

ATZ – FINAL FADE OUT MELEE TWEAK

MELEE W/ZOMBIES

Zombies do not take the Charge into Melee Test as do humans. Instead, when a zombie is charging or being charged it will always count as if passing 1d6.

ZOMBIE SWARM

Zombie versus human melees are handled a bit differently than human versus human melee. Here's how we do it:

- All zombies that can contact a human through the Charge into Melee Test will melee at the same time.
- The first zed counts its Rep and each additional zed counts a +1d6.
- All zeds will melee at the same time with one set of d6 being rolled.
- For each success scored more by the human, one zed is killed.
- If there are zeds remaining after a round of melee, immediately carry out another round of melee.

HUMAN ADVANTAGE

Humans in melee with zombie opponents count a +1 success to whatever they actually score.

MELEE DAMAGE

Zombies will melee in the normal manner with slight modifications. Here's how we do it:

- Any result of Obviously Dead is just that, the zombie is Obviously Dead.
- Any result of Out of the Fight is treated as a result of Obviously Dead.

Example – Billy Pink (Rep 5) is in melee with four zeds. Billy rolls 5d6 and scores a 1, 2, 3, 4 and 6 for 3 successes. He adds an additional success for fighting zeds for a total of 4 successes.

The zeds start with 3d6 for Rep and a bonus 3d6 for having four total zeds. Rolling 6d6 they score a 1, 2, 4, 5, 5 and 6 for 2 successes.

Billy scored two successes more so two zeds are dead. However, Billy must now immediately fight another round of melee with the two surviving zeds. But that may not be his biggest worry.

MELEE COMBAT

REP	MELEE COMBAT
<i>(Looking for successes)</i>	

<i>MELEE WEAPON</i>	<i>MOD</i>
One-Hand Melee Weapon	+1d6
Two-Hand Melee Weapon	+2d6
Chain Saw	+3d6
<i>ATTRIBUTE</i>	<i>MOD</i>
Brawler	+1d6
Rage	+1d6
<i>CIRCUMSTANCE</i>	<i>MOD</i>
<i>Prone</i> – If fighting a prone enemy.	+2d6
<i>Protected</i> – If protected with body armor, etc.	+1d6
<i>Zombie Opponent</i> – If fighting a zombie	+1 success

MELEE RESULTS

#	MELEE RESULTS
<i>(Comparing successes)</i>	
<i>Humans kill 1 Zed for each success scored more than the Zeds.</i>	

<i>SCORE</i>	<i>RESULT</i>
1	Opponent Obviously Dead.
Equal or less than the number of successes more but not a 1	Opponent Out of the Fight.
Higher than number of successes more	Opponent reduces Rep by 1 point. If the Rep is reduced to 0 the character goes Out of the Fight. Otherwise fight another round of melee. After melee any Rep lost is returned to normal Rep.