

# DEAD HEAT

The Game of Professional Zombie Racing



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# DEAD HEAT – THE GAME OF PROFESSIONAL ZOMBIE RACING

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## INTRO

“Quit messin’ with that Zed, Johnny!” Jim Bob Joe yelled. “That boy’s gonna get killed out there and how am I going to explain that one?”

Warren reached for his rifle and aimed. Pop! The Zombie took a shot to the head and plopped to the ground. Warren reached into the ice chest and pulled out another PBR\*. Not many left he thought, almost time to go into town.

Little Johnny came running up to the porch and sat on the step with a grin.

“Why’d you shoot him, Uncle Warren? I was just having fun!” he said.

“Yeah it’s fun until he catches you,” Warren replied.

“Catches me?” Johnny giggled. “Ain’t a Zombie out there that can catch me!

Jim Bob Joe took a drain of his PBR then said. “Yeah, we’ll they ain’t all slow you know. I saw one moving along pretty fast one time. Well, fast for a Zombie.”

Johnny looked at Jim Bob Joe and smiled. “That’s cuz they go faster when they’re chasing someone. Ain’t no Zombie gonna beat me in a race. That’s for sure. I’ll take that bet anytime!” Johnny jumped up and ran back into the field.

Warren shook his head. “Fool boy probably going out there to race some more Zombies.”

Jim Bob Joe looked at Warren and asked, “What’d you just say?”

“I said he’s probably going out there to race some more Zombies.”

Jim Bob Joe rubbed his chin and said “Hmmm. Racing Zombies...”

Two six-packs later Professional Zombie Racing was born.

\* Pabst Blue Ribbon beer.

# DEAD HEAT – THE GAME OF PROFESSIONAL ZOMBIE RACING

## ZOMBIE RACING – WHAT IS IT?

Dead Heat is a lighthearted racing game set in a post-apocalyptic future where Zombies aren't as much a menace as an inconvenience. It's about the survivors utilizing the undead as a diversion from their dreary day to day existence. And most of all it's about having fun while having your tongue firmly in your cheek.

Simply put the Zombies start the race behind the starting line with the objective of being the first to cross the finish line at the other end of the track. During the race intrepid souls attempt to bait the Zombies into moving faster towards the finish line by dodging closer and closer to the Zombies. This game of “cat and mouse” continues until the Zombies cross the finish line or in extreme cases the Baiters are eaten.

Six Zombies are entered in each race and each is paired up with one Baiter to form an “entry”. Players and bystanders can bet on which Zombie will finish first, second, or third. This allows Dead Heat to be enjoyed on two levels, as a Baiter and as a Bettor.

Now that you have an idea of what you're in for let's get started!

## SETTING UP TO PLAY

To get into playing Dead Heat as fast as possible just do the following –

- Lay the track on a flat surface so that all players can see it.
- Cut out the Zombie and Baiter counters.
- Find some six-sided dice. We'll call them d6 from now on. The more you have the better.
- Lay out the Dead Heat Quick Reference Sheet or QRS and that's it.

## THE TRACK

The track represents a straight course over which the Zombies will race. Here's what you need to know about the track –

- Superimposed over the track are hexes that are divided into eleven lanes or hex rows.

- There are two impassable gray railings, one on each side, that keep the Zombies on the course.
- There is a red starting line where the Zombies begin the race. The Zombies are placed in a full hex behind the red line.
- There is a black and white checkered finish line twenty hexes from the start line. When a Zombie enters a hex that contains any part of the finish line it has completed the race.
- There are three white lines on the track called the quarter, half, and three quarter poles. This signifies the distance from the starting line.

## COUNTERS

Included for your convenience are Zombie and Baiter counters. These will need to be cut from the sheet to use on the track. We recommend that you laminate both sides of the counters prior to cutting them from the sheet.

## USING THE DICE AND THE TABLES

During the game you will be required to roll from two to six d6 while consulting a variety of tables that handle certain situations as they arise during a race. The dice are used in two different ways.

### USING THE DICE - REP

Whenever you look at a table and the word “REP” is in the upper left hand corner you will roll 1d6 for each point of Rep whether it is for a Zombie or a Baiter. Rep will be explained elsewhere in more detail. *Example – I have a Rep 3 Zombie so I will roll 3d6. I have a Rep 5 Baiter so I will roll 5d6.*

### USING THE DICE – ADDED TOGETHER

The second way the dice are used is simply rolling 2d6 and adding the results together to get a total. *Example- I roll a 4 and a 6 and score a total of 10. On the “Distractions” table this means that there is an appearance by a PETZ protestor.*

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## HOW A RACE IS RUN

Here's how a race is run in Dead Heat.

- Refer to the “Racing Card” on the QRS sheet. This tells you all the info you need for each Zombie and Baiter.
- Zombies are placed in a full hex behind the red starting line. This means that there will be an empty hex between each Zombie at the start.
- Place each Zombie's Baiter on the white line nearest to the starting line. This is called the quarter pole. Baiters must be on the same hex row on the quarter line as their Zombie.
- Races start with each Zombie rolling their Rep d6 on the “Giddy Up Go!” table.
- After the first turn the Baiter is placed from one to three hexes from their Zombie.
- The Zombie at the front of the pack of Zombies will move first followed by the next closest and going down to the last Zombie in the pack. In cases of ties each Zombie involved rolls 1d6 with the higher score moving first.
- Movement continues until all the Zombies have reached the finish line or cannot finish the race.

## ONE UP PLAY

One Up Play gets you into the game in minutes. In Dead Heat we've done all the work of putting together a racing card where you become handicapper and jockey, or in this case Baiter!

So let's get started and the place to start is with Reputation.

## REPUTATION

Reputation or Rep for short defines both the Zombies and the Baiters.

Reputation represents both the physical and reactive states of the Zombie. Is the Zombie in relative good shape? Is it alert? How bad is it decomposing? Usually the higher the Rep the better the Zombie will perform.

In Baiters, Reputation represents their physical ability and expertise in getting the Zombie to move down the course. The higher the Rep, the better the Baiter should perform.

## ZOMBIES

It's all about the Zombies. As previously mentioned the defining factor for the racing Zombie is its Reputation. Higher Rep Zombies are more alert and to a certain point more aggressive. These are desirable traits in a Zombie as nothing can be more frustrating than to have a Zombie that is either slow minded (as much as they can be) or worse, just physically deficient.

Where do you find racing Zombies? A racing Zombie can be found almost anywhere but your best chance of finding a good one is in the urban areas. That's because there are more Zombies to choose from.

Once you've found your Zombie you have to see how good it is. We could bore you explaining the tons of tests that are used by the better Zombie Wranglers\* but you can rest assured that each Zombie on the course has at least passed the “Itchy Chicken” test. This is a “must” before the Professional Zombie Racing Federation or PZRF can certify any Zombie to race.

So if you haven't got the time to go out and wrangle your own Zombie just roll 2d6, add the results together, and compare the total to the Zed-Sheet.

*\*Zombie Wranglers are those fearless entrepreneurs that search out the finest racing Zombies wherever they may be. For those that play All Things Zombie you can run missions where the survivors catch and return the Zombies for racing. All Zombies caught in ATZ are considered to have a Rep of 4.*



*The fresher the Zombie, the better the racer.*



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## 2 THE ZED-SHEET

*2d6 added together*

+1 if in urban area  
-1 if in rural area

### 1 TO 5

- *Rotter!* (Rep 2) This zombie is decomposing pretty fast. Not much racing left in this one!

### 6 TO 9

- *Stinker!* (Rep 3) This zombie has been “dead” for a while but still in good racing shape.

### 10 TO 13

- *Runner!* (Rep 4) Freshly dead zombie and in perfect running form.

## ZOMBIE WEAR AND TEAR

After each race each Zombie must roll on the Zed Wear And Tear table to see if it has suffered any wear and tear.

### REP ZED WEAR AND TEAR

*Taken by each Zombie after the race*

*1d6 per Rep of Zombie*  
*+1d6 if the Zombie ate a Baiter this race*

**Each result of 1, 2, or 3 is a success**  
**Each result of 4, 5, or 6 is a failure**

#### ZOMBIE SCORES SUCCESSES EQUAL TO HALF OR MORE OF ITS REP

- Zombie stays at current Rep.

#### ZOMBIE SCORES SUCCESSES EQUAL TO LESS THAN HALF OF ITS REP

- Zombie drops one Rep. If reaches less than Rep 2 then cannot race anymore.

#### ZOMBIE SCORES ZERO SUCCESSES

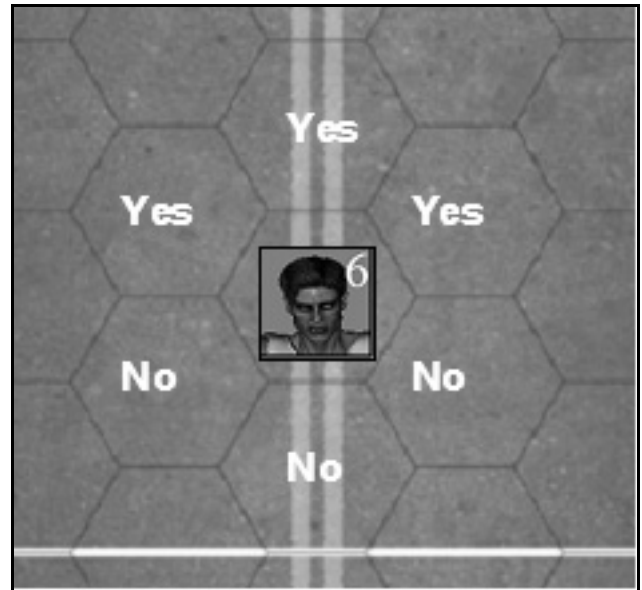
- Catastrophic event occurred during race and Zombie cannot race anymore.

## ZOMBIE LINE OF SIGHT (LOS)

Before we can discuss how a Zombie moves we must first determine what it can see. Zombies have a limited range of view. This is called the Line of Sight or LOS. Other Zombies and Baiters will block a Zombies LOS.

Zombies must always be facing a hex side and never a point.

Zombies can only see things that are in or beyond the front three hexes as shown in the following illustration. They cannot see things in the other three hexes or beyond them in that direction.



*Zeds can only see to their front.*

There may come times when the Zed will have another Baiter between him and his Baiter and on the same hex row. Once the intervening Baiter has been forced out of the way the Zed will continue towards his own Baiter.

In the following illustration let's pretend that Baiter #2 is actually in the hex between Baiter #1 and Zombie #6. The Zed would move towards Baiter #2 and when the Baiter dodges out of the way into another hex Zombie #6 would continue towards Baiter #1.

## BREAKING FROM THE GATE

At the start of the race the Zombies will be at the starting line and placed behind the red starting line. The number one Zombie will occupy the lane closest to the rail with the others in ascending order lining up to his right. Zombies are not placed adjacent to each other at the start but instead must have a gap of one hex between each one.

After all bets have been placed the race will start. The number one Zombie will roll first on the Giddy Up Go table followed by the others in ascending numerical order.



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## ZOMBIE MOVEMENT

To move a Zombie the player will use the Giddy Up Go table. Each player will roll 1d6 for each point of Rep of the Zombie. *Example – A Rep 3 Zombie would roll 3d6.*

Total up the number of ones, twos, and threes that were scored and move the Zombie that many hexes. *Example – I roll a 3, 4, and 6 so the Zed will move 1 hex.*

### REP

#### GIDDY UP GO!

Roll 1d6 per point of Zombie Rep

Zombies will move forward 1 hex per each success

+2d6 for each Baiter one hex away.  
+1d6 for each Baiter two hexes away.

**Score of 1, 2, or 3 = success**  
**Score of 4 or 5 = failure**  
**6 = Possible Uh-oh! or failure**

### UH-OH!

- **If scored two sixes-**
- Any Zombie that did not move last turn will not move this turn.
- Any Zombie that did move last turn will turn one hex side to the left (1-3) or right (4- 6) then move normally.

## MOVING THE ZED

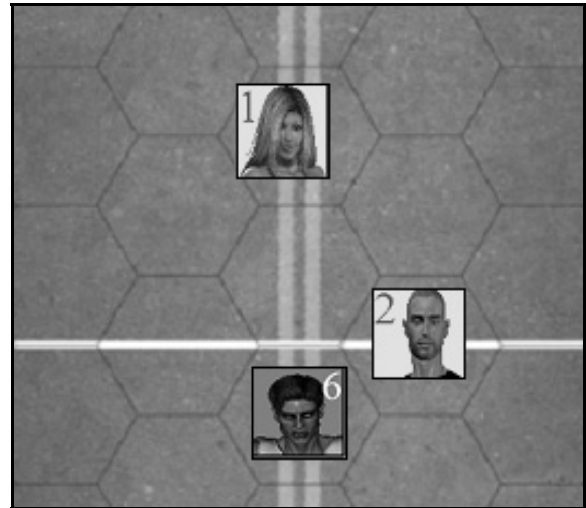
Now that you know how far the Zed can move the next question is what direction will it go?

*Zombies will always move towards the closest Baiter that is on the Central Hex Row and in LOS of the Zombie.*

Before moving and after the Baiter has been placed, the player must turn its Zombie to face its Baiter. The Baiter and Zombie must line up on the same hex row for the Zombie to move towards the Baiter. The Baiter may never be farther than three hexes from its Zombie. In the illustration below Baiter #1 is the Baiter for Zombie #6. She must start no more than three hexes from Zombie number #6 and they must occupy the same hex row or Central Hex Row.

Zombies focus on the hex row directly in front of them. This hex row is called the Central Hex Row. Baiter #2 is closer to Zombie #6 but because he is not in the Central Hex Row the

Zombie will still move towards its own Baiter or Baiter #1.



*Baiter #6 is in the Central Hex Row and has the Zed's full attention. Baiter #2 will cause the Zombie to move faster.*

## DOUBLE SIXES OR UH-OH!

Whenever a Zombie rolls two sixes on the Giddy Up Go table refer to the bottom of the table for the special movement that the Zombie will carry out. Basically a stopped Zombie stays stopped and a moving Zombie moves off in a different direction that expected.

## SPECIAL ZED MOVEMENT

If the Zombie's Baiter is no longer visible the Zombie will continue to move down the hex row it is facing at the end of its previous turn.

If a Zombie runs into one of the side rails on the course, into another Zombie, or against the wall opposite the starting line represented by the end of the board it will either turn one hex side to the left (1-3) or right (4-6) then continue to move normally.

## BAITERS

Make no bones about it; Baiters are the Rock Stars of the post-apocalypse. A well-known Baiter will never have to buy himself a drink and can rely on receiving preferential treatment. A really good Baiter can expect nothing but the best. This is especially true in the larger areas that the survivors have reclaimed or if the Baiter is lucky enough to make it on the small local television stations that are back in operation.

Baiters come in all shapes, sizes, and sexes. In fact, because Zombie Racing is more

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technique and skill than physical ability its common to see female Baiters at the higher levels of racing. Like at the Arena in New York or down at the Dome near San Antone.

Yes, Zombie Baiting can be a very lucrative occupation but not one for everyone. So you want to be a Zombie Baiter eh? Think you've got the right stuff. Well here's how you do it.

## GETTING STARTED AND BAITER REP

If you're just starting out as a Baiter you have a Rep of 3. Maybe you're a hotshot Rep 5 Star in All Things Zombie but until you've been on the racetrack you're just a Rep 3. But like anything else, the more you do it the better you'll get.

After you've finished three races you become a Rep 4.

After you've finished three more races you're a Rep 5.

See, it's simple.

## NON-PLAYER BAITERS

To determine how good the other Non-Player Baiters are roll 2d6 and add the results. Compare the total on the Rich And Famous table to determine the Rep.

<b>2</b>	<b>RICH AND FAMOUS</b> <i>2d6 added together</i>  <i>+1 if in urban area</i> <i>-1 if in rural area</i>
<b>1 TO 6</b>	<ul style="list-style-type: none"><li><i>Rookie!</i> (Rep 3) Either new at the sport or not too bright.</li></ul>
<b>7 - 10</b>	<ul style="list-style-type: none"><li><i>Experienced!</i> (Rep 4) This guy or gal has got it figured out by now.</li></ul>
<b>11 - 13</b>	<ul style="list-style-type: none"><li><i>Rock Star!</i> (Rep 5) Been doing this for a long time now and livin' the dream!</li></ul>



*Zombie Baiters come in all shapes and sizes.*

## BAITER MOVEMENT

We've explained how the Zeds move so now let's discuss Baiter movement.

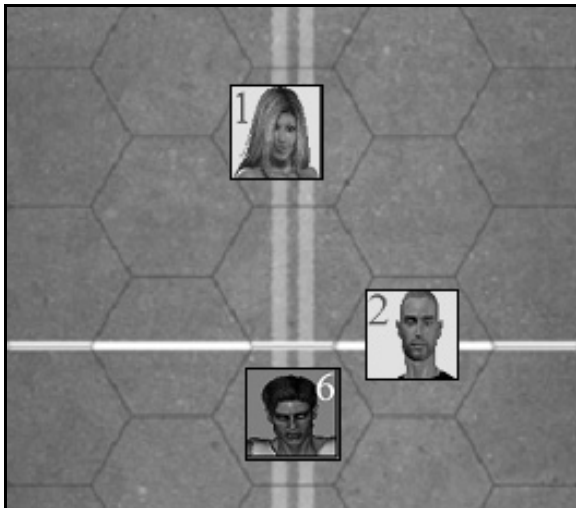
At the start of the race the Baiters are placed on the quarter pole white line in the corresponding hex row of their zombie. After all the Zombies have moved the second turn begins.

At the start of the second and subsequent turns the Baiters are placed. This means they are placed no more than three hexes from their Zombie and in LOS of the Zed. Once placed the Zombie will turn to face the hex side that the Baiter is in and this becomes the Central Hex Row.

The player with the leading Zombie will place his Baiter first. The next player then follows him and so on until the last Baiter is placed three hexes or less away from the last Zombie. After all Baiters have been placed the first Zombie counts up any Bonus Dice it may receive due to Baiters and adds them to his dice total of 1d6 per point of Rep. He then rolls all his d6 on the Giddy Up Go table to determine how far it can move.

In the following illustration Zombie #6 can see both Baiter #1 and Baiter #2. As Baiter #1 is the Zombie's Baiter and in the Central Hex Row the Zombie is turned to face #1. If Baiter #2 had been the Zombie's Baiter the Zed would be turned to face Baiter #2.

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After the first Zombie finishes its move the next one will total up its dice and the procedure continues until all Zeds have moved.

## BAITING THE ZOMBIES

The job of the Baiter is to position himself in the Zombie LOS and get the Zombie to move towards him at the fastest speed possible.

As mentioned previously a Zed will move 1 hex per each successful roll of one, two, or three as per the Giddy Up Go table. However, they can go faster!

For each Baiter that is two hexes from and in LOS of a Zombie that Zombie will roll an additional 1d6.

For each Baiter that is one hex from and in LOS of a Zombie that Zombie will roll an additional 2d6.

It does not matter who the Baiter is. In the previous example Zombie #6 will receive an additional 1d6 for his Baiter being two hexes away from him and in sight. In addition, he will roll 2d6 more because Baiter #2 is one hex away and in LOS. As Zed #6 is a Rep 3 this gives him a total of 6d6 to roll.

It is common practice for a Baiter to position himself in a way to encourage the Zombie to move faster towards its own Baiter in hopes of the Zombie and the Baiter colliding. The previous illustration is a good example of this where Baiter #2 will give the Zombie an additional 2d6 in movement.

But because his Baiter is #1 and in the Central Hex Row the Zombie will move towards her and not towards Baiter #2.

What happens if a Zombie has movement that will carry it into a Hex occupied by a Baiter?

## “TORO ZOMBIE, TORO!”

There will be a time when a Baiter will find itself in the hex in front of and adjacent to an oncoming Zombie. It may be either his Zombie or someone else’s Zombie. This is how it is handled.

- 1) Place the Zombie on top of the Baiter counter covering half of it.
- 2) Place a d6 next to the zombie signifying the number of hexes in movement it has left.  
*Example – I have one hex of movement left so place a d6 with a one next to the Zombie.*
- 3) The Baiter now rolls 1d6 for each point of Rep it has.
- 4) The Zombie rolls the same number of d6 it rolled when it was moving. This will be equal to its Rep plus any bonus d6 it may have also rolled.
- 5) Total the number of ones, twos, and threes that the Zombie and the Baiter have rolled. Compare these totals to the “Toro, Zombie, Toro!” table and immediately carry out the result.

### REP “TORO ZOMBIE, TORO!”

*Taken when the Zombie enters a hex occupied by a Baiter*

*1d6 per Rep of Baiter versus  
1d6 per Rep of Zombie + any bonus dice gained from baiter*

**Each result of 1, 2, or 3 is a success**

**Each result of 4, 5, or 6 is a failure**

#### IF THE BAITER SCORES EQUAL OR MORE SUCCESSES THAN THE ZOMBIE

- The Baiter dodges out of the hex and the Zombie is allowed to move its remaining hexes.

#### IF THE ZOMBIE SCORES MORE SUCCESSES THAN THE BAITER

- Zombie remains in place. Roll on the “All Fall Down” table.
- Baiter is considered to have tripped and fallen to the ground. Roll on the “All Fall Down” table.

- 6) If the Baiter has fallen then the Baiter rolls 1d6 for each point of Rep it has.

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- 7) The Zombie rolls for each pint of Rep it has. It does NOT use the Bonus Dice.
- 8) Total the number of ones, twos, and threes that the Zombie and the Baiter have rolled. Compare these totals to the “All Fall Down” table and immediately carry out the result.

**REP ALL FALL DOWN!**  
*Taken when the Baiter has tripped*

*1d6 per Rep of Baiter versus  
 1d6 per Rep of Zombie  
 Counting successes.*

**Each result of 1, 2, or 3 is a success  
 Each result of 4, 5, or 6 is a failure**

**IF THE BAITER SCORES EQUAL OR MORE SUCCESSES THAN THE ZOMBIE**

- The Baiter dodges out of the hex but the Zombie stays in the hex and may not move any remaining hexes.

**IF THE ZOMBIE SCORES MORE SUCCESSES THAN THE BAITER**

- Zombie leaps onto Baiter and starts to munch! Zombie spends 1/2d6 turns munching. All Zombies within 2 hexes of fallen Baiter will move towards Baiter when they can and remain munching there until the original Zombie is finished munching.

## REDIRECTING A ZED

If a Zed is going the opposite way that the Baiter wants him to go the Baiter can move adjacent and behind the Zed and tap him on the shoulder. The Zed will immediately turn around and face the Baiter but will not move that turn.

## DISTRACTIONS

Any Zombie that rolls three or more sixes when attempting to move may trigger a Distraction. Upon rolling all movement immediately stops! If no Distraction occurs then the Zed can finish its normal movement.

Roll 2d6 and add the scores. Check this total on the Distractions table. Each result can only occur once during a race day and will disappear after being used.

### Distractions

<i>Total</i>	<i>Possible Distraction</i>
2	Flat Tire!
3 to 4	Bow, wow, wow!
5 to 7	Arena Rock!
8 to 9	Glass Packs and Mullets
10 to 12	“Oh crap! It’s PETZ!

### FLAT TIRE

Each zombie rolls 1d6 and adds the score to its Rep. The lowest score has had an “equipment breakdown”. Roll 1d6 per Rep and compare to the Flat Tire table.

### Zombie Breakdown

<i>Total</i>	<i>Number of successes (1, 2, or 3)</i>
3+	Zombie sucks it up and continues normally.
2	Zombie comes to a stop. Giddy Up Go next turn.
1	Zombie “breaks a wheel” and is reduced 1 Rep.
0	Zombie collapses in place and out of the race.

### Bow, Wow, Wow!

A dog (use a d6) runs onto the course and begins to bark. All zeds roll 1d6 with the lowest score being the target. Place the dog two hexes away from the zombie and to its front. All Zombies within 3 hexes will forfeit their move this turn. Before the Baiters are placed next turn the dog will leave the track.

### ARENA ROCKS!

Someone cranks up the sound system. All the Zeds stop in their tracks! Next turn roll 1d6 for each Zed with highest zombie moving first and the rest from high to low with ties rolling off versus each other. Higher score goes first!

### GLASS PACKS AND MULLETS!

One of the locals drives by the course with a BA car and glass packs blaring! The car is heading back towards the starting line and all Zeds will change direction and move that way unless redirected.

### OH CRAP! IT’S PETZ!

A member of PETZ (People for the Ethical Treatment of Zombies) bursts onto the course! Will act as a Rep 3 Baiter to one Zombie

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rolled at random and try to direct it to the nearest edge of the track. Place the protester two hexes from the Zed. If the protester survives he will leave the field in terror.

## DETERMINING THE WINNER

When the first Zombie touches the finish line move it its full move and leave it on the track. Move all the other Zombies normally. If more than one Zombie crosses the finish line on the same turn the Zombie that moved the farthest past the finish line is the winner. This means that the first one across may be caught “at the wire” by Zombies that may move later.

### PHOTO FINISHES – DEAD HEAT

The first Zombie to cross the finish line the farthest is the winner. However...

- If two or more Zombies end up at the same distance from the finish line then take the Rep of each Zombie + the Rep of the Baiter +1d6. Add these together to arrive at the finishing total.
- In addition, the first Zombie to have crossed the finish line will add a one to their total.
- The highest total will be the winner followed by the rest of the Zombies according to their finishing total.
- If two or more Zombies have the same finishing total then they are assumed to have finished in a dead heat and both will pay off at the higher bet.

## A DAY AT THE RACES

That's it, that's all the rules you need to get racing. Now flip over the Quick Reference Sheet in the rear of the book and you will find a sample program. All the Zombies, Baiters, Betting Odds, etc have been determined for you. All you have to do now is choose your Zombie if you're the Baiter and then place your bets!

Players should roll 2d6 at the start of the each race with the highest score choosing which Zombie they will use for that race.

## PLAYING A BETTOR

Now that we've shown you how to race the Zombies as a Baiter let's cover how to bet on the races as a Bettor!

This is the easiest way to play. If you want you can designate one player to move all the Zombies and just spend your time betting on them. Just bet what you feel like. If playing with a group of people start with \$100 and whoever ends up with the most money at the end of the day is the winner.

Players should write down their bets to insure that other players do not know what they are. After the race the bets are revealed and monies collected.

## SETTING THE ODDS

If you decide that you want to make your own races and determine the betting odds for each Zombie, just follow these guidelines.

1 – Add the Rep of the Zombie and its Baiter together. This is called the Entry Rating. The highest Entry Rating in the race will start at 3:2 odds.

2 – If two or more Zombies tie for the highest Entry Rating then their odds will rise to 2:1 instead of 3:2.

3 – Next subtract the Entry Rating of each Zombie from the highest Entry Rating in the race.

4 – Compare the difference in Entry Ratings from the highest Zombie in the race to the Zombie you want to determine the odds on and consult the left hand column on the Tote Board. *Example – I have a Rep 4 Zombie paired with a Rep 5 Baiter for an Entry Rating of 9. That is the highest Entry Rating so they have odds of 3:2. I have another Zed that is a Rep 3 with a Rep 4 Baiter for a total of 7. As this is 2 Entry Rating less than the highest rated Zombie it will have odds of 8:1 as determined by the left hand column on the Tote Board.*

# DEAD HEAT – THE GAME OF PROFESSIONAL ZOMBIE RACING

## TOTE BOARD (for each \$10 bet)

Difference in Entry Rating	ODDS	WIN	PLACE	SHOW
Highest ER in race	3:2	\$25	\$15	\$15
2 or more w/highest E Rating	2:1	\$30	\$20	\$15
1 ER less the highest ER	4:1	\$50	\$30	\$20
2 ER less the highest ER	8:1	\$90	\$40	\$30
3 ER less the highest ER	15:1	\$160	\$60	\$40
4 ER less the highest ER	30:1	\$310	\$120	\$75

## BETTING

All bets are in increments of \$10 and may be as much as you desire.

There are a variety of bets.

- **Betting to win** means you will only get paid if the Zombie finishes first. You will collect the win bet.
- **Betting to place** means you will only get paid if the Zombie finishes first or second. You will collect the place bet.
- **Betting to show** means you will only get paid if the Zombie finishes first, second, or third. You will collect the show bet.
- **Betting the horse across the board** means you place a bet on the Zombie to win, place, and show. You will only get paid if the Zombie finishes 1<sup>st</sup>, 2<sup>nd</sup>, or 3<sup>rd</sup>. You will collect the win, place, and/or show bets.
- To view the amounts that you collect go to the **Tote Board** and first look up the position that you bet whether it was to win (1<sup>st</sup>), place (2<sup>nd</sup>), or show (3<sup>rd</sup>). Then go down to the odds that the Zombie went off at. Cross-index the two to arrive at the amount of your winnings. This amount includes what you have bet.  
*Example – I place a bet for \$10 on a Zombie going off at 4:1 odds to win. He comes in first and I collect \$50.*
- **That's it!**

## WINNING THE GAME

Players can choose to play Dead Heat on two levels, Bettor and Baiter. There are two winners in Dead Heat. They are-

- The Bettor that finishes with the most money at the end of the game.
- The Baiter with the best record. This is determined by scoring 5 points for a win, 3 points for a second place finish, and 1 point for a third place finish. The Baiter with the most points has won.

# ATZ



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# DEAD HEAT – THE GAME OF PROFESSIONAL ZOMBIE RACING

## GETTING THE ZOMBIE TO MOVE

### REP

#### GIDDY UP GO!

Roll 1d6 per point of Zombie Rep

Zombies will move forward 1 hex per each success

+2d6 for each Baiter one hex away.  
+1d6 for each Baiter two hexes away.

**Score of 1, 2, or 3 = success**  
**Score of 4 or 5 = failure**  
**6 = Possible Uh-oh! or failure**

### UH-OH!

- **If scored two sixes-**
- Any Zombie that did not move last turn will not move this turn.
- Any Zombie that did move last turn will turn one hex side to the left (1-3) or right (4- 6) then move normally.

## BAITING THE ZOMBIE

### REP

#### “TORO ZOMBIE, TORO!”

Taken when the Zombie enters a hex occupied by a Baiter

1d6 per Rep of Baiter versus  
1d6 per Rep of Zombie + any bonus dice gained from baiter

**Each result of 1, 2, or 3 is a success**  
**Each result of 4, 5, or 6 is a failure**

### IF THE BAITER SCORES EQUAL OR MORE SUCCESSES THAN THE ZOMBIE

- The Baiter dodges out of the hex and the Zombie is allowed to move its remaining hexes.

### IF THE ZOMBIE SCORES MORE SUCCESSES THAN THE BAITER

- Zombie remains in place. Roll on the “All Fall Down” table.
- Baiter is considered to have tripped and fallen to the ground. Roll on the “All Fall Down” table.

### REP

#### ALL FALL DOWN!

Taken when the Baiter has tripped

1d6 per Rep of Baiter versus  
1d6 per Rep of Zombie  
Counting successes.

**Each result of 1, 2, or 3 is a success**  
**Each result of 4, 5, or 6 is a failure**

### IF THE BAITER SCORES EQUAL OR MORE SUCCESSES THAN THE ZOMBIE

- The Baiter dodges out of the hex but the Zombie stays in the hex and may not move any remaining hexes.

### IF THE ZOMBIE SCORES MORE SUCCESSES THAN THE BAITER

- Zombie leaps onto Baiter and starts to munch! Zombie spends 1/2d6 turns munching. All Zombies within 2 hexes of fallen Baiter will move towards Baiter when they can and remain munching there until the original Zombie is finished munching.



# DEAD HEAT



# DEAD HEAT – THE GAME OF PROFESSIONAL ZOMBIE RACING

## DISTRACTIONS

Any Zombie that rolls three or more sixes when attempting to move may trigger a Distraction. Upon rolling all movement immediately stops! If no Distraction occurs then the Zed can finish its normal movement.

Roll 2d6 and add the scores. Check this total on the Distractions table. Each result can only occur once during a race day and will disappear after being used.

### Distractions

Total	Possible Distraction
2	Flat Tire!
3 to 4	Bow, wow, wow!
5 to 7	Arena Rock!
8 to 9	Glass Packs and Mullets
10 to 12	"Oh crap! It's PETZ!"

### FLAT TIRE

Each zombie rolls 1d6 and adds the score to its Rep. The lowest score has had an "equipment breakdown". Roll 1d6 per Rep and compare to the Flat Tire table.

### Zombie Breakdown

Total	Number of successes (1, 2, or 3)
3+	Zombie sucks it up and continues normally.
2	Zombie comes to a stop. Giddy Up Go next turn.
1	Zombie "breaks a wheel" and is reduced 1 Rep.
0	Zombie collapses in place and out of the race.

### Bow, Wow, Wow!

A dog runs onto the course and picks one zombie at random to bark at. All zeds roll 1d6 with the lowest score being the target. Place the dog marker two hexes away from the zombie and to its front. All Zombies within 3 hexes halt in place one turn.

### ARENA ROCKS!

Someone cranks up the sound system. All the Zeds stop in their tracks! Next turn roll 1d6 for each Zed with highest zombie moving first and the rest from high to low with ties rolling off versus each other. Higher score goes first!

### GLASS PACKS AND MULLETS!

One of the locals drives by the course with a BA car and glass packs blaring! The car is heading back towards the starting line and all Zeds will change direction and move that way unless redirected.

## OH CRAP! IT'S PETZ!

A member of PETZ (People for the Ethical Treatment of Zombies) bursts onto the course! Will act as a Rep 3 Baiter to one Zombie at random trying to direct it to the nearest edge of the track. Roll 1d6 to determine which Zed it is. The PETZ member will then roll on the "Toro, Zombie, Toro!" table as normal. If he or she survives they will leave the field in terror.

## A DAY AT THE RACES

### Race Number 1

#	ZOMBIE	BAITER	ODDS
1	2	3	15:1
2	3	5	2:1
3	2	4	8:1
4	4	4	2:1
5	2	4	8:1
6	4	4	2:1

### Race Number 2

#	ZOMBIE	BAITER	ODDS
1	4	3	4:1
2	4	3	4:1
3	4	3	4:1
4	4	4	3:2
5	3	3	8:1
6	2	3	15:1

### Race Number 3

#	ZOMBIE	BAITER	ODDS
1	4	3	4:1
2	4	3	4:1
3	3	3	8:1
4	3	3	8:1
5	4	4	2:1
6	4	4	2:1

### Race Number 4

#	ZOMBIE	BAITER	ODDS
1	4	4	4:1
2	2	3	30:1
3	2	4	15:1
4	4	5	3:2
5	3	3	15:1
6	4	4	4:1



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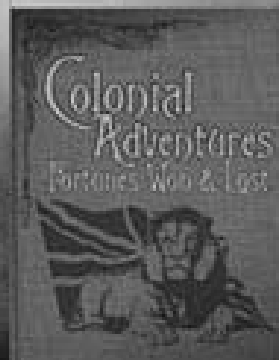
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# ***Giving new meaning to the phrase "Dead Heat"***

*It was the dawn of a new age. The age of the Zombie. An age where the undead walked the earth instilling fear into all. All except for those few intrepid souls that could "think outside the box".*

*Like Jim Bob Joe Hobbs and his younger brother Warren. The founders of ...*

## **Dead Heat Professional Zombie Racing**

*Zombie racing! Just saying it causes you to say "What the ..." When some were saying "Why?" Jim Bob Joe was saying "Why not?"*

*Civilizations have always been judged by their sports. Since before the gladiatorial contests in ancient Rome man has been defined by his sport of choice.*

*Zombie racing. What more can you say?*

*Dead Heat is competitive on two levels. Not only can players race the Zeds they can bet on them too! But wait there's more!*

*Marvel (laugh your butt off) as highly trained Zombies (the fresher the better) streak down the track (okay shuffle) in quest for the gold (dinner). But these finely tuned athletes (hungry) aren't alone. Each Zombie is assisted by a loyal trainer (baiter) who desires only to share in their triumph (make a buck) all in the name of glory (because they have no other marketable skills.)*

*Zombie racing...the name says it all!*

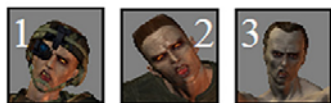


***"What the...?"***

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FINISH LINE

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ZOMBIE BREAKDOWN	
Total	Number of successes (1, 2, or 3)
3+	Zombie sucks it up and continues normally.
2	Zombie comes to a stop. Giddy Up Go next turn.
1	Zombie "breaks a wheel" and is reduced 1 Rep.
0	Zombie collapses in place and out of the race.

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# DEAD HEAT

The Game of Professional Zombie Racing

# DEAD HEAT

The Game of Professional Zombie Racing

START LINE

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