

ZOMBIE GOLF - AN ALL THINGS ZOMBIE SUPPLEMENT

ZOMBIE GOLF

Driving south down 95, Billy Pink noticed the sign just past Bullhead, Riverside Resort Par 3.

"Alright," he said. "Hey baby, how about a quick round of golf?"

"It's been awhile but sure," Sooze replied. "I could use the fresh air."

Billy pulled into the lot and slipped the car behind the Pro Shop. After locking the car and setting the alarm, Billy followed Sooze around to the front of the building. Looking inside they couldn't see anyone but that didn't mean anything. Going inside they shut the door and looked around.

"Oh Billy, look at this!" Sooze said. Smiling she held up a cute tank top. "Whatcha think?"

"Looks great babe," Billy replied. "Here's a tote bag, why don't you do a little shopping while I look around."

After ten minutes Billy and Sooze had their clubs, some golf balls, a six pack and the tote bag. Tossing the tote bag into the car they made their way to the first tee.

"Nine holes, par 3, now that's my kind of course. Ladies first" he said with a smile.

Sooze placed the ball on the tee and lined up her first shot. Thwack! Frowning she said, "Been a long time. Zed off to the left, babe."

Billy looked over Sooze's shoulder and saw the shambling zed heading towards them. Plenty of time, he thought. Billy took his first shot and agreed that it had been a long time. Grabbing the bag and balancing the six-pack on top, Billy and Sooze headed down the fairway with the zed following behind.

INTRODUCTION

Zombie Golf is a supplement for All Things Zombie, the Origins Award winning game of survival in a zombie infested world.

Hey look, the world is filled with zombies and survivors that would as soon take you out as talk to you, but hey, that doesn't mean you have to give up having fun. All work and no play makes you a dull boy, remember?

In *Zombie Golf* we've provided an easy to play Pitch and Putt golf game. We've also combined it with Zombies so hey, what could be more fun. But before we add the Zombies let's show you how to play the game.

GETTING STARTED

First we have to design the course. Here's how it's done.

THE COURSE

Zombie Golf can be player on a table as small as 3x3 feet. Of course the bigger the better but in our example we'll use a 3x3 foot table. Note that for scale purposes one inch equals two yards. If you choose to play with 15mm or 28mm it really doesn't matter as the distances will work for all scales.

The course consists of nine holes with the following restrictions.

- The shortest hole is 20" from tee to cup.
- The longest hole is 45" from tee to cup.
- The 5" circle around the cup is called the green. In this area the players will use their *putter*.
- The total inches for the course cannot exceed 300 inches. Here is the Riverside Resort course.

HOLE	DISTANCE IN YARDS	DISTANCE IN INCHES
1	60	30
2	40	20
3	60	30
4	80	40
5	90	45
6	60	30
7	70	35
8	50	25
9	90	45
Total	600	300

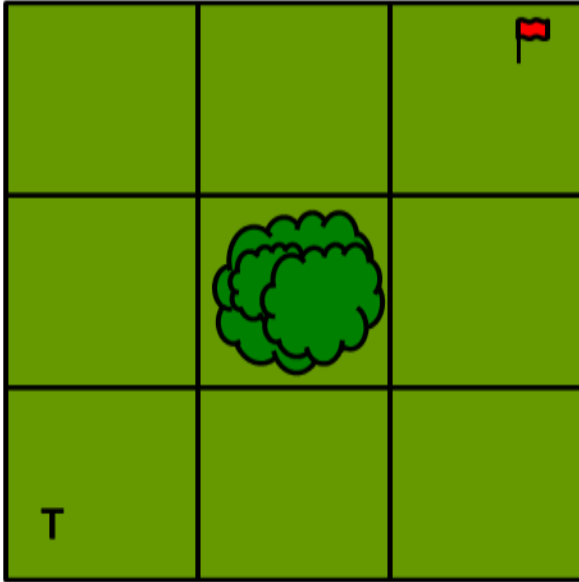
LAYING OUT THE COURSE

In our sample course we are playing on a 3x3 foot table. The center of the table must always be rough terrain. As this square is never played through, you cannot hit ball into this area, but always played around. Here's how you lay out the course:

- The tee for the first hole is always placed in the lower left hand corner of the table.

ZOMBIE GOLF - AN ALL THINGS ZOMBIE SUPPLEMENT

- The cup is placed away from the tee the required distance from the tee. In the following picture the hole is 45" from the tee.
- When all players have finished the hole the cup for that hole becomes the tee off spot for the next. Example - The hole in the upper right hand corner now becomes the tee for the next hole. Measure the required number of inches away from the tee and place the next hole.



WHAT ABOUT THE SAND TRAPS?

And water hazards, and, and... The Pitch and Putt Par 3 courses are laid out with short holes and large expanses of green grass in between. No traps, roughs, etc. The challenge is to make the hole in 3 strokes or less with only two clubs to choose from.

That and the Zombies.

PLAYING THE COURSE

If not playing with Zombies you do not even need to use figures or move them about the table. But here's how it's done when you add Zombies:

- Activation is rolled normally.
- Players can only take a golf shot when they are active.
- Players may choose to stay together in one group or move separately.
- A player must move to the spot where the ball has landed to take the next shot. This will occur when he is next active.

- Zombies move normally as per the ATZ rules.

TEEING OFF

The match starts with all the players at the first tee. Roll dice or flip a coin to determine the order of play. Shots are taken in the same order subject to player activation. There may be times where one player will play ahead as they reach their ball before the other players do. Don't worry. All the finished players will wait at the hole for the last player to finish.

Once you are ready you have to choose which club to use. Players only received two clubs, an *iron* and a *putter*. As the holes are never more than 100 yards long this is all that is needed.

CHOOSING YOUR CLUB

1 - If you are not on the green you will be using an *iron* to *drive* the ball towards the hole.

2 - If you are on the green, within 5" of the hole, you will be using the *putter* to *putt* the ball into the cup.

DRIVING

To *drive* the player will use both their *Power* and *Skill*. Players can choose to use *Power* up to their Rep. Players can choose to use *Skill* up to their Rep. Here's how you drive the ball.

- Decide how much *Power* and *Skill* you will use before rolling any d6.
- Roll 2d6 versus the amount of *Power* you choose to use.
 - You will *pass* a die if the score is equal or lower than the *Power* you use. If the score is higher than the *Power* then you have *failed* that die. You can *pass* 2, 1, or 0d6.
 - Determine how many d6 you have *passed* and read the result on the Fore! Table.

2	FORE!
<i>(Taken versus the Power used)</i>	

#D6	RESULT
PASSED	
2	<i>Perfect shot! Ball travels 5 x Power in</i>

ZOMBIE GOLF - AN ALL THINGS ZOMBIE SUPPLEMENT

	inches towards pin. Roll Skill dice.
1	<i>Yikes!</i> Ball travels 5 x Power in inches towards pin plus 1d6". Roll Skill dice.
0	<i>Crap!</i> Ball travels 5 x Power in inches towards pin less 1d6". Roll Skill dice.

After moving the ball the distance in inches towards the hole as directed by the Fore! Table roll 1d6 for each point of Skill you chose to use. Add the results scores together and move the ball that many inches towards the hole. One of the following things will happen:

- The ball moved the exact number of inches needed to hit the hole. You've sunk the shot, count one stroke.
- The ball ended up more than 5" short of the cup. Count one stroke and try again.
- The ball ended up more than 5" long from and went past the cup. Count the stroke and try again.
- The ball landed 5" or less from the cup either short of it or past it. Count the stroke and your next shot will be a *putt*.

COMING UP SHORT

If after Skill Dice are rolled the total distance the ball travels is a negative number it will roll 1d6" from the spot that the shot was taken.

GOING OFF THE TABLE

The ball is always hit towards the hole. If you overshoot the hole and land off the table don't worry. Just mark where it is located and play from there. Hook it to the left or right? Not in this game. The ball always goes towards the hole!

PUTTING

When you are 5" out from the hole you are on the green. Go to the How Far Out Table to get the exact distance, in feet, that the ball is from the cup.

HOW FAR OUT

(Taken when 5" or less from the cup)

DISTANCE IN INCHES	DISTANCE IN FEET
1"	0 + 1d6 feet away
2"	6 + 1d6 feet away
3"	12 + 1d6 feet away
4"	18 + 1d6 feet away

5"	24 + 1d6 feet away
----	--------------------

To putt the player chooses to use up to his Rep in Skill. Roll 1d6 for each point of Skill you chose to use.

- Add the scores together and move the ball that many *feet* towards the hole. One of the following things will happen.
- If you rolled the exact distance then you made the putt, count one stroke.
- If you rolled less than the distance needed then count one stroke and go again.
- If you rolled 1 to 5 feet more than the distance needed, go to the "It's In the Hole!" table.
- If you rolled 6 feet or more than the distance needed, count one stroke and go again.

2 IT'S IN THE HOLE!

(Taken versus the distance over what was needed)

#D6 PASSED	RESULT
2	<i>Ouch!</i> Miss the putt but can tap in. Count two strokes.
1	<i>On the lip!</i> Roll 1d6. <ul style="list-style-type: none"> • 1-3 = Goes in, count one stroke. • 4 - 6 = Rolls out but can tap in. Count two strokes.
0	<i>Putt goes in!</i> Count one stroke.

KEEPING SCORE

In the rear of the book is a sheet with three scorecards on it. Going from left to right, here's how to fill it out.

- **Hole** - This is the number of the hole.
- **Distance** - This is the distance in inches that the hole is from the tee to the cup.
- **1st Shot** - Subtract the distance of your first shot from the distance of the hole. This is how far the ball is from the cup. Place this number in this box.
- **2nd Shot** - Subtract the distance of second shot from the distance in the box immediately to the left (the result of the 1st shot). This is how far the ball is from the cup. Place this in this box.

ZOMBIE GOLF - AN ALL THINGS ZOMBIE SUPPLEMENT

Continue the process until the ball is 5" or less from the hole. When this occurs go to the How far Out Table to determine the actual location of the ball.

- Putt from there adding strokes to your current total until you sink the putt.
- **Total Strokes** - Put in the total number of strokes it took you to complete the hole in this box. When a penalty occurs, circle the shot it occurred, and remember to add it to the total number of strokes you used.
- **Score** - Add the total strokes and penalties from all the holes. This is your final score. Place this in this box.
- **Player Signature** - Be sure to sign your card.

WINNING

Matches may be played in one of two ways.

- The player with the lowest total of strokes to complete the round of nine holes is the winner.
- Players can play by the hole. The player with the lowest number of strokes for the hole wins 1 point. The loser receives 0. In the case of ties each player receives 1/2 of a point. The player with the most points at the end of the nine holes is the winner.

ADDING ZEDS

Alright, now that you know how to golf, let's add the Zeds. All rules of ATZ apply with the following specifics and additions.

LOCALE

This particular course is considered to be a *rural area*. Players can choose to play on courses in urban or suburban areas if desired.

GENERATING ZEDS

Zeds are generated in the following ways.

- When a shot is fired roll 1d6. For each result of "6" a Zombie is generated and placed 12" from where the shot was fired.
- Each time a player reaches the tee roll 1/2d6. This is the number of Zeds that are generated and placed 24" from the player.

This is a different distance than when Zeds are generated by gunfire.

ACTIVATION MODIFIER

When active a player can do their normal actions *plus* take a golf shot. Switching from a golf club to a weapon can be done at anytime, when active and when reacting.

PENALTIES

Movement is handled normally. However, each time a player Fast Moves he receives a one stroke penalty. This is added to his score.

GOLF CLUB IN MELEE

Gold clubs count an Impact of 1 when used with one hand and an Impact of 2 when used with two hands.

GOLF CART

There is a chance that there may be one (1-2) or two (3) or zero (4-6) golf carts at the course. Golf carts do not provide cover for the user, are subject to most normal vehicle rules except for the "The Car Won't Start!" rule, and has a top speed of 12" per turn.

Golf carts do not generate Zombies as vehicles normally would.

PRO SHOP

Players are encouraged to use the normal building searching rules for a Pro Shop, Club House, and even a Country Club if desired. The building rules in *I, Zombie* would work great for this and can be found for free at the website in the *free* section.

GOLFER ATTRIBUTE

As you know, in ATZ, characters are allowed to have Attributes to differentiate them from others. If desired, players can choose the Golfer Attribute. No, really. Having the Golfer Attribute, allows for a player to re-roll one Skill die of choice on every hole.

ZOMBIE GOLF - AN ALL THINGS ZOMBIE SUPPLEMENT

HOLE	DISTANCE	1ST SHOT	2ND SHOT	3RD SHOT	4TH SHOT	5TH SHOT	6TH SHOT	TOTAL STROKES
1								
2								
3								
4								
5								
6								
7								
8								
9								
Score								

Player Signature _____

HOLE	DISTANCE	1ST SHOT	2ND SHOT	3RD SHOT	4TH SHOT	5TH SHOT	6TH SHOT	TOTAL STROKES
1								
2								
3								
4								
5								
6								
7								
8								
9								
Score								

Player Signature _____

HOLE	DISTANCE	1ST SHOT	2ND SHOT	3RD SHOT	4TH SHOT	5TH SHOT	6TH SHOT	TOTAL STROKES
1								
2								
3								
4								
5								
6								
7								
8								
9								
Score								

Player Signature _____

ZOMBIE GOLF - AN ALL THINGS ZOMBIE SUPPLEMENT

HOLE	DISTANCE IN YARDS	DISTANCE IN INCHES
1	60	30
2	40	20
3	60	30
4	80	40
5	90	45
6	60	30
7	70	35
8	50	25
9	90	45
Total	600	300

DRIVING

To *drive* the player will use a combination of *Power* and *Skill*. Players can choose to use *Power* up to their Rep. Players can choose to use *Skill* up to their Rep. here's how you drive the ball.

- Decide how much *Power* and *Skill* you will use before rolling any d6.
- Roll 2d6 versus the amount of *Power* you choose to use.
 - You will *pass* a die if the score is equal or lower than the *Power* you use. If the score is higher than the *Power* then you have *failed* that die. You can *pass* 2, 1, or 0d6.
 - Determine how many d6 you have *passed* and read the result on the Fore! Table.

2 FORE!

(Taken versus the Power used)

#D6 PASSED	RESULT
2	<i>Perfect shot!</i> Ball travels 5 x Power in inches towards pin. Roll Skill dice.
1	<i>Yikes!</i> Ball travels 5 x Power in inches towards pin plus 1d6". Roll Skill dice.
0	<i>Crap!</i> Ball travels 5 x Power in inches towards pin less 1d6". Roll Skill dice.

- The ball moved the exact number of inches needed to hit the hole. You've sunk the shot, count one stroke.
- The ball ended up more than 5" short of the cup. Count one stroke and try again.
- The ball ended up more than 5" long from and went past the cup. Count the stroke and try again.

- The ball landed 5" or less from the cup either short of it or past it. Count the stroke and your next shot will be a *putt*.

HOW FAR OUT

(Taken when 5" or less from the cup)

DISTANCE IN INCHES	DISTANCE IN FEET
1"	0 + 1d6 feet away
2"	6 + 1d6 feet away
3"	12 + 1d6 feet away
4"	18 + 1d6 feet away
5"	24 + 1d6 feet away

PUTTING

To *putt* the player chooses to use up to his Rep in *Skill*. Roll 1d6 for each point of *Skill* you chose to use.

- Add the scores together and move the ball that many *feet* towards the hole. One of the following things will happen.
- If you rolled the exact distance then you made the putt, count one stroke.
- If you rolled less than the distance needed then count one stroke and go again.
- If you rolled 1 to 5 feet more than the distance needed, go to the "It's In the Hole!" table.
- If you rolled 6 feet or more than the distance needed, count one stroke and go again.

2 IT'S IN THE HOLE!

(Taken versus the distance over what was needed)

#D6 PASSED	RESULT
2	<i>Ouch!</i> Miss the putt but can tap in. Count two strokes.
1	<i>On the lip!</i> Roll 1d6. <ul style="list-style-type: none"> • 1-3 = Goes in, count one stroke. • 4 - 6 = Rolls out but can tap in. Count two strokes.
0	<i>Putt goes in!</i> Count one stroke.

ZOMBIE GOLF QRS