

ALL THINGS ZOMBIE CHRONICLES

All Things Zombie has one core rule book and four supplements totaling 420+ pages of Zombie gaming. This can cause some confusion when first looking at getting in to the game so we decided to provide some answers.

We've provided a bit of detail on each book and the ATZ Timeline for them.

At the end we've provided the Table of Contents of each to see what each offers.

ALL THINGS ZOMBIE – FINAL FADE OUT

This is the third and last edition of the Origins Award winning original from 2006. *Better Dead than Zed* (2009) was the update and the final version is *Final Fade Out*.

All you need to play ATZ is in the core book, *Final Fade Out*. *Everything else is optional*.

HAVEN

Haven covers the first 30 days of the Outbreak. It contains 15 scenarios from five points of views. *Haven* covers the breakdown of law and order and loss of the cities. *Haven* explains how to establish your Gang in the cities or how to escape to the rural areas. *Haven* also includes a populated Survivor settlement called "Nowhere, Nevada".

MASS HYSTERIA

Mass Hysteria runs parallel to *Haven* but at a larger scale. In this supplement players command military, police and civilian units in combat with hordes of Zombies. There's a campaign inside that covers the war against the Zombies up to when the cities are abandoned.

HIGH RISE TO HELL

The most recent supplement occurs a year after the Outbreak. It introduces the Prosperity Corporation, Vampires, Werewolves and more. Some people wanted more horror elements in ATZ so that was why *High Rise to Hell* was produced.

I, ZOMBIE

I, Zombie covers what happens outside the cities years after *High Rise to Hell*. It contains a complete city in the desert run by Gangers and adds other elements including Zombie Wrangling, catching Zeds for fun and profit.

AFTER THE HORSEMEN

While not a Zombie book, as there aren't any Zeds in the book, *After the Horsemen* is a stand-alone book covering

the time many, many years after the Outbreak. Fully compatible with the ATZ world, *ATH* is the last chapter.

Some things in one supplement can be found in another. For example, *Smart Zombies* can be found in *High Rise to Hell* and in *I, Zombie*. This was done on purpose to cater to the gamer. If you want aliens, vampires and more you use *High Rise*. But we also included *Ragers* and *Smart Zombies* as well. Don't want aliens, vampires etc.? Then get *I, Zombie* that has the *Ragers* and *Smart Zombies*.

What's duplicated? See for yourself. We've provide the Table of Contents for each book. We hope this answers your questions and helps you to make *ATZ* your game.

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Designer notes



I, ZOMBIE – THE LAZARUS PROJECT

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

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- The “Godfathers” of THW
- Paul Kime – Artwork
- Mike at Rebel Minis – Figures in the photos
- Rod Campbell, Dave Gray – Editors
- The THW Yahoo Group for “getting it”

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

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

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The THW Yahoo Group: For continued support and ideas. 5600 members and still growing!
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HIGH RISE TO HELL

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