status.

This does not mean one (1) turn carrying or dragging the casualty to a place of safety either! This means spending an entire stationary turn with the casualty conducting an examination and /or treating injuries.

When checking a figure roll 2D6 versus the figure's Rep. Subtract 1 from the figure's Rep for each wound.

Additional dice may be rolled due to any of the following but only count the best score rolled:

- +1D6 if checker is a medic (short for medical trained personnel)
- +1D6 if target was protected

Compare the dice to the table below counting whether the die roll passed (rolled modified Rep or less) or failed.

"HOW BAD IS IT DOC?" TABLE
-1 from the figure's Rep for each wound.
+1D6 if checker is a medic
+1D6 if target was protected

Pass 2D6
- The casualty is stunned, or just "winded", recovers, and rejoins the fight next turn!

Pass 1D6
- The casualty is badly wounded, and out of the fight due to the serious nature of his/her wounds! The casualty cannot move without being carried or dragged away to a place of safety by his/her buddies!

Pass 0D6
- The character is dead.

Ed Sez

Don't leave out of the fight figures just hanging around. They can become Zombie bait in a matter of turns. Sometimes it's better to cut your losses and run. Better to pack out your buddy, as it's hard to find new "recruits".

THE LEAST YOU NEED TO KNOW

- When a figure is out of the fight he can be stunned, wounded, or dead.
- It takes one turn to check out a man down and determine how serious he is hurt.

- Figures can return from "out of the fight" status in the same battle.
- Medical staff can increase the odds of recovery.

VEHICLES

Vehicles are easily found in ATZ. There are basically two types of vehicles, those that work and those that don't.

Any vehicle found on the table during an Encounter will not work. It is either out of gas or has a mechanical problem and cannot move.

To find operable Vehicles see "Finding Vehicles" in the "What Can Be Gained From The Encounter?" section of the rules.

VEHICLE BASICS

Type	Speed	Turns	Occupants
Bus	12	1	40
Motorcycle	30	3	2
Pickup Truck	16	1	3/6
RV	16	1	8 - 20
Sedan	20	1	6
Semi-truck and trailer	16	1	6 - 40
Sports car	24	2	2
SUV	16	1	9

- **Bus –** Large bus either used for public transit or school usually. Seats a sweet 40 and can turn into a real death trap if not careful.
- **Motorcycle –** Nice and easy to maneuver between things but not much protection. Carries up to two people, one driver, and one passenger.
- **Pickup Truck/Van –** Extended cab, light pick up, whatever has a cab and bed falls into this group. Three in the cab capacity and six in the exposed rear. Includes closed van where the riders in the rear are covered.

Ed Sez

A bus or a large RV can turn into a real death trap if you get stuck in the middle of one. Remember that it's always possible to escape out of a window!

- **RV –** Varies in size but usually holds between 8 and 20. Real comfortable ride and can be used as a makeshift camp.
- **Sedan –** Your basic four or two door, nice, sedate automobile. Usually has room for 6 occupants.
- **Semi-truck and trailer –** Big truck with an enclosed box trailer on the back. Six in the cab and at least 40 in the trailer. Treat the trailer as a building when opening it up.

- **Sports car –** Any jazzy "chick magnet" hot little number. You know what I mean. Holds 2 and runs like hell.
- **SUV –** Sort of like a small bus with speed. Seats up to nine in three rows of three.

CROSS COUNTRY DRIVING

- All vehicles traveling off-road have their top speed reduced by ½.
- In addition, all those except motorcycles have a chance of mechanical failure when traveling off-road and over ¼ their normal top speed. Each time they do so roll 2D6. On a roll of 11 the vehicle has broken down and must roll on the Losing Control Table.
- There is also a chance of the driver losing control of any vehicle, including motorcycles, when the vehicle is exceeding ¼ their original top speed, ½ for a motorcycle. On a roll of 7 must roll on the Losing Control Table.

SHOOTING AT VEHICLES

If a shooter has a ranged weapon he may fire at passengers in vehicles. They will count as if in cover. However, if a figure has a LMG he may choose to fire at the vehicle instead of the driver/occupants and does not count as if the target is in cover. To do so he fires as normal.

- If the result is a 9 or less then there is no effect to the vehicle.
- If the result is a 10 or higher roll 2D6 versus 3, the Impact of the LMG and refer to the table below.

DISABLING VEHICLE TABLE

Pass 2D6
- Vehicle explodes into a ball of flame killing all occupants.

Pass 1D6
- Vehicle rolls to a stop reducing speed by 12" each turn. The vehicle is permanently inoperable.

Pass 0D6
- Driver makes a Losing Control check at a –1 to Rep.

RUNNING DOWN PEOPLE AND ZOMBIES

When attempting to rundown a human or consult the Overrun Reaction Test below.

OVERRUN CHECK

Pass 2D6
- **Armed with LMG** will stand and fire.
- **Not armed with LMG** will dodge out of way without injury counting Duck Back.

Pass 1D6
- **Caught flat-footed! Driver** rolls on Ranged To Hit Table counting Rep.

Pass 0D6

22

- **Deer in the headlights!** Treat target as if being hit by LMG round.

Running over prone targets is an auto hit at an Impact of 3.

After hitting the target roll 1D6 and compare the score to the number of targets overrun. If score number of targets or less then the vehicle is out of control and check on the Losing Control Table.

Running down Zombies is an auto. How can you miss? They always count as if prone whether they are or not. If not OD on impact they will fly 3" away from the vehicle either to the left (1-3) or right (4-6) counting as if knocked down.

THE CAR WON'T START!

In ATZ if a character must start a vehicle a then it will only start on a 1D6 roll of 1 – 3. This may be attempted each turn when Active.

BUILDINGS

In ATZ, regardless of actual structure, all buildings will count as cover against small arms fire and block LOS.

ENTERING AND EXITING BUILDINGS

Characters may enter or exit a building at a reduction of 1" if through a doorway. If doing so from a window that will end their move but they can still shoot.

MOVEMENT INSIDE BUILDINGS

Movement in buildings is at normal speed and always counts cover for any figures that are inside except for Zombies. This includes those that have entered the building that turn.

Movement between levels whether up or down can be done in one turn. Example – Jim Bob Joe starts his turn on the first floor. He becomes Active and enters the second floor ready to fight.

Ed Sez

Rep 3 and lower guys can't hit someone in cover. The best thing to do with them is give them a good O-Gun weapon to keep the other guys heads down. But the upside to cover for the lower Reps is that they stick around. Check out the Reaction Tests to see what I mean.

THE LEAST YOU NEED TO KNOW

- Cross-country driving can cause mechanical failure to the vehicle if they exceed ¼ their original top speed.
- The driver or other occupant of a vehicle may be fired at with any ranged weapon.
- A LMG can disable or destroy a vehicle
- Buildings reduce LOS and provide cover from fire.

- You can enter and exit a building or vehicle by a door and continue moving but doing so by a window ends your turn.
- You may run over people and Zombies with a vehicle but may lose control.

REACTION CHECKS

HOW TO CHECK REACTION

The "Reaction Check" represents the effect of various stressful situations on a character's ability to perform tasks.

Taking a "Reaction Check" involves taking the character's Reputation and comparing it to 2D6 counting each die score separately.

If a die score is equal or less than the Reputation of the character then he is said to have "passed" that die. It is possible to pass 2, 1 or 0 dice. Check the number of dice passed under the appropriate Reaction table.

This mechanic is also used for a variety of tests from Losing Control to Melee and many others.

STONE COLD

Most characters roll 2D6 when taking a Reaction check but characters that are "Stone Cold" do not. "Stone Cold" will roll 3D6 whenever taking a Reaction check even if the rest of the boys do not.

TYPE OF REACTION CHECKS

There are a variety of Reaction checks that must be made in ATZ. Some are used a lot while others are rarely used. But before taking a Reaction check you must determine the status of the checker. Is he either "In Sight" or "Hidden"?

IN SIGHT OR HIDDEN

A figure is "In Sight" if he can be seen. This is either in the open or in cover that still allows him to be seen. An example would be in a window of a building or vehicle.

A figure is "Hidden" if he is in cover, stationary, and has yet to be seen by the enemy. An example would be someone in a window of a building or vehicle. Note that this is the same as being "In Sight" the difference being the figure has not been seen by the enemy.

Here's an example of how this works. Ivan starts the turn "hidden" in a building window. The enemy has not seen him. Betts comes into the street and is now "In Sight" as Ivan can see her. Ivan takes an "In Sight" check as he can see Betts. Betts cannot see Ivan so she does not take one. Ivan passes 2D6 and waits until Betts is in the middle of the street and opens fire. Pop, pop, he misses and Betts scores a Duck Back on her reaction.

Next turn Betts pops up. If Ivan is still in the same place then Ivan will roll an "In Sight" check and is still "hidden". *To become visible and no longer*

"hidden" the figure must have scored a result of Miss and the target does not Duck Back or has scored a Pass 0D6 on its Insight check.

WHEN TO TAKE A REACTION CHECK

Reaction checks are taken for the following reasons.

"IN SIGHT" CHECK

Anytime an enemy starts "out of sight" and comes "into sight" use the "In Sight" Check. This may result in BOTH sides taking the test simultaneously.

Example – Ivan is in the middle of the street. Betts comes around the corner and they see each other. Both take the "In Sight" check.

Note that sometimes only one side may take the check due to being "hidden".

Example – Ivan is "hidden" in the window. Betts comes around into the street and is "in Sight". Only Ivan takes the check.

"IN SIGHT" CHECK

+1D6 if not moving and suppressing /covering fire.
Pass 2D6
- **"Hidden"** have option to hold fire or fire at anytime during the opponents move.
- **Others will fire**, stationary figures firing first, then moving figures next.

Pass 1D6
- **"Hidden" with a Leader** have option to hold fire or fire at anytime during the opponents move.
- **Other stationary figures** will fire.
- **Moving figures** may not fire.

Pass 0D6
- **"Hidden" figures** will fire but become exposed and cause eligible enemy to take "In Sight" Checks.
- **All others** may not fire.

Note: Popping into view in place is considered to be moving.

Ed Sez

This is the most important check in all of ATZ. This determines who fires first and that could be the difference between living large or dying quick. Remember…no matter what, the stationary guy fires first. Keep this in mind when you decide you want to play "cowboy" and rush out into the open.

Special note: In Sight tests are not taken when Zombies are "placed" due to gunfire at end of the turn. They may cause them normally the following and subsequent turns.

"RECEIVED FIRE" CHECK

Every time a figure is fired at it must take the "Received Fire" Check.

"RECEIVED FIRE" CHECK

Pass 2D6
- **Chargers** will continue.
- **Outgunned or unable to fire** will Duck Back or finish move without firing.
- **Those fired on by "hidden"** may finish move and fire as desired.
- **Others** finish move and fire.

Pass 1D6
- **Chargers** armed with ranged weapons will stop in place and fire instead while those not so armed will continue the charge.
- **Those in cover** will fire or Duck Back.
- **Others** will Duck Back.

Pass 0D6
- **Those in cover** will Duck Back.
- **Others** will Runaway.

When a character is forced to take a "Received Fire" Reaction Check he may fire at any target he desires IF he is Active.

REACTION FIRE OR NOT

Anytime a figure is called upon to fire and does not have a weapon that allows him to do so whether because of range or not even having one, it may charge instead if in range. If either out of range for firing or charging it may either Duck Back or remain in place.

"WANTING TO CHARGE" CHECK

Anytime a figure wants to charge into hand to hand combat it must take the "Wanting to Charge" Check. Note that a charge move is an attempt to initiate hand-to-hand combat and is not defined by movement distance. Entering melee is done via this Reaction check and figures may move up to their "Fast Move" allowance to make contact if need be. Figures may not fire prior to a charge unless directed by a Reaction Test.

"WANTING TO CHARGE" CHECK

Pass 2D6
- **All** will charge into hand-to-hand combat.

Pass 1D6
- **Those in cover** will remain in place and if possible will fire instead.
- **Others** charge.

Pass 0D6
- **Those in buildings** will Duck Back.
- **Others** remain in place.

ALL THINGS ZOMBIE

"BEING CHARGED" CHECK

Anytime a figure is being charged to it's front and can see the enemy that is charging him it must take the "Being Charged" Check.

"BEING CHARGED" CHECK
Pass 2D6
- **Those that can will fire** and prepare for melee.
- **Others** will remain in place and prepare to melee.

Pass 1D6
- **Those in cover** will fire and prepare for melee.
- **Those charged to flank or rear** will Runaway.
- **Others** may not fire but will prepare for melee.

Pass 0D6
- **Those in cover** will prepare to melee.
- **Others** Runaway.

SURPRISE CHECK

When a figure is charged by a "hidden" enemy or to the flank or rear it must take the following "Surprise" Check.

SURPRISE CHECK
Pass 2D6
- Target turns to face enemy and takes Being Charged Check at –1 to Rep.

Pass 1D6
- Target is surprised and cannot react. Counts only 1D6 in melee the first round.

Pass 0D6
- Target is totally surprised and counts 0D6 in melee the first round.

Ed Sez

This is how they get you! One minute you're laughing you're a$$ off plugging Zombies. Then the gunfire attracts more Zombies, the Activation die roll goes cold, and "BAM", there's a Zombie charging you from the rear. Worse yet, the butt head Rep 3 that was covering your back runs off when he's charged by the Zombie and you're surprised. I can't tell you enough times…watch your back!

"OVERRUN" CHECK

Whenever someone has the chance of being run down by a vehicle he must roll on the following table.

OVERRUN CHECK
Pass 2D6
- **Armed with LMG** will stand and fire.
- **Not armed with LMG** will dodge out of way without injury counting Duck Back.

Pass 1D6
- **Caught flat-footed! Driver** rolls on Ranged To Hit Table counting Rep.

Pass 0D6
- **Deer in the headlights!** Treat target as if being hit by LMG round.

"RALLY" CHECK

Anytime a figure has Runaway and is confronted by a friendly figure within 2" it may try to Rally and return to the fight.

"RALLY" CHECK
(May use 3D6 if friend is Leader or Stone Cold.)
Pass 2D6
- **All** back in the fight. Carry on as desired.

Pass 1D6
- **Those in cover/buildings** back in fight.
- **Others** will not rally but may try again next turn.

Pass 0D6
- **All** will not rally and may not try again but will leave if told to or if their side leaves.

SEE ZOMBIE DEATH CHECK

Or more specifically take this when you see your "first time ever" (not each game) human being munched by a Zombie. It doesn't matter who's being served up as lunch, friend or foe, it's just ugly and could cause you to go to the "Sanity Table".

"SEE ZOMBIE DEATH "
Pass 2D6
- Carry On.

Pass 1D6
- Duck Back and go to Sanity Table.

Pass 0D6
- Runaway and go to Sanity Table.

SANITY TABLE

After seeing your first time ever Zombie death you may end up on this table. The sight of a fellow human being torn to shreds by the undead has caused you some mental consternation. To find out how bad it is just roll below.

"SANITY TABLE "
Pass 2D6
- Recover wits next Activation and function as normal. Will take Reaction tests at a –1 Rep until Activated. Ignore future Zombie Death Sightings.

Pass 1D6
- Huddle in a corner and may not move until either Rallied by others or game ends.

Pass 0D6
- Collapse goes insane and collapses in a heap counting as "out of fight". Once checked on as normal for recovering from "out of fight" go to the Crazy About My Job table below.

25

INSANE BUT NOT UNEMPLOYABLE

Once a figure becomes "insane" he still has a few options available to him. Roll 2D6 vs. his original Rep and compare to the table below.

CRAZY ABOUT MY JOB

Pass 2D6

- Figure becomes predetermined to madness as in his mind it's "game over man" and the Zombies have won. He is in a state of shock and counts as Rep 2. Roll 2D6 versus this new Rep. If pass both dice then he returns to his previous Rep and functions normally. BUT he counts as never seeing a Zombie Death and is subject to the test again. If he did not pass both dice while in shock then he goes to Pass 1D6 of this table.

Pass 1D6

- He is in a state of worsening shock and counts as Rep 1. Roll 2D6 versus this new Rep. If pass both dice then he returns to his previous Rep but at a –1 and functions normally. BUT he counts as never seeing a Zombie Death and is subject to the test again. If he did not pass both dice then go to Pass 0D6 of this table

Pass 0D6

- Never comes out of it and becomes a blithering idiot who must be watched 24/7 so has not to injure himself.

HEROES ALL

Whenever a figure rolls double ones (snake eyes) on any Reaction check EXCEPT an In Sight check, he will immediately go into "Hero mode". This means he is immune to any and all future Reaction tests. This will last only for the duration of the battle or until he is taken out of the fight. His Rep however, remains the same.

RECOVERY AFTER THE BATTLE

After each Encounter roll 2D6 vs. Rep for all figures suffered a result of Runaway or Out of Fight. For those that were Out of Fight they are allowed to roll an additional 1D6 if they have access to medical supplies.

RECOVERY CHECK

+1D6 if out of fight and have access to medical supplies

Pass 2D6

- **All** return at normal Rep.

Pass 1D6

- **All** return at Rep –1.

Pass 0D6

- **Out of Fights** will die and Runaways never return

THE LEAST YOU NEED TO KNOW

- Reaction is tested by rolling 2D6 or 3D6 against the Rep of the figure checking.

- Stone Cold and Leader figures use 3D6 when rolling Reaction.
- To "pass" a die roll the score must be equal or less than the Rep of the checker.
- Even if more than 2D6 are rolled you can only pass either 2, 1, or 0 dice. The extra die result is discarded.
- Rolling "snake eyes" when taking some reaction checks can cause the figure to become a Hero.
- Reaction checks are taken for various reasons.
- "Hidden" figures must be exposed.
- Being in buildings increases the chances of passing a Reaction check.

CAMPAIGN GAME

The Hurley Gazette
A1 Friday, November 11, 20
Death Walks!

Today reporters are confirming that the city of Washington D.C. is under a full-scale attack!

Our sources have indeed confirmed that the nations capitol is under siege! The national guard has been all but destroyed by wa... The army and the air for... have been ...atched in response to the direct threat to the safe... of the president. Reports indicate that an army of the walking dead have killed thousands of citizens in what can only be described as a slaughter!

Washington & Death

GETTING STARTED

The following rules will allow players to tie together all of the encounters that they have while playing ATZ.

HISTORICAL TIMELINE

The campaign starts 2 years after the "outbreak" (O+2). Order has disintegrated and chaos has risen to the top. Mankind has been reduced to small pockets of survivors at risk in an undead world. This is what is known as "Phase 1" (O to O+10). This is the time where the undead rule the urban areas while the living make their way to the rural parts of the world. Humanity splinters as the strong begin to prey on the weak.

Phase 2 (O+11 to O+20) occurs next as the hardy survivors have learned to adjust to a world gone mad. Zombies still aren't the only enemy though as more and more survivors realize it's better to shoot first and ask questions later as frontier justice has returned. The Zombies have migrated away from the cities and are walking the countryside more than before. It isn't until 20 years after the "outbreak" that a glimmer of hope reappears. This is known as Phase 3cand lasts the remainder of the game

It's now twenty plus years since the "outbreak" and time to take back the world. The first

waves of Zombies have decomposed while many of the outlaws and thugs have succumbed to internal quarrels or degenerated into isolated individuals. It's the first time in years that one can even think of returning to the cities. Slowly the survivors make their way back for the final showdown with humanity in the balance.

ALL THINGS ZOMBIE

The first rule of ATZ is "know your enemy". He is a fearless foe never panicking and always moving relentlessly forward. He has only one goal and that's to feed on the living. Here's a brief rundown of your primary, but not only, enemy.

- Zombies are Reputation 4 and can only do damage in hand-to-hand combat. Unlike humans they only use 1D6 in melee.
- Zombies have an Impact of 1 for OD purposes that does not count as a Melee Modifier. They are fearsome in melee when met in overwhelming numbers.
- If they kill, knock down, or force a foe "out of fight" they will spend 1/2D6 turns feasting on them. After 1 turn any victim will be dead. Example – Knockdown victim turn 1. Next activation feast and the unfortunate soul is dead.
- Zombies do not have to take ANY Reaction tests.
- When a hit is scored on a Zombie check for "obviously dead" first. If a Zombie is not "obviously dead" he will stagger back 1" per Impact per hit and be knocked down to the ground. *However, Impact 1 ranged weapons that do not "OD" a Zombie do NOT knock it down and it will instead keep moving forward if active. Melee weapons will knock down a Zombie regardless of Impact.*

Ed Sez

Keep this in mind when picking a ranged weapon to use. Impact 1 does not stop a Zombie! Many victims have been found still holding their ineffective pistol in their lifeless hand. Even a Machine Pistol will not knock down the undead.

- In melee when a zombie has been hit roll 1D6 versus the Impact of the weapon. If not OD'd then the Zombie will be knocked down. He can resume the melee if he regains his feet and is still in contact with the figure.
- Zombies will move at 6" and cannot "fast move".
- Zombies can melee any occupant of a stationary vehicle or one that is moving 2" or less this phase. Occupant counts as if in cover for Reaction tests.
- Zombies are more "audio than visual" creatures. They cannot recognize a human outside of 12" but will be attracted by the sound of gunfire from anywhere on the table regardless of intervening

walls. They will move towards the closest fire. If a human is outside of 12" the zombie will not react but continue moving in the way it was previously. If the zombie runs into a solid object roll 1D6. Odd they turn left, even they turn right.

- Flaming Zombies will "burn out" and die on roll of 6. Roll this check at the end of each turn. If meleed by a burning zombie the figure will count 1D6 less than normal for Reaction and Melee.
- Zombies can climb stairs normally. However, only 1 in 6 Zombies can climb a ladder or onto a roof. To determine this roll 1D6 whenever the opportunity arises and on a score of "6" that Zombie can climb.

Ed Sez

Here's a neat trick. Let's say you have a crowd of Zombies on your tail. Climb a roof and see what happens next. Only the Zombies that contact the building may attempt to climb up. The climb check is a one-time thing. Either he can or he can't. If he can't, then don't shoot him as another Zombie will take his place and maybe this one can.

- Zombies are attracted by gunfire. For each shot taken roll 1D6 at the end of the turn. Compare the score to the Zombie reinforcement table elsewhere to see if a Zombie is attracted.

ZOMBIE REINFORCEMENT TABLE

Urban area
- **4 – 6 =** One Zombie appears.

Outskirts area
- **5 – 6 =** One Zombie appears.

Rural area
- **6 =** One Zombie appears.

Ed Sez

Remember that Zombies will hear you before they see you. Gunfire attracts Zombies, plain and simple. Do you really need to fire three times instead of once? Three shots could mean three Zombies. Think before you shoot.

But if they can hear you make it work for you. Use gunfire to draw them away from your postion. Knowing when NOT to fire is as important as knowing when!

ZOMBIE PLACEMENT DUE TO GUNFIRE

When Zombies are to be placed due to gunfire roll 1d6 for each one individually. Consult the table below:

Result Location
1. Left front
2. Front
3. Right front

ALL THINGS ZOMBIE

4. Left rear
5. Rear
6. Right rear.

Zombies are placed 12" away from where the shot was fired. If not possible due to table edge then move to next location going clockwise. If contact a building within 12" then place at doorway of building to come out next Activation. Example – Jim Bob Joe fires a Machine Pistol at full fire or three shots. He rolls three times and one Zombie is called for. He next rolls a 1 and this means the Zombie is placed to the left of Jim Bob Joe 45 degrees and 12" off.

Ed Sez

Watch where you're shooting. I've pulled the trigger at the start of the turn and ran 12" forward. When the turn ended and the Zombies were rolled for it was placed 12" from where the shots were fired. Yep, you guessed it, almost on top of me. Remember, there's not an immediate In Sight test so I had to wait until either he became Active and charged me or I became Active and fired.

TIME IN THE CAMPAIGN

The campaign usually starts 2 years after the outbreak or "O+2". This is Phase 1 and will last until "O+10". The second Phase runs from "O+10 to "O+20". "O+21" starts the third and final Phase.

Years are divided by either months or seasons, whichever you desire. If you like you can interchange these as desired, playing months in Phase 1 and seasons in Phase 2. You decide.

Whatever you decide, there will be one Encounter or scenario per month/season.

ENCOUNTER MECHANICS

Encounters are the scenarios for ATZ. They form the basis of the campaign. All encounters follow a similar pattern, which is:
1 – What type of Encounter is it?
2 - Where does the Encounter take place?
3 – What can be gained from the Encounter?

WHAT TYPE OF ENCOUNTER IS IT?

Before each Encounter you must decide the reason behind the battle. Why are you doing this? There are three basic types of Encounters and they are Raid, Escape, and Pursuit.

Normally the first Encounter would be a Raid with Escapes and Pursuits being a result of a Raid. However, feel free to play whatever you desire.

Each of these will have a different set of circumstances and victory conditions that will help determine how successful you were. Here are the descriptions of each type of Encounter.

RAID

Raids are carried out for a variety of reasons. One of them is to destroy the enemy whether Zombies or any humans you may discover. This is called a "destroy raid". Another could be to recover something or someone that may have been captured in a prior battle. We refer to this as a "recover raid". Still another option would be to find things or recruit other humans. That's called a "loot raid". Regardless of what it is called it is a good idea for the players to have a sense of purpose before starting the Raid but you will find that this is not always necessary as often the players may have different objectives.

If desired there is the option to have the players being the defenders of a raid. This would be a simple matter to flip-flop the roles of the sides. To determine the raiders just use the "Meet & Greet" Matrix elsewhere in the rules.

Ed Sez

I've been in lots of raids and sometimes it's hard to remember the reason I was out there. "When you're up to you're a$$ in Zombies it's hard to remember you came here to recruit friends." Many times my buds would plop themselves down on a roof and just shoot Zombies all day. That's a destroy mission. While they did that I'd be "meeting and greeting" in buildings trying to recruit new friends. Sometimes you're all on the same page and sometimes you're not!

28

© 2005 Ed Teixeira

ALL THINGS ZOMBIE

A successful Raid may generate a Pursuit Encounter.

ESCAPE

In this Encounter one side is trying to escape while the other side will try to prevent this. This can often happen when you decide to use the Larger Than Life rules because your Star has been knocked "out of the fight" and has no one left to carry him away. Please note that Zombies will NOT capture humans so this scenario will always be between two forces of survivors. The Encounter will occur in any location the character has been captured at previously.

After the board has been set up as outlined later in the rules roll 2D6 versus the highest Rep of all of the captives. For example if there were three prisoners with a Rep 5 and 2 Rep 4s, the dice would be rolled versus the 5.

- Passing 2D6 means there will be twice as many rescuers as captives.
- Passing 1D6 means that there will be an equal number of rescuers as captives.
- Passing 0D6 means that there will be no help coming.

This determines the number of "friendly" figures involved in the Escape. After this is determined roll 2D6 added together and consult the table below.

HOW MANY OF THEM TABLE	
2	There are twice as many captors as captives/rescuers.
3 or 4	There is 1/2 again as many captors as captives/rescuers.
5	There is 1 more captor than captives/rescuers.
6 - 8	The forces are equal.
9	There is 1 more captive/rescuer than captors.
10 or 11	There is ½ again as many captives/rescuers as captors.
12	There are twice as many captives/rescuers as captors.

Any additional figures needed for the scenario must come from the players' party. Failing this they are generated at random.

The captives and rescuers will start in the location where they are being held which must be in the center of the board. Alternatively if desired they can be on one edge of the board but must exit the opposite end. They all will be armed. All vehicles available for getaway will be 4D6" from where the prisoners are kept. When the character(s) exits the prison roll 1D6 each time he moves.

- At the end of the first turn, his captors will be "alerted" on a roll of 1 - 3.

- At the end of each subsequent turn roll 1D6 with the chance of the captors being alerted increasing by 1 point each turn.
- When the die score is equal or less than the needed "alert" score the captors are alerted and may respond.

The captors are then placed where the captives were held. If this is in sight of the captives no In Sight tests are taken and Activation is then rolled as normal.

If re-captured, the character will be placed back into captivity.

A successful Escape may generate a Pursuit Encounter.

PURSUIT

Strategic pursuit can be triggered by any Encounter where a character leaves the board whether voluntarily or not. Non-player characters will pursue characters if they outnumber them. The player however, will always have the option to pursue or not.

Three things define a pursuit.

- **The Lead** - The time elapsed before a pursuit can be mounted and sent out.
- **The Runners** – This is the party being chased.
- **The Chasers** - This is the party sent in pursuit.

ESTABLISHING THE "LEAD"

First, establish how much time has elapsed before the pursuers are sent out. How much of a "lead" do the Runners have? This is determined by rolling 2D6. The result is the number of hours the "lead" is.

HOW TO PURSUE

Add the result of 1D6 to the lowest Rep in the Runner's party. Then add the total to the "lead" in hours.

The Chasers now add the result of 1D6 to the lowest Rep in their party. This total is now subtracted from the modified "lead" in hours determined above.

Repeat this process with the Runners and Chasers rolling in turn until the lead either exceeds 24 hours or decreases to 0 or less.

If the "lead" is increased to over 24 then the Runners have escaped.

If the "lead" is reduced to 0 or less then the Chasers have caught the Runners and the Runners are placed in the center of the table. They then decide from which direction the Chasers will come. Deploy the Chasers 24" from the Runners.

VEHICLES IN PURSUIT

If both the Runners and Chasers are in vehicles or neither party has vehicles proceed as above.

If the Runners have vehicles and the Chasers do not then the Runners will automatically get away. If the Chasers have vehicles and the

29

ALL THINGS ZOMBIE

Runners do not then the Runners may only count half of their 1D6 plus lowest Rep score before applying it to the "lead".

SPLITTING THE RUNNERS

Runners may split up their party at anytime and the Chasers may do the same, or elect to follow only one band of Runners. If the Runners split their party and the Chasers split to follow, carry out two separate pursuits, starting the "lead" at the time of the split.

THE LEAST YOU NEED TO KNOW
- There are three basic Encounters, Raids, Escape, and Pursuit.
- Raids can have a variety of reasons behind them.
- An Escape will often be called for when using the Larger Than Life rules.
- Pursuit can be used by both the player and the non-player and can be a result of a successful Raid.
- Players can take either side of any Encounter, being the defenders in a Raid, the captors in an Escape or the Pursuers in a Pursuit.

WHERE DOES THE ENCOUNTER TAKE PLACE?

Encounters take place in one of three areas. They are:
- Urban area – Large cities such as New York, Los Angeles, Seattle, or Albuquerque for example. Urban areas are defined by the presence of lots of buildings. These range from multi-story apartments to convenience stores. If using the basic 4' x 4' table an Urban Encounter would have 12 + 3D6 buildings and 2D6 abandoned vehicles.
- Outskirts – These are the typical smaller satellite communities that surround large urban areas. Also known as suburbs they will usually have one and two story buildings, some houses, and a variety of businesses. "Box" stores such as Wal-Mart are often found here. If using the basic 4' x 4' table an Outskirts Encounter would have from 6 + 2D6 buildings and 1D6 abandoned vehicles.
- Rural – These are the lightest populated areas away from urban areas. They range from small towns to roadside diners and truck stops. All the buildings are single story and if using the basic 4' x 4' table a Rural Encounter would have from 1+1D6 buildings and 1/2D6 abandoned vehicles. These vehicles are often semi-trucks and RVs that are treated as small buildings for "finding" people or Zombies.

Ed Sez

Here's some basic Zombie 101. If you want to hunt Zombies then head for the urban areas. But if you're trying to recruit more members to your extended family then hang out in the rural areas.

TERRAIN FEATURES AND SCENERY

This section describes the general terrain features used in ATZ and what effect it may have on the characters. For ideas on terrain and buildings I would suggest viewing movies of the appropriate genre.

Each terrain piece should be represented by a 12" by 12" or 6" x 24" area. The boundary of the terrain area should be clearly marked. It is easy to use a piece of felt for this purpose. Upon this can be laid out trees, rocks, scrub, etc. with the edge of the felt outlining the terrain boundaries.
The types of terrain are as follows:

"No effect" scrubs – Low lying bushes that provide cover but do not hinder movement.
Impassable rock formations - Base of inaccessible mountains or sheer cliff side. Movement not allowed.
Dry riverbed – Three or four inches across. Runs from one table edge to the adjacent one. Those in the riverbed count concealed from those out.
Undulating terrain – Gullies, washes, and small ridges. Moving through a gully or wash will be at normal speed; cutting across them will be at ½ speed.
Rough terrain or wooded area – Movement reduced to half speed through area. Also visibility reduced when inside.
Definite road – Whether a four lane highway or a dirt road.
Built up areas - This will be an area where buildings are used. In Urban areas the buildings should be placed within 2" of each other and across 12" streets. Outskirts would have the buildings similarly placed but the number reduced. Rural areas could be a small group of from 1 to 3 buildings representing a truck stop or other small settlement.
River - This terrain feature must be at least 6" wide and may be up to 48" long. One end of the river must be placed at a table edge. The opposite end may terminate at a table edge other than the one it entered on, at a "free" lake of no more than 24" x 24" or a shoreline of an ocean or bay.

After placing a river roll 1D6. On a roll of 1 the river is not fordable and a bridge must be placed across it at some point. On a roll of 2 or 3 the river is fordable for up to half its length. (Fords should be marked.) On a roll of 4 through 6 the river is fordable it's entire length. Fording is performed as follows:
1. The character must stop at the river's edge and forfeits any remaining movement.
2. Next turn, the character moves to the opposite edge and stops inside the river.

ALL THINGS ZOMBIE

3. On subsequent turns, the character moves out of the river at the normal rate.

Characters in rivers are considered "downhill" of units on the rivers bank.

WHAT TYPE OF BUILDINGS

URBAN AREA	2D6 Score required
Apartments	2 to 5
Church	2 (one only)
Dock/Shipyard	2 (one only)
Hospital	2 (one only)
Mall	2 (one only)
Office Buildings	2 to 6
Police Station	2 or 3(one only)
Retail Store	2 to 9
School	2 (one only)
Supermarket	2 to 5 (one only)
Warehouse	2 to 5
OUTSKIRTS AREA	2D6 Score required
Apartments	2 to 7
Church	2 (one only)
Dock/Shipyard	2 (one only)
Hospital	2 (one only)
House	2 to 7
Mall	2 (one only)
Office Buildings	2 to 5
Police Station	2 or 3 (one only)
Restaurant	2 to 9
Retail "Box" Store	2 to 5
Retail Store	2 to 9
School	2 (one only)
Supermarket	2 to 5 (one only)
Warehouse	2 to 5
RURAL AREA	2D6 Score required
Church	2 (one only)
House	2 to 7
Military Base or Armory	2 (one only)
Restaurant	2 to 7
Retail Store	2 to 5
School	2 (one only)
Supermarket	2 (one only)
Warehouse	2 (one only)

SETTING UP THE BATTLEFIELD

When setting up the battlefield refer to the following tables by area to see the probability of a particular building/vehicle being used. Roll the appropriate number of buildings/vehicles up as follows:

Urban Area = 12 + 3D6 buildings with 2D6 vehicles.
Outskirts Area = 6 + 2D6 buildings with 1D6 vehicles.
Rural Area = 1 + 1D6 buildings with 1/2D6 vehicles.

For each building/vehicle used roll 2D6 and add the scores together to determine the type available.

WHAT TYPE OF VEHICLES

URBAN AREA	2D6 Score required
Bus	2 (one only)
Motorcycle	2 or 3
Pickup Truck	2 to 5
RV	2
Sedan	2 to 8
Semi-truck and trailer	2 (one only)
Sports car	2 to 7
SUV	2 to 5
OUTSKIRTS AREA	2D6 Score required
Bus	2 (one only)
Motorcycle	2 to 3
Pickup Truck	2 to 6
RV	2 or 3
Sedan	2 to 8
Semi-truck and trailer	2 to 3 (one only)
Sports car	2 to 4
SUV	2 to 5
RURAL AREA	2D6 Score required
Bus	2 (one only)
Motorcycle	2 or 3
Pickup Truck	2 to 8
RV	2 to 5
Sedan	2 to 5
Semi-truck and trailer	2 to 5
Sports car	2 or 3
SUV	2 to 5

WHAT THE BUILDING IS

ATZ groups and categorizes buildings mainly by type and function. Most are self-explanatory but here's all the info you'll need to set your cities up. It is suggested that players familiarize themselves with the specific characteristics of each building type. This includes how they affect Activity Level and available Loot.

Apartments – These would be multi-family dwellings of various heights.

Church – Any house of worship.

Dock/Shipyards – Places where boats and ships arrive and depart. Range from large industrial sites to small local marinas and boat launches.

Hospital – These are large medical facilities.

House – These are single-family dwellings with a variety of floor plans from palatial mansions to rustic cabins depending upon the area they are found.

Mall - Large suburban indoor shopping center with a variety of businesses located under one roof. Can be the only building in an Encounter if desired.

Military Base or Armory = Abandoned military structures.

Office Buildings – Usually high-rise buildings that housed white collar office workers in the past.

Police Station – Includes anything from large urban precincts to small Sheriff offices in the rural areas.

Restaurant – Includes everything from large plush restaurants to local fast-food joints. Also includes the typical roadside diner and café.

Retail "Box" Store (Think "*Mart") –** Think the large retailer "box stores" such as electronic and furniture stores. Places where things are sold in bulk.

Retail Store – Small and mid-size non-food stores from convenience stores to clothing shops.

School – Any building of education from college down to primary schools. Can be as small as a one-room building to as large as a sprawling campus.

Supermarket – Places that sell foodstuffs and a variety of other items.

Warehouse – Large buildings used to store items to be shipped elsewhere. Also includes self-storage facilities.

THE LEAST YOU NEED TO KNOW
- There are three types of areas that Encounters can occur it.
- Urban areas have the biggest chance of meeting Zombies.
- Rural areas are the best place to recruit Survivors.
- Terrain features can affect shooting and movement.

WHAT CAN BE GAINED FROM THE ENCOUNTER?

There are two ways to find things during an Encounter. The first is taking items from other survivors. These are usually weapons or vehicles. The other way is by finding them in buildings during the Encounter. There are a variety of things that can be gained during Encounters. They are:
- Weapons
- Medical supplies
- Body armor
- Vehicles
- Surplus ammo
- The "Cure"

FINDING WEAPONS

There is a chance that players may find weapons during the Encounter. The easiest way is finding them inside buildings however these are limited to the following types:
- Chain Saw (2 -3)
- Crossbow (4)
- Bow (5)
- One hand bludgeoning weapon (6)
- One hand edged weapon (7)
- Pistol (8 - 12)

When a weapon is found roll 2D6 and add them together. The total is compared to the weapons above and the corresponding weapon is found. Example – A roll of "6" and "1" would be a "7" or One hand edged weapon.

Special rule - When rolling for weapons in a Police Station add 4, Military Installation, or Armory add 6 to each die roll for weapons. This is the only time "good" weapons can be found. Refer to the following for weapon selection.

13 = Shotgun
14 = Shotgun
15 = Machine Pistol
16 = Assault Rifle
17 = Light Machine Gun

As you can see there aren't many "good" weapons to be found this way. That is because the ones those are left and in good working order are now being used by other survivors. This brings us to the second way to get weapons…take them from others.

FINDING SURPLUS AMMO

Whenever "surplus ammo" is rolled on the "Loot Tables" the player is allowed to add 1 clip to any weapon he already possesses except for a LMG, which can only be found in a Police Station, Military Installation or Armory. This will raise his number of clips for one Encounter of his choice. After that Encounter the clip is "burned" and discarded regardless of actual use.

FINDING MEDICAL SUPPLIES

Medical supplies can be found in two ways. They are either in a building or possibly on a Medic.

FINDING BODY ARMOR

Finding body armor, which allows the figure to be counted as "protected", can be found in the same way as weapons.

FINDING VEHICLES

All vehicles on the board after the Encounter starts are considered to be inoperable. However, vehicles are available to players to be used during an Encounter as follows.

At the start of each Encounter take the Zombie Activity Level (ZAL), explained later in the "Meet & Greet section of the rules", minus the Phase the game is currently in (1 – 3). Then roll 1D6 versus this target number. If you roll less than the number you have one vehicle at your disposal for every six or less figures in your party. If you have more than six figures you can roll for additional vehicles. These vehicles can be of your choice and have enough gasoline to last the whole Encounter

Example – Three players have a total of 9 figures working together. They are allowed two rolls for a possible vehicle if they want. (One for the first 6 figures and one more for the additional 3 figures left over). The game is in the 1st Phase and being played in an Urban area. The "target" number for a vehicle would be "6" (the Zombie Activity Level) – "1" (the Phase the game is in) or a "5". Jim Bob Joe rolls a "3" and as it is equal or lower than the target number of 5 the party has a vehicle. On the second attempt a "6" is rolled and a second vehicle is not allowed.

When a result of "Vehicle" is scored on the "Loot Tables" then the player is automatically allowed one vehicle for any one subsequent Encounter he desires. This may be used in addition to any vehicles that he is allowed by normal rolling.

Only one vehicle can be found per Encounter.

THE "CURE"

It *may* be possible that the "Cure" can be found during an Encounter. One dose of the "Cure" will save one figure from "turning" to a Zombie if it is used. Once used it is discarded. Each "Cure" has 1D6 doses.

The "Cure" can only be found by a Medic and in a Hospital located in an Urban area. Anytime a result of "medical supplies" occurs roll 3D6. On a score of three "6"s the "Cure" is found. All other results count as regular medical supplies.

STOCKPILING LOOT

As players advance in the campaign it is important to keep track of whatever items and loot they find during their Encounters.

WHAT FROM WHERE?

Whenever searching a building or semi truck trailer each figure rolls 1D6 on the appropriate tables below to see if there is anything found. Only one of each type of item can be found per building. Note that there will also be modifiers to the search based on the building that is being searched. Any plus is added to the possibility of finding something while any minus is subtracted. Not allowed means that there is no chance of finding the item. These are listed with the actual search tables below.

Searching for loot can only be done after all enemies are taken care of. Be sure to use the column of the appropriate Phase and roll for each possible item.

Ed Sez

Know what you're looking for and go to those buildings. Don't waste time rummaging for something that isn't there!

BUILDING SEARCH MODIFIERS TABLE

Apartments = +1 Weapons and surplus ammo, body armor and medical supplies not allowed.

Church = +2 Vehicles, others not allowed.

Dock/Shipyards = +1 Vehicles, -1 all others.

Hospital = +3 Medical supplies and +2 Vehicles, others not allowed.

House = +1 Weapons and surplus ammo, body armor and medical supplies not allowed.

Mall Urban and Outskirts = +3 Vehicles, +1 weapons and surplus ammo.

Military Base or Armory = +2 Weapons, +3 surplus ammo, +2 medical supplies, +2 body armor. In addition this is one of two places where you can gain LMG surplus ammo

Office Building = +2 Vehicles.

Police Station = +2 Weapons, +2 surplus ammo, +1 medical supplies, +1 body armor. In addition this is one of two places where you can gain LMG surplus ammo.

Restaurant = +1 Medical supplies and vehicles.

Retail "Box" Store (Think "*Mart")** = +2 Vehicles, +1 weapons, surplus ammo, and medical supplies.

Retail Store = +2 Vehicles, +1 weapons, surplus ammo, and medical supplies

School Outskirts or Rural = +1 Vehicles and medical supplies, others not allowed

School Urban = +2 Vehicles, +1 medical supplies, others not allowed

Supermarket = +1 Medical supplies.

Supermarket Urban = +1 Medical supplies and vehicles.

Warehouse = +1 Vehicles, -1 weapons, surplus ammo, and medical supplies

ALL THINGS ZOMBIE

LOOT TABLES

URBAN AREA	1	2	3
Weapons	4	3	2
Surplus ammo	3	2	1
Vehicles	2	1	0
Body armor	1	0	-1
Medical supplies	1	0	-1
OUTSKIRTS	1	2	3
Weapons	3	2	1
Surplus ammo	2	1	0
Vehicles	1	0	-1
Body armor	0	-1	-1
Medical supplies	1	0	-1
RURAL	1	2	3
Weapons	2	1	0
Surplus ammo	1	0	-1
Vehicles	0	-1	-2

LOOT FROM THE LOSERS

As mentioned previously there are two ways to find things. The first is by searching buildings and semi-truck trailers. The other is taking it from someone else. After a fight occurs you may find yourself with the upper hand over another figure whether non-player or not. There may be a chance that you can recover valuable items from that person. Here's how it's done.

1 – You can take whatever weapon he has and it will have 3 clips of ammo with it. He will only have body armor if found on the figure.

2 – You can spend one turn searching him as if he were a building using the Outskirts Search Tables. A result of Vehicle means you found his car keys and its location after the Encounter.

3 – Only one figure may search someone.

THE LEAST YOU NEED TO KNOW
- There are lots of things that can be found from weapons to medical supplies.
- There are two ways for get things either by searching buildings or off of the losers.
- Different buildings increase the chance of finding different items.

"MEET & GREET" MATRIX

Exploring an area has a chance of both Zombie and Survivor activity. The world may be in chaos but remember you are not alone. The tables below will determine if, when, and how much activity there is.

There are two separate tables for activity. One is used for Zombies the other for Survivors. Each table has four columns.

- The first column describes the area the Encounter is taking place in such as Urban.
- The second, third, and fourth columns correspond to the 1st, 2nd, and 3rd Phase after the outbreak.
- To find the chance of meeting someone look on the corresponding column with the correct area. This number is the "Activity Level". Rolling the Activity Level or less on a D6 means that the die is passed. This procedure is similar to a normal reaction test.
- The Activity Level can be modified either up or down depending upon the structure entered. This is outlined below.

MODIFIERS TO ACTIVITY ROLLS BY BUILDING TYPE

Some buildings will increase or decrease the chance of activity for Zombies or survivors. When looking for activity check the building modifiers below and apply it the correct group.

Notice that an "H" stands for survivors while a "Z" stands for Zombies.

BUILDING ACTIVITY MODIFERS TABLE
Apartments = (Z+2 H-1)
Church = (Z+2 H-1)
Dock/Shipyards = (H+1 Z-1)
Hospital = (Z+2 H-1)
House = (Z+1 H-1)
Mall = (Z+2 H-1)
Military Base or Armory = (H+2 Z-2)
In addition to the modifiers above also use the following when on an upstairs floor: = (H+1 Z-2)
Office Buildings = (Z+2 H-1)
Police Station = (H+1 Z-1)
Restaurant = (H+1 Z-1)
Retail "Box" Store (Think "*Mart")** = (Z+2 H-1)
Retail Store = (H+1 Z-1)
School Outskirts or Rural = (H-1 Z+1)
School Urban = (H+1 Z-1)
Supermarket = (H+1 Z-1)
Supermarket Urban = (Z+1)
Warehouse = (H+1 Z-1)

Ed Sez

Know what you're looking for and go to those buildings. The same holds true when hunting Zombies or Survivors. Want to find Zombies? Go to church. Survivors? Try a Military base.

TESTING FOR ACTIVITY

Whenever entering a building or trailer roll 2D6 for both the Zombie and Survivor activity. Then compare each die individually like taking a reaction

test to the target number. Determine the number of dice that are passed.

If BOTH sides pass the same number of dice
- The group with the HIGHEST passing score is met. If there is a tie then both groups are met.

If one side passes a higher number of dice.
- That group is met.

ACTIVITY TABLES

ZOMBIE	ACTIVITY		
	1	**2**	**3**
Area	1 to 3	4 to 9	10+
Urban	6	4	3
Outskirts	5	3	2
Rural	1	2	1

SURVIVOR	ACTIVITY		
	1	**2**	**3**
Area	1 to 3	4 to 9	10+
Urban	4	1	2
Outskirts	3	2	3
Rural	2	3	3

Example – In Phase 1 after the outbreak Jim Bob Joe bursts into a "Rural" house. Looking on the Zombie table he finds the target number is a 1. The 1 is modified by a +1 from the Building Activity Modifiers Table so this means Jim Bob Joe will be looking for a 2 when the dice are rolled. The score is a 4 and 2 so one die is passed.

He next does the same thing to the Survivor table. The base number is a 2 with a –1 from the Building Activity Modifiers Table so this means a 1 is the target number when the dice are rolled. Jim Bob Joe rolls a 6 and a 1, passing one die also.

Since the same number of dice is passed the highest passing score determines what is met. In this case the 2 for the Zombies means that Zombies have been met. IF the scores had been the same then Jim Bob Joe would have encountered both Zombies and Survivors.

ENTERING BUILDINGS

Now that you have determined that there are inhabitants in the buildings that you have entered let's see how to handle them.

"MEETING & GREETING" ZOMBIES

There are three ways to run into Zombies. They are:
1 – Meet them at the start.
2 – Attract them by gunfire and other noises.
3 – Meet them in a building.

HOW MANY ZOMBIES ARE THERE?

When the game starts there will be 1D6 + the Zombie Activity Level (ZAL) of Zombies placed on the board.

Example – In an Urban encounter the ZAL is a 6. Jim Bob Joe rolls a 5 so there are 6 + 5 or 11 Zombies placed at the start.

Note that the initial Zombies are placed on the board after the players have made their first move. The Zombies are then placed as if attracted by gunfire and in relation to where the players end their first move.

Zombies attracted by gunfire have been treated previously in the rules.

Meeting Zombies in buildings is handled below.

ZOMBIES IN BUILDINGS

Zombies in buildings are handled differently than Survivors in buildings. Whenever a figure or figures enters the building it triggers all the Zombies inside to immediately attack even though they are considered to be inactive.

1. Roll 1D6 per ZAL. Compare each die score to the Zombie Reinforcement table to determine how many Zombies are possible. This is the same table that is used for gunfire except all the Zombies generated are inside the building.

ZOMBIE REINFORCEMENT TABLE
Urban area
- **4 – 6 =** One Zombie appears.
Outskirts area
- **5 – 6 =** One Zombie appears.
Rural area
- **6 =** One Zombie appears.

2. After determining the number of zombies in the building, roll 1D6 and add this score to the number of zombies.
3. Next roll 1D6 and apply this number to the Rep of all the figures involved.
4. Match up 1 zombie to each figure, doubling up if possible. If there are less Zombies than figures then roll dice to randomly assign whom will be charged. There can never be more than one Zombie charging a figure until all figures have at least one Zombie attacking them.
5. If the Zombie score is higher than the figure score then figure rolls on the Surprise Table.
6. If the Zombie score is equal or less than the figure score then the figure takes a Being Charged test.

Example – Jim Bob Joe and Trixie enter a Rural House. They have already rolled to establish that there are Zombies inside. Jim Bob Joe now rolls 1D6

35

for the ZAL of the area, which is a 1. He scores a "6" on the Zombie reinforcement Table so a Zombie is present.

Next 1D6 is rolled (6) and added to the number of Zombies (1) and the total is 7. Another die is rolled (3) and added to the Reps of Jim Bob Joe (4) and Trixie (3). This gives Jim Bob Joe a final score of 7 and Trixie 6.

A die is rolled for each figure and Trixie scores higher so she is the target of the Zombie. As the Zombie scored higher than Trixie she must take a Surprised Reaction test. If the Zombie had attacked Jim Bob Joe instead they would have tied and Jim Bob Joe would have taken a Being Charged test instead.

Ed Sez

When Zombies are in buildings they have the best chance of surprising you. If you run into a group of Zombies things can get ugly quick. The more Zombies the more gunfire the more Zombies are attracted. Be sure to "case" they buildings to get an idea of all the exits. The Zombies attracted by gunfire will swarm into the building from every direction possible. Try to stay away from buildings with only one exit.

SURVIVORS IN BUILDINGS

If Survivors are found in the buildings then follow the procedure outlined below.

1. Place all player figures that wish to enter the building in the building. Only two figures may enter through a singlewide door, three through double doors.
2. Roll 1D6 per SAL (Survivor Activity Level) with a score of 4 – 6 meaning a survivor is placed. This is regardless of area the encounter is taking place in.
3. Determine the Reps and weapons of the survivors as well as any Attributes via the Character Generator Tables.
4. Next place the Survivors in the building to the front of the player figures as outlined below.
   - Grid off the room in 1" increments and roll 2D6 to plot their location. Example – 3 and 5 would be 3" from the wall that the players entered and 5" away from the wall to their left towards the center of the room.
5. Next the survivors must roll an Awareness Check.
6. Lastly carry out In Sight tests for all figures involved.

DETERMINING STATE OF AWARENESS

When exploring through the world of ATZ there is a chance of running into other humans or Survivors, or as we like to call it "meet and greet".

Whenever you enter a building, move up or down a level while indoors, or open a vehicle you have a chance to "meet and greet". When you do, roll on the table below to see how "aware" the occupants are. Roll one set of dice for each individual involved.

If shots have been fired at anytime during the Encounter prior to entry then the Survivors add 1D6 when they roll.

"WHAT THE…?"
Add 1D6 if there have been shots fired this game.
Pass 2D6
- Target is fully aware and rolls "In Sight" normally.

Pass 1D6
- Target unaware but may still roll "In Sight" check but counts –1 to Rep.

Pass 0D6
- Target taken by surprise and does not roll "In Sight" check.

THE LEAST YOU NEED TO KNOW
- The level of Activity increase in the Urban area.
- Different buildings will also raise or lower the chance of meeting and finding different things.
- Zombies are toughest in buildings where they get closer to you and attack fast.
- Watch all the exits as gunfire will attract any Zombies lurking outside.
- Its possible to catch Survivors unaware.

ENCOUNTERING HUMANS

After figures are generated, placed, "awareness" checked, and In Sight tests taken you can determine who will do what first.

This is determined by the results of the In Sight test. Figures that pass more D6 than the others are the ones that go first.

The HIGHEST Rep passing the most D6 will be the leader of the encountered non-player group.
If player goes first:
- Then he may choose either to "Talk the Talk" or immediately attack.

If non-player goes first:
- If Non-player either outnumbers players 2:1 or is outnumbered by player 2:1 they will Talk the Talk on score of Rep or less on 1D6 or attack on score of higher than Rep.
- If not outnumbered by players will attack on score of rep or less on 1D6 or Talk the Talk score of higher than Rep.
- If the choice is to attack then the figures open fire based on the In Sight results.

ALL THINGS ZOMBIE

TALK THE TALK

If the choice is not to attack and instead an attempt to negotiate ("Talk the Talk) then the Leader of each side rolls 2D6 versus their Rep. Next adjust the Reps up or down by the modifiers listed below.

TALK THE TALK MODIFERS	
Cooperated with other side in past	+2
Outnumber other party by 2:1 or more	+1
Have "drop" on other party (failed In Sight)	+1
Fought other side in past	-2

TALK THE TALK

Both sides pass same D6
- No conflict. Sides choose not to cooperate and part ways amiably. No search for loot allowed.

One side passes 1D6 more than the other
- Party outnumbering other party by 2:1 or more may Walk the Walk (1D6 score of Rep or less) or go to Cooperation Table (1D6 score of greater than Rep).
- Not outnumbered then go to Cooperation Table.

One side passes 2D6 more than the other
- Party outnumbering other party by 2:1 or more will "Walk the Walk" instead.
- Not outnumbered may Walk the Walk (1D6 score of Rep or less) or go to Cooperation Table (1D6 score of greater than Rep).

COOPERATION TABLE

1D6 versus Rep modified by "Talk the Talk" mods.

Score is equal or less than Rep:
- Groups join. If player "won" Talk the Talk, the other group joins player. If non-player "won" Talk the Talk player will only act together this encounter.

Score is greater than Rep:
- Sides can't agree and groups part ways amiably with o chance to search for loot.

Ed Sez

If you ever want to recruit more Survivors you have to Talk the Talk. Take a look at the table and see what's important. Meeting a Rep 5 in a building can be a scary thing. It may not be advisable to try and talk to him if you're low on Rep and figures but if you can recruit him it's your lucky day. This is a good way to get higher Rep guys on your side.

WALK THE WALK

Okay, for whatever reason the two sides are definitely going to rumble. Now the two Leaders of each group roll 1D6 and add to their Rep. The Leader with the high score is allowed to make the first move and becomes active. After one round of combat whether melee or firing is finished, roll Activation dice as normal and the battle begins in earnest.

SPIRALING OUT OF CONTROL

This is the ultimate rule that will remove total control from your game. It is also the most liked/disliked rule in the game. Before implementing this rule determine what kind of person you are.

- If you like to have control over all your figures then DO NOT use this rule on your "Grunts".
- If you want more realism in the game and do not insist on controlling everything then USE this rule on your "Grunts".
- In either case, this rule always applies to non-player enemies.

After the firefight starts and figures end up "ducking back" use this rule to determine what their next action will be when they are activated. Roll 2D6 per figure versus their Rep.

"WHAT NOW?" TEST

+1D6 if Leader within 6" and sight of tester allows player to choose any two dice for desired result.

Pass 2D6
- All pop up to shoot or move, but not both.

Pass 1D6
- All outgunned or outnumbered by 2:1 or more will stay down.
- Protected, military, mercenary, or police that are also not outgunned or outnumbered by 2:1 will pop up to shoot or move, but not both.
- Others stay down.

Pass 0D6
- All stay down.

Example – Jim Bob Joe and Trixie have gotten themselves into a firefight. They are currently in "duck back" behind a counter in a liquor store. The enemy is a single guy name Bubba with a machine pistol while Jim Bob Joe has a BAP and Trixie a pistol.

Jim Bob Joe is a "Star" and decides to pop up and fire. He wants Trixie to do so as well so she takes the "What Now?" test. She is allowed to roll 3D6 as Jim Bob Joe is a Leader and adds an extra die. Trixie rolls a 3, 4, and 5, passing 1D6, as she is a Rep 3. Because the MP outguns her she stays down. If she had not been outgunned she would have popped up and fired.

Jim Bob Joe pops up and Bubba and he roll In Sight checks. Jim Bob Joe passes 2D6 while his Bubba passes only one. Jim Bob Joe fires first, misses, but causes Bubba to take a Received Fire test and he ends up ducking back.

Bubba becomes active and takes the "What Now?" test. He rolls a 3 and 3 so passes both dice and decides to run for it. He jumps up and heads for the door. Jim Bob Joe rolls an In Sight check, fires, misses, and Bubba takes a Received Fire test. The result is return fire but as he has tried to move he

38

must continue his move and not shoot back. He escapes out the door.

AT THEIR MERCY

Sometimes things don't work out quite like you planned. Somehow you find yourself out of the fight with a Non-player enemy standing over you. What happens next?

Simply roll 2D6 versus the Rep of the Non-player. Compare to the table below.

MERCY?

Pass 2D6
- Takes all items and weapons from figure and either capture (1D6 Rep or less) or leave him alone (1D6 higher than Rep).

Pass 1D6
- Takes all items and weapons from figure and either capture (1D6 Rep or less) or kill him (1D6 higher than Rep).

Pass 0D6
- Takes all items and weapons from figure and kills him.

Ed Sez

The last two rules take you from the game level to a level of realism you won't find in other games. Play these two rules and you are the only one that you can count on. Just remember that the level of enjoyment will increase as the level of tension does as well. This is the ultimate and I've had great games using these rules. Just let go of the control and live a little!

THE LEAST YOU NEED TO KNOW
- Humans can only be recruited by using the Talk the Talk Table.
- Outnumbering someone gives you an advantage and being outnumbered can prove fatal.
- Non-player characters will act according to the "What Now?" test and perhaps not as you would like them to.
- Being at the mercy of non-player characters is almost sure death.

CHALLENGES

Use this procedure whenever a character wants to perform an action that is not covered under any other rule in ATZ.

Challenges represent the character's attempt to complete a Task successfully.

DEFINING A TASK

A Task is a challenge out of the ordinary. Opening a door is not a Task. Picking the lock or breaking it down would be. Riding a horse is not a task. Leaping a fence with it would be.

There are a few things that need to be determined to define a task.

OPPOSED OR UNOPPOSED TASK?

Tasks are divided into two types as follows:

Unopposed Task
- The character is trying to complete a Task that does not involve another character. Such as climbing a wall, reading an ancient manuscript, unlocking a door, or other similar Task. In addition, all tasks versus a Zombie are considered to be unopposed.

Opposed Task
- The character is trying to complete a Task that does involve another character. Such as wrestling a weapon from someone, trying to intimidate another character, sneaking by a guard without being seen, or other similar Task.

TASK DIFFICULTY

After it has been determined if the Task is unopposed or opposed the player must determine how difficult the Task is. All <u>unopposed</u> Tasks have a Difficulty Factor (DF) as follows:
- Easy (+1)
- Tough (0)
- Hard (-1)

Players must agree as to the difficulty factor of a specific Task and this is purely subjective unless already determined prior to the Encounter.

COMPLETING AN UNOPPOSED TASK

The character attempting the task applies the DF of the Task to his Rep. This is the Task Target Number.

He then rolls 2D6 versus this number as if taking a Reaction Check. Consult the table below for the results.

UNOPPOSED TASK TABLE

Pass 2D6
- Successfully perform Task.

Pass 1D6
- Character doesn't think he can do it and stops short of failing OR he may decide to immediately try again by rolling 2D6 again. If a result of pass 1D6 occurs on this roll treat it as a result of 0D6

Pass 0D6
- Can't do it and fails with possible physical harm.

Example – Jim Bob Joe is being chased and sprints for the edge of the roof overlooking the alley between buildings and decides to leap over it (DF -1). His Rep is a 5 and with the DF of –1 the number 4 is his target number. He rolls a 2 and a 6. He passes on

1 die. He stops short of the edge, looks down, and decides he has to try it anyway, as the Zombies are hot on his tail.

He rolls again and scores a result of 1 and 6 or pass 1D6. This is his second attempt so he counts pass 0D6 and falls into the alley…splat.

The consequence of failing must be known prior to the character attempting the Task.

COMPLETING AN OPPOSED TASK

Opposed Tasks are handled slightly different. Characters do not use the DF list from the unopposed Tasks but instead use the Rep of the character opposing the Task. **The DF becomes the difference between the opposing Reps.**

In addition, a "situation advantage" of either a +1 or -1 may be added if there is something that gives one or the other characters an advantage during the attempt.

Players must agree as to the advantage of a specific character and this is purely objective unless already determined prior to the Encounter.

After the Reps of the opposing characters have been applied and the advantage determined this result is the Task Target Number.

He then rolls 2D6 versus this number as if a Reaction Check. Consult the table below for the results.

OPPOSED TASK TABLE

Pass 2D6
- Successfully perform Task.

Pass 1D6
- Character doesn't think he can do it and stops short of failing OR he may decide
  to immediately try again by rolling 2D6 again. If a result of pass 1D6 occurs on this roll treat it as a result of 0D6

Pass 0D6

Can't do it and fails with possible physical harm.

Example – Jim Bob Joe (Rep 5) is trying to sneak past Cool Breeze (Rep 6) and Slider (Rep 4) to gain entrance to a building without causing an alarm. He is trying this in an unlit area so it is determined he has a +1 situation advantage.

His attempt versus Cool Breeze would be (Rep 5 – 1 for Breeze's higher Rep, +1 for the advantage of the area being unlit) for a Task Target Number of 5.

His attempt versus Slider would be (Rep 5 +1 for Slider's lower Rep, +1 for the advantage on the area being unlit) for a Task Target Number of 7.

As both Cool Breeze and Slider are involved they both are opposing the Task and although only one set of dice are rolled the results are applied to both characters.

Jim Bob Joe rolls a 6 and a 4. He passes 2D6 against Slider (it was automatic) and could sneak by him but he passes only 1D6 versus Cool Breeze so may either stop the attempt before failing or try again.

He chooses to try again and rolls the same result except this time the pass 1D6 counts as pass 0D6 and Cool Breeze sees him and can react by both Jim Bob Joe and Cool Breeze taking an In Sight check. Slider still hasn't caught on so cannot respond on the first round.

The consequence of failing must be known prior to the character attempting the Task.

FACING THE CONSEQUENCES

The consequence of failing a task must be known prior to the attempt. The consequences of failure should be agreed upon prior to the trying and in keeping with the severity of the task.
For example – Dropping down from a single story roof may result in a twisted ankle and movement reduction if failed. While falling from a six story building may result in death.

Ed Sez

I've seen guys use the Challenge system to make Molotov cocktails, rappel down the side of a multi-story building, and try to jump an open drawbridge with a car. Some things worked and something didn't but using the Challenge system will increase you enjoyment of ATZ.

IMPROVING REP

Each time a character has successfully completed an Encounter he receives 1 RAP or Reputation Advancement Point toward improving his Rep. A successful encounter is where the character did not run away, did not score an "out of fight" result, and engaged in either shooting or melee combat.

Note that to qualify as shooting it must be at either a human target that can return fire or a Zombie that is charging the shooter.

Consult the table below for the number of RP needed to advance to the next level.

REP ADVANCEMENT TABLE

Rep	RAP
2	2
3	4
4	6
5	8
6	10

If a character runs away he loses any current RP and must start over. Once a character improves his Rep he starts over at 0 RP accumulated.

ALL THINGS ZOMBIE

REP 7 AND HIGHER

After many Encounters the player may have a figure that is Rep 6 and has successfully completed 10 more Encounters. Can he move on to the ultimate? Can he attain the highest Rep allowed, that of Rep 7? Of course, he can!

But before you start believing that you're a God just remembers two words… "obviously dead".

THE LEAST YOU NEED TO KNOW

- You can do almost anything with the Challenge system.
- There are two types of tasks, opposed versus other people, and unopposed versus things.
- ATZ allows for figures to progress in Rep.
- Runaway and you lose all your accumulated RP or Rep advancement points.
- Rep 7 is the highest that you can reach but still is subject to OD, obviously dead.

HOW DO YOU WIN?

The easiest way to determine the winner is by the number of points they accumulate. Players accumulate points as follows.

1. Killing a zombie is worth 5 points.
2. Rescuing an Innocent is worth 100 x the ZAL of the area they are found in. An Innocent is defined as an unarmed and alone Citizen found in a building. Drawing a Joker from the deck is the only way to find an Innocent. Note that Innocents may not be alone and if with others they will not give the Innocent up willingly.
3. Total all the points accumulated by all figures in the same party.
4. Divide this total by the combined Reps of all figures in the party at the beginning of the Encounter. Dead friends will still count against this total.
5. Each player then gets this many points. Players may have different figures over the course of the campaign but this does not affect how the players accumulate points.
6. Prior to the campaign players should agree on how many years they will play.

At the end of the campaign the player with the most points has won.

WHO WON, THE ZOMBIES OR THE HUMANS?

When the campaign hits twenty years it can be determined who has won. When the players reach the twentieth year of the outbreak roll 2D6 and compare it to the table below. A roll of 7 will require a re-roll of 1D6 for further determination.

WHO WINS?

Die Roll	Winner
2	z
3	z
4	z
5	z
6	z
7	(1-3) z (4-6) s
8	s
9	s
10	s
11	s
12	s

- **"z"**= The Zombies have won and the SAL is reduced permanently to a "1" regardless of area.
- **"s"** = The Survivors have won and the ZAL is reduced permanently to a "1" regardless of area. There is now a 50% chance that any Survivors met will be Army forces all equipped with Assault Rifle and protection.

PUTTING IT ALL TOGETHER

To help you to better understand ATZ here is an example of a game.

First things first, I start out with a Rep 5 Star and choose the "Ambidextrous" attribute. Being "ambi" allows for my character to fire two weapons at once without any penalty. This allows me to score a "hit" on a result of 8 on the Ranged Combat To Hit Table instead of a miss. I then choose to give her 2 Machine Pistols. I could have chosen a BAMP with an Impact of 2 and still been able to fire both at the same time but prefer 2 weapons of the same caliber so as to have plenty of interchangeable ammo.

Next I choose another character that will be a NPC Grunt. I shuffle the cards and draw a 4 of Hearts. I then roll a 4 on 1D6 and this directs me to the "even" table on the Character Generation Tables and I find out that my character is a Rep 4 with a Semi-automatic rifle. She also has the "Crackshot" ability, which will allow her to roll an addition 1D6 when firing and choosing the best score.

Next I take a roster sheet and fill it out, giving my figures names and keeping track of their weapons and abilities. Each one also receives 3 "clips" per weapon giving "Pris" 6 for the Machine Pistols and "Trixie" 3 for her rifle.

Next I go to my box of figures and choose two that will represent my characters. As I can use any figures from any manufacturer I have quite a wide selection. I choose a modified "Indy Clix" figure, a Foundry figure, and a dozen Fortress Figures resin Zombies. All of these companies can be found on the web and make excellent figures.

ALL THINGS ZOMBIE

After finding the appropriate figures I decide on the Encounter. As I want to play a smaller game I make it a Raid on a rural area. Hopefully I can recruit more Survivors.

Going to the closet I grab a piece of fabric purchased from a fabric store or maybe a "box" store and drape it over the table. Fabrics come in a variety of shades and colors and the one I used represents concrete quite well. Next I take black fabric that has been cut into 6" wide pieces and place them down for roads. I form an intersection and will now check of buildings.

Going to the Setting Up the Battlefield section I determine how many buildings there will be. I roll 1D6 and add 1 for a total of 5 buildings. I then roll 5 sets of 2D6 and consult the What Type of Buildings table to come up with 2 restaurants and 3 retail stores. As this is a Rural area I decide to make 1 of the stores a motel and place the buildings on the table.

Going to the Buildings Activity Modifiers Table I find that the restaurants will be a +1 for Survivor Activity and a –1 for Zombie Activity. Coincidently so are the other buildings. This means that according to the Activity tables survivors will be found on a "4" while Zombies on a "1". That's a pretty good chance of meeting people.

Finally I roll 1/2D6 for vehicles and come up with 2. Rolling more dice makes them a semi-truck and a SUV. I place these wherever they make the most sense, in this case next to a restaurant.
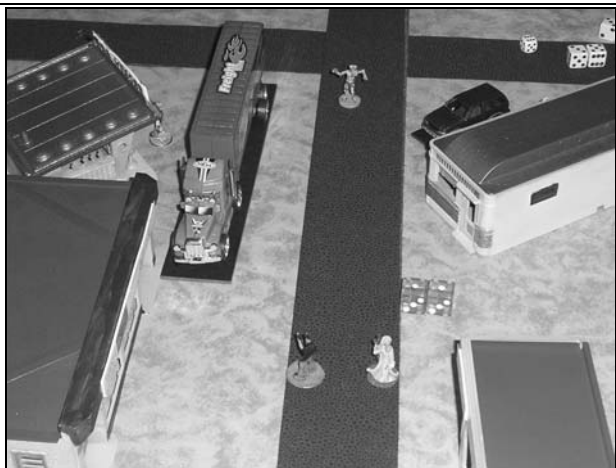
Notice the fabric used on the tabletop. Using fabric is a cheap way to make decent looking terrain. The Activation dice are always distinctively different so they won't be used by mistake. The 2 Zombies in the picture are from Fortress Figures.

Now that I'm set I place my two figures on the table edge and move them down the road 8" or a normal move. I could have chosen to roll for a vehicle but decided against it as a vehicle can generate 1D6 Zombies for each time it's running. With only 2 figures I don't want to draw much attention to myself.

At the end of my move I roll for the number of Zombies moving around at the start. I roll 1D6 + the ZAL (2 because it is a Phase 2 Rural Encounter) and score a "3" for a result of 3 Zombies. These are place 12" from my figures and each one is rolled separately. A score of 1, 2, and 6 places them to my left front, dead ahead, and my right rear and all at 12" away. Now I roll for the first turn.

The first set of Activation dice come up "1"s for a tie. No one can move but I could check casualties, reload, etc.

The next set come up a Player (P) 2 and Zombie (Z) 1. I can move first. Instead of firing at the Zombie in sight I decide to enter the "Chop House" restaurant instead. Firing at the Zombies would have done two things. First it would have attracted more Zombies, potentially one per shot, and it would have also alerted any other Survivors on the table of our presence giving them a better chance to be Aware whenever we met them.

Entering the Chop House I roll for Activity. The 2D6 score for the Zombies is a 1 and 6 and against the ZAL of a modified 1 (2 less 1 for the restaurant) I have passed 1 dice. The Survivor scores are a 6 and 5 meaning I passed zero dice. As the Zombies scored higher I can possibly meet Zombies. If I had passed 1D6 with the Survivors and the score was higher I would have encountered them instead. A tie would have resulted in encountering both types.

Here's Pris and Trixie entering the first building, the Chop House Pho' restaurant.

Returning to the Chop House I roll 2D6 for the ZAL and can have up to Zombies. I need a 6 from the Zombie Reinforcement table and roll a 2 and 6. There will be one Zombie. Next I roll 1D6 and add it to the number of Zombies for a total of 6. I roll D6 and add it to the Reps of the characters and score a 7 for Trixie and an 8 for Pris.

ALL THINGS ZOMBIE

As the pair enters they are placed closest to the door. The Zombie is placed in sight and dice determine whom he will charge. In this case it's Pris.

As both have scored better than the Zombie score neither one will be surprised. A 1D6 roll determines that Pris is the Zombies target and he charges. I roll a 3 and 4 for the Being Charged test and score a result of fire. I choose to fire one MP and roll one hit only. I roll for the OD and score a 5 but need a 1. This means the Zombie takes a hit and moves into melee with Pris. Pris rolls against her rep and passes both dice the Zombie can only pass 1 so will lose the melee. Pris wins and chooses to "pop the Weasel" with her MP. She could have tried to OD the Zombies at a 1 for improvised weapons but chose the former tactic for the higher OD chance, her Rep. Pris fires 2D6 and rolls 2 ones. The Zombie is dead but she has unloaded one weapon and must reload before she can fire again.

This ends the player portion of the turn and the Zombies move 6" towards the Chop House.

Pris succeeds in killing the Zombie. He is replaced with a dead Zombie marker and to "shots fired" arrows are placed. They are placed where the shots come from, in the proper direction, and are marked with the number of shots fired. In this case that is 3 on each. Rolling Zombie reinforcements will be placed from the markers, not where the players end up at the end of the turn.

Pris has fired 6 rounds total and now must roll to attract more Zombies from firing. She rolls 1D6 per shot and scores a 1,2, 4, 5, 6, and 6. The 2 sixes cause two Zombies to appear. Rolling for location they are placed 12" to the right rear of where the shots were fired.

This ends the turn.

The next turn a P6 and Z1 are rolled. This results in me not being able to move, as my Reps are 4 and 5. Unfortunately the Zombies are allowed to move and one of them reaches the doorway to the Chop House. He automatically charges Pris who has her back to him and she is forced to roll on the Surprise table. A bad roll scores a pass 1d6 and she is forced to melee the Zombie but with only 1D6 instead of 2. Worse yet the Zombie rolls a 1 and Pris a 6 resulting in the Zombie passing 1d6 more than Pris and winning the melee. He rolls for OD needing a 1 but scores a 4. Pris must now roll on the Damage Table and scores a 3. Knocked down but not out of the fight!

In the background are the two new zombies that were attracted by gunfire. A close look at the door behind Pris shows the Zombie attacking from behind and causing a Surprise check. Plasticville buildings are great to use as the roofs come off for convenience.

No shots were fired so no additional Zombies are attracted. This ends the turn.

Next turn the score is a Z6 and P4. Zombies can't move but Trixie can. She spins around and fires 2 shots into the Zombie looming over Pris. As a Crackshot she gets to roll 4D6 instead and chooses the 2 best results. She scores 2 hits, rolls twice for OD and gets a 2 and 5. The 2 drops the Zombie in his tracks, She continues her move and steps between Pris and the door. Pris gets up from the Knock Down, if she had been Out of the Fight she would have needed to be checked by someone else and could not get up until then.

43

ALL THINGS ZOMBIE

Two dice are rolled for Trixies 2 shots and another Zombie appears to the right rear of where the shots came from as only 1 six as rolled.

After leaving the Chop House the girls fire on the run. Note that although they can fire anytime during their move they must fire if a reaction test calls for it. This eliminates any subsequent voluntary fire later in their turn but still allows for reaction fire if something comes up. Also take note that the three Zombies only cause one reaction test.

Next turn a P4 and Z1 are rolled. They could spend one turn checking for loot but instead decide time is of the essence. Trixie and Pris attempt a Fast Move and roll 2D6. Scoring a 2 and 3 they are allowed to move up to 16". This gets them through the building to the other entrance and out the door. Immediately they take an In Sight test for seeing the Zombies and passing 2D6 have to fire. Being over 6" from the Zombies that are outside they both fire. Trixie ODs the first (it's easier because they are over 6" away and Trixie only has to roll her Rep or less. Meanwhile, Pris fires at the 2 Zombies close together with her only loaded MP and score a hit on 1, missing the other. The scores were 10, 8, and 5 with the 8 and 5 both misses. The hit allowed for a successful OD roll and the Zombie dropped in place bringing the total killed to 4.

The remaining Zombie moves forward 6 inches as do the rest. Dice are rolled for the shots fired but no Zombies are found.

Notice that the fire markers are placed from their part of the turn. The Zombie then moves and only after he is finished is the Zombie check from firing made. If he had contacted the girls in this portion of the turn they could have fired and more markers would have been dropped.

Next turn sees the Zombies moving first and the closest one charges Pris, She passes the Being Charged check scores a fire result and fires the one MP again. One hit but again, double 1s. She is now totally unloaded. An OD roll against the Impact of the MP (1) results in the Zombie ignoring the hit and closing for melee. This time Pris wins the melee has to roll for an improvised OD (1) as she is unloaded and ends up knocking the Zombie down instead. On my part of the turn Pris reloads while Trixie walks over to the downed Zombie and "caps" him with a shot to the head. This is an auto OD.

44

ALL THINGS ZOMBIE

Trixie walks up to the zombie and "caps" him, an auto-kill. If she wanted to she could have walked by and done so instead.

The turn ends and four dice must be rolled for shots fired. Another Zombie is called for and placed 12" to the right front.

The final turn sees the players moving first and they fire at a Zombie, cause an easy OD, as they are over 6" away then leave the table.

Totaling up the results the players receive 30 points for the 6 dead Zombies, 5 points apiece. This number is divided by the combined Reps (9) in the party and rounded down. So they actually have scored 6 kills and 3 points. Both receive one Encounter point towards improving their Reps. But there is one last thing to take care of. Because Pris was Knocked Down by the Zombie she must make a roll to see if he turns into one. Pris rolls a 3 for a total of 8 and is okay. On a result of 1 Trixie would have had to kill one more Zombie, Pris.

From starting with generating characters, choosing terrain, set up, etc. to the finish with tracking points the whole battle took 20 minutes.

EPILOGUE

Ling Ying was going to drown. The glass cylinder that enclosed her body was filling fast with the strange thick, slippery liquid. She tried to punch the glass, perhaps kick it apart but to no avail. The thin metal straps held her in place as the cold liquid slowly rose to her waist.

Desperately she from side to side for someone beyond the glass to help. But there would be no help, just the strange nebulous forms with the piercing green eyes. Instinctively she hated them, wanted to kill them for not helping but it wouldn't matter. She was going to drown.

Now the liquid had risen to her neck and in moments it would cover her completely. Frantically she tried to gulp in a large breath. It would be pointless she thought but her will to survive took over.

She tried to scream, to rage at the indifferent forms watching her but to no avail. Were they smiling, laughing? The scream never came, the liquid rose above her mouth, then nose, filling the last of her airways with cold death. Inside her mind she began to scream…

"Ling Ying! Wake up!"

Ling Ying awoke to someone shaking her. She pushed him away while kicking out towards the dark shape. She fumbled in the dark for her machine pistols.

"You were dreaming again," he said quietly.

Shaking her head she focused on his face. Michael had retreated to the window and was peering outside. He had become used to her dreaming, knew how to wake her, and when to get out of the way.

"Drowning again?" he asked.

She nodded and began to get up. How long had she been asleep? He motioned her over to the window.

"Look over there. Just to the left of that water tower." Michael turned away and began to check his weapons. "Something's going on."

He was right. Off to the left of the water tower a faint glow lit up the top of the ridge. Maybe a fire she thought at first but decided against it. It was more like a pulsing light. "What is it?"

"Heard a loud noise awhile ago then things got quiet. Then the glow started. I think I know what it is but let's hope I'm wrong." He went to the door and looked back. "You coming?"

Ling Ying reached over and holstered her pistols. With a smirk and a smile she said, "Why not?"

It was getting light out and the two made good time. Strangely or maybe not, there were no Zombies about. The light probably attracted them and that's why they hadn't met any yet. Must be it.

As Michael led the way Ling Ying couldn't but help but notice how different he had become. He had developed into a hardened survivor since she first saved him long ago. How long had it been, months, maybe a year? Living out here had a way of making you tougher. It also made you lose track of time. Better just to live for the day.

They were getting closer to the water tower when they smelled it. A heavy smoky odor that attacked their nostrils. Almost like diesel fuel or some other industrial smell. The two moved quietly up the hillside to the ridge. Michael motioned her to get down and they crawled the remaining distance to the top. Weapons ready they peered over the edge.

Zombies, hundreds of them illuminated by a bright green glow that lit the valley beyond. And in the middle of the Zombies was something large and metallic, half burrowed into the ground.

And it wasn't from Earth.

ALL THINGS ZOMBIE

Name	Rep	Att	Pro	Weapon	Rng	Tar	Imp	Ammo	Cost	R Points

HOW TO FILL OUT THE ROSTER SHEET
- **Name** – Whatever you want to call the figure.
- **Rep** – Reputation of the figure
- **Att** – Attribute the figure has
- **Pro** – If the figure is protected.
- **Weapon** – Weapons figure has
- **Rng** – Range of the weapon.
- **Tar** – Target Rating of the weapon.
- **Imp** – Impact of the weapon.
- **Ammo –** Number of clips the weapon has
- **Cost** – Point cost of the figure if used
- **R Points** – Number of Reputation Points the figure currently has.

HISTORY AND INFO

47

ALL THINGS ZOMBIE

ATZ WEAPONS TABLE

Weapon	Range	Target	Impact
One hand bludgeon	x	1	1
One hand edged	x	1	2
Chain Saw	x	1	3
Hand Thrown Weapons	4	1	1
Bow	18	1	1
Crossbow	12/18	1	2
Pistol	12	2	1
BA Pistol	12	2	2
Shotgun	12	2/3	2
Carbine	24	2	1
Submachine Gun	24	3	1
Rifle (Sniper Rifle)	48/60	1	2
SA Rifle (Sniper Rifle)	48/60	2	2
Machine Pistol	12	3	1
BA Machine Pistol	12	3	2
Assault Rifle	48	3	2
Fire – Spread or Douse	Spread	Area	5/1s

O-RATING: THE OUTGUNNED "FOOD CHAIN"

- OR 3 = LMG.
- OR 2 = AR, MP, BAMP, and SMG
- OR 1 = Other weapons not listed.

FAST MOVE TEST (2d6 vs. Rep)
Pass 2d6
- Figure successfully Fast Moves up to 16".
Pass 1d6
- Figure successfully Fast Moves up to 12"".
Pass 0d6
- Figure moves up to 8" counting as if making a Fast Move for shooting resolution.

	Ranged Combat To Hit Table (1d6 + Rep)	
#	**Results**	
3 to 7	Miss!	
8	Target protected, in cover or prone, either side fast moving, firing two weapons or "primitive weapon", second or higher target count Miss, all others Hit!	
9	Target in cover, or third or higher target count Miss, all others Hit!	
10+	All Hit!	

DAMAGE TABLE (1D6 vs. Rep - Impact)
Pass 1D6
- **Knock Down!** Figure is "stunned".
Pass 0D6
- **All** are out of fight.

PURSUE BY FIRE TABLE
Pass 2D6
- He is allowed to immediately fire at the fleeing character.
Pass 1D6
- He is allowed a shot counting target in cover.
Pass 0D6
- He may not fire at all.

MELEE MODIFIERS
- Brawler in melee   +1D6
- Each point of Impact less than enemy -1
- In melee with 2+ enemies   -1
- In melee with 3+ enemies   -2

MELEE RESULTS TABLE
Pass same number of D6
- All Miss and melee continues next turn.

One passes 1D6 more than the other and "wins" the round of melee.
- "Protected" loser rolls 1D6. Score 1 – 3 count Miss and melee continues next turn. Score 4 – 6 loser rolls for "obviously dead".
- Non-protected loser rolls for "obviously dead".

One side passes 2D6 more than the other and "wins" the round of melee.
- Loser rolls for "obviously dead".

DAMAGE TABLE (1D6 vs. Rep - Impact)
Pass 1D6
- **Knock Down!** Figure is "stunned".
Pass 0D6
- **All** are out of fight.

"HOW BAD IS IT DOC?" TABLE
-1 from the figure's Rep for each wound.
+1D6 if checker is a medic
+1D6 if target was protected
Pass 2D6
- The casualty is stunned, or just "winded", recovers, and rejoins the fight next turn!
Pass 1D6
- The casualty is badly wounded, and out of the fight due to the serious nature of his/her wounds! The casualty cannot move without being carried or dragged away to a place of safety by his/her buddies!
Pass 0D6
- The character is dead.

48

ALL THINGS ZOMBIE

"IN SIGHT" CHECK
+1D6 if not moving and suppressing /covering fire.

Pass 2D6
- **"Hidden"** have option to hold fire or fire at anytime during the opponents move.
- **Others will fire**, stationary figures firing first, then moving figures next.

Pass 1D6
- **"Hidden" with a Leader** have option to hold fire or fire at anytime during the opponents move.
- **Other stationary figures** will fire.
- **Moving figures** may not fire.

Pass 0D6
- **"Hidden" figures** will fire but become exposed and cause eligible enemy to take "In Sight" Checks.
- **All others** may not fire.

"RECEIVED FIRE" CHECK

Pass 2D6
- **Chargers** will continue.
- **Outgunned or unable to fire** will Duck Back or finish move without firing.
- **Those fired on by "hidden"** may finish move and fire as desired.
- **Others** finish move and fire.

Pass 1D6
- **Chargers** armed with ranged weapons will stop in place and fire instead while those not so armed will continue the charge.
- **Those in cover** will fire or Duck Back.
- **Others** will Duck Back.

Pass 0D6
- **Those in cover** will Duck Back.
- **Others** will Runaway.

"WANTING TO CHARGE" CHECK

Pass 2D6
- **All** will charge into hand-to-hand combat.

Pass 1D6
- **Those in cover** will remain in place and if possible will fire instead.
- **Others** charge.

Pass 0D6
- **Those in buildings** will Duck Back.
- **Others** remain in place.

"BEING CHARGED" CHECK

Pass 2D6
- **Those that can will fire** and prepare for melee.
- **Others** will remain in place and prepare to melee.

Pass 1D6
- **Those in cover** will fire and prepare for melee.
- **Those charged to flank or rear** will Runaway.
- **Others** may not fire but will prepare for melee.

Pass 0D6
- **Those in cover** will prepare to melee.
- **Others** Runaway.

SURPRISE CHECK

Pass 2D6
- Target turns to face enemy and takes Being Charged Check at –1 to Rep.

Pass 1D6
- Target is surprised and cannot react. Counts only 1D6 in melee the first round.

Pass 0D6
- Target is totally surprised and counts 0D6 in melee the first round.

OVERRUN CHECK

Pass 2D6
- **Armed with LMG** will stand and fire.
- **Not armed with LMG** will dodge out of way without injury counting Duck Back.

Pass 1D6
- **Caught flat-footed! Driver** rolls on Ranged To Hit Table counting Rep.

Pass 0D6
- **Deer in the headlights!** Treat target as if being hit by LMG round.

"RALLY" CHECK
(May use 3D6 if friend is Leader or Stone Cold.)

Pass 2D6
- **All** back in the fight. Carry on as desired.

Pass 1D6
- **Those in cover/buildings** back in fight.
- **Others** will not rally but may try again next turn.

Pass 0D6
- **All** will not rally and may not try again but will leave if told to or if their side leaves.

ATZ QRS

49

ATZ QRS

"SEE ZOMBIE DEATH "

Pass 2D6
- Carry On.

Pass 1D6
- Duck Back and go to Sanity Table.

Pass 0D6
- Runaway and go to Sanity Table.

"SANITY TABLE "

Pass 2D6
- Recover wits next Activation and function as normal. Will take Reaction tests at a –1 Rep until Activated. Ignore future Zombie Death Sightings.

Pass 1D6
- Huddle in a corner and may not move until either Rallied by others or game ends.

Pass 0D6
- Collapse goes insane and collapses in a heap counting as "out of fight". Once checked on as normal for recovering from "out of fight" go to the Crazy About My Job table below.

CRAZY ABOUT MY JOB

Pass 2D6
- Figure becomes predetermined to madness as in his mind it's "game over man" and the Zombies have won. He is in a state of shock and counts as Rep 2. Roll 2D6 versus this new Rep. If pass both dice then he returns to his previous Rep and functions normally. BUT he counts as never seeing a Zombie Death and is subject to the test again. If he did not pass both dice while in shock then he goes to Pass 1D6 of this table.

Pass 1D6
- He is in a state of worsening shock and counts as Rep 1. Roll 2D6 versus this new Rep. If pass both dice then he returns to his previous Rep but at a –1 and functions normally. BUT he counts as never seeing a Zombie Death and is subject to the test again. If he did not pass both dice then go to Pass 0D6 of this table

Pass 0D6
- Never comes out of it and becomes a blithering idiot who must be watched 24/7 so has not to injure himself.

RECOVERY CHECK

+1D6 if out of fight and have access to medical supplies

Pass 2D6
- **All** return at normal Rep.

Pass 1D6
- **All** return at Rep –1.

Pass 0D6
- **Out of Fights** will die and Runaways never return

Type	Speed	Turns	Occupants
Bus	12	1	40
Motorcycle	30	3	2
Pickup Truck	16	1	3/6
RV	16	1	8 - 20
Sedan	20	1	6
Semi-truck and trailer	16	1	4 - 40
Sports car	24	2	2
SUV	16	1	9

LOSING CONTROL TABLE

Pass 2D6
- If turning, vehicle slides 2" away from direction of turn at point where turn is made and if hitting a solid object will cause damage to occupants. Each figure rolls on Damage Table counting a "0" Impact. Otherwise, continue normally.
- If no turn is being made then continue on as normal.

Pass 1D6
- If turning, vehicle veers 6" away from direction of turn at point where turn is made and if hitting a solid object will cause damage to occupants. Each figure rolls on Damage Table counting a "1" Impact per EACH 6" or portion of traveling this Activation.
- If no turn is being made vehicle veers to left (1-3) or right (4 – 6) and if hitting a solid object will cause damage to occupants. Each figure rolls on Damage Table counting a "1" Impact per EACH 6" or portion of traveling this Activation.

Pass 0D6
- If turning, vehicle "rolls" over away from direction of turn at point where turn is made and will cause damage to occupants. Each figure rolls on Damage Table counting a "3" Impact per EACH 6" or portion of traveling this Activation.
- If no turn is being made vehicle "corkscrews" forward and will cause damage to occupants. Each figure rolls on Damage Table counting a "2" Impact per EACH 6" or portion of traveling this Activation.

ALL THINGS ZOMBIE

DISABLING VEHICLE TABLE

Pass 2D6
- Vehicle explodes into a ball of flame killing all occupants.

Pass 1D6
- Vehicle rolls to a stop reducing speed by 12" each turn. The vehicle is permanently inoperable.

Pass 0D6
- Driver makes a Losing Control check at a –1 to Rep.

ZOMBIE REINFORCEMENT TABLE

Urban area
- **4 – 6 =** One Zombie appears.

Outskirts area
- **5 – 6 =** One Zombie appears.

Rural area
- **6 =** One Zombie appears.

ZOMBIE PLACEMENT DUE TO GUNFIRE

1. Left front   2. Front   3.Right front
4. Left rear   5. Rear   6. Right rear.

"MEET & GREET" MATRIX

BUILDING ACTIVITY MODIFERS TABLE

Dock/Shipyards = (H+1 Z-1)
Warehouse = (H+1 Z-1)
School Urban = (H+1 Z-1)
School Outskirts or Rural = (H-1 Z+1)
House = (Z+1 H-1)
Police Station = (H+1 Z-1)
Retail "Box" Store (Think "*Mart")** = (Z+2 H-1)
Supermarket = (Z+1)
Supermarket Rural = (H+1 Z-1)
Mall = (Z+2 H-1)
Church = (Z+2 H-1)

     In addition to the modifiers above also use the following when on an upstairs floor: = (H+1 Z-2)

TESTING FOR ACTIVITY

     Whenever entering a building or trailer roll 2D6 for both the Zombie and Survivor activity. Then compare each die individually like taking a reaction test to the target number. Determine the number of dice that are passed.

If BOTH sides pass the same number of dice
- The group with the HIGHEST passing score is met. If there is a tie then both groups are met.

If one side passes a higher number of dice.
- That group is met.

ZOMBIE	ACTIVITY		
	1	**2**	**3**
Area	1 to 3	4 to 9	10+
Urban	6	4	3
Outskirts	5	3	2
Rural	1	2	1

ATZ QRS

SURVIVOR	ACTIVITY		
	1	**2**	**3**
Area	1 to 3	4 to 9	10+
Urban	4	1	2
Outskirts	3	2	3
Rural	2	3	3

ENTERING BUILDINGS

     Zombies in buildings are handled differently than normal. Whenever a figure or figures enters the building it triggers all the zombies inside to immediately Charge even though they are considered to be inactive.
- Roll 1d6 per level of Zombie threat. Compare to the Zombie Reinforcement table to determine how many zombies are possible.
- After determining the number of zombies in the building, roll 1d6 and add this score to the number of zombies.
- Next roll 1d6 and apply this number to the Rep of all the figures involved.
- Match up 1 zombie to each figure, doubling up if possible.
- If the zombie score is higher than the figure score then figure rolls on the Surprise table.
- If the zombie score is equal or less than the figure score then the figure takes a Being Charged test.

     If Survivors are found in the buildings then follow the procedure outlined below.
- Place all player figures that wish to enter the building in the building. Only two figures may enter through a singlewide door, three through double doors. After these figures enter the door an In Sight test is called for.
- Roll 1d6 per Threat level with a score of 4 – 6 meaning a survivor is placed.
- Determine the Reps and weapons of the survivors as well as any Attributes via the Character generator sheet.
- Next place the survivors in the building to the front of the player figures as outlined in CR 2.0 Random House clearing.

51

- Next the survivors must roll an Awareness Check. IF shots have been fired at anytime prior to entry then the survivors add 1d6 to the roll.
- Lastly carry out In Sight tests for all figures involved.

DETERMINING STATE OF AWARENESS

"WHAT THE…?"
Add 1D6 if there have been shots fired this game.

Pass 2D6
- Target is fully aware and rolls "In Sight" normally.

Pass 1D6
- Target unaware but may still roll "In Sight" check but counts –1 to Rep.

Pass 0D6
- Target taken by surprise and does not roll "In Sight" check.

ENCOUNTERING HUMANS

After figures are determined and all placed roll In Sight checks for all. Figures that pass more d6 than the others are the ones that go first.

The HIGHEST Rep passing the most d6 will be the leader of the encountered group.

If player goes first:
- Then may choose either to Talk the Talk or attack.

If non-player goes first:
- If Non-player either outnumbers players 2:1 or is outnumbered by player 2:1 they will Talk on score of Rep or less on 1D6 or shoot on score of higher than Rep.
- If not outnumbered by players will fire (1d6 Rep or less) or Talk the Talk (1d6 greater than Rep).

ATZ QRS

THE TALK

When encountering humans roll 2d6 the Rep of the leader of each group. **A plus to one Rep is NOT a minus to the other**

TALK THE TALK MODIFERS
Helpful to other side in past	+2
Outnumber other party by 2:1 or more	+1
Have "drop" on other party (failed In Sight)	+1
Fought other side in past	-2

TALK THE TALK
Both sides pass same D6
- No conflict. Sides choose not to cooperate.

One side passes 1D6 more than the other
- Party outnumbering other party by 2:1 or more may Walk the Walk (1d6 Rep or less) or go to Cooperation Table (1d6 greater than Rep).
- Not outnumbered then go to Cooperation Table.

One side passes 2D6 more than the other
- Party outnumbering other party by 2:1 or more will Walk the Walk.
- Not outnumbered may Walk the Walk (1d6 Rep or less) or go to Cooperation Table (1d6 greater).

COOPERATION TABLE
1D6 versus Rep modified by Talk the Talk mods.

Score is equal or less than Rep:
- Groups join. If player "won" Talk the Talk, the other group joins player. If non-player "won" Talk the Talk player will only act together this encounter.

Score is greater than Rep:
- Sides can't agree and groups part ways.

"WHAT NOW? TEST"
+1D6 if Leader within 6" and sight of tester allows player to choose any two dice for desired result.

Pass 2D6
- All pop up to shoot or move, but not both.

Pass 1D6
- All outgunned or outnumbered by 2:1 or more will stay down.
- Protected, military, mercenary, or police that are also not outgunned or outnumbered by 2:1 will pop up to shoot or move, but not both.
- Others stay down.

Pass 0d6
- All stay down.