

ZOMBIE APOCALYPSE



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COMBAT SYSTEM

INITIATIVE

The order for actions is:

- **Humans** (generic followers, such as troops or multiple cops, can be grouped together)
- **Zombies**

Humans always move before zombies. The order that characters move is determined by the draw of a card from a standard deck:

- Highest card first (ace high, joker higher)
- Suit order is furthest through alphabet first (spades, hearts, diamonds, clubs)

TURN SEQUENCE

Each figure takes all of its actions in turn.

1. **Move:** This action can also be used for reloading, opening doors, negotiating obstacles, scavenging for barricade materials or weapons and **double-tapping** incapacitated targets that are already adjacent to the figure.

Opportunity attack: A figure is engaged if it is adjacent to another (or within range of a hand to hand attack that has more than 1 range). Breaking engagement and moving more than 1 square, or moving more than 1 square through a figure's area of engagement will trigger an opportunity attack. A figure can make one opportunity attack as a free action. If successful, the rest of the move is stopped.

2. **Panic:**
 - A figure that wishes to move itself into danger may be unable to do so. This depends on its status (see **panic** rules). If necessary, a standard save must be made before advancing.
 - A figure that is charged may panic. It must make a standard save or suffer the consequences.
3. **Defensive shot:** If an attacker is charging to contact the front of a figure, the defender is allowed to take its attack action *at that figure* before contact. The defensive shot is taken at range 1 and gains the point blank bonus unless the defender has panicked. If the attacker suffers a wound which prevents movement or is knocked back, contact will not be made.

This also applies to longer melee weapons. A character is allowed one defensive shot against an attacker with a shorter attack that moves into contact. If that attack is successful, the move is stopped. Defensive shots use up that figure's next attack action (although they may **follow up** immediately).

4. **Attack:** The attack action can also be used to make a barricade using materials already in hand, **or** as a second move action (including any of the alternatives above).
 - Ranged attacks happen before hand to hand, unless the shooter is in contact with an opponent. In this case the melee attack occurs first.
 - In melee, figures with longer weapons always strike first.
5. **Test morale and sanity:** After combat a side may be reduced below half strength; individual figures may break and run; or individuals may have to take sanity tests.

ACTIONS AND FATIGUE

Humans get tired, Zombies don't. Humans save for fatigue every 3rd turn of a combat or extended activity.

- Each time a human collects a fatigue it puts him / her at -1 to further physical actions and -1 to defence.
- Humans also get -1 to running and sprinting speed per point of fatigue. At a fatigue of -3 characters cannot run or sprint.
- A character can make a standard save to recover 1 fatigue by taking a full turn's rest, or a difficult save if they take only 1 action during a turn.
- Automatic tasks can be failed if the character is at a penalty for any reason such as injury.
- The difficulty of the save is based on the most demanding activity that has taken place during the previous turns. If there have been any rest turns during the period, then no save needs to be made.
- In round 9 of a combat, all save throws are at an additional -1, round 18 at -2 and so on. This does not apply out of combat (i.e. marathon runners can keep running). There may be penalties if they are heavily laden, however.

Action	Fatigue	Notes
Normal move	Automatic	Unless carried on for a very long time
Crawl	Automatic	
Run	Easy	
Melee combat	Easy	
Climb	Standard	
Follow-up melee attacks	Standard	
Sprint	Difficult	

SAVING THROWS

At various points, figures may be required to make a saving throw – to remove weapon jams, overcome panic, save against dying, negotiate obstacles, use skills etc. Unless the figure has some specific bonus, the difficulty level of the test is (on D10):

Save level	Requirement	Notes
Automatic	1+	Normally impossible to fail, but see below
Easy	4+	
Standard	6+	
Difficult	8+	
Very Difficult	10+	Etc – additional levels of difficulty for outrageous tasks
Specialised	*	Can be E,S or D but cannot be attempted without a specific skill e.g. Surgery

Automatic actions can be failed if the figure is at sufficient penalty. For example, walking is an automatic action, but someone could easily stumble while backing up over difficult going – particularly if panicking because of an approaching zombie.

MOVEMENT

Standard movement rates

	Crawl	Walk	Run	Sprint
Adult human	3	6	x1½	x2
Child <12	2	5	x1½	x2
Old person	2	5	x1½	-
Zombie	2	5	-	-
Decayed zombie	2	4	-	-

Round movement distances up.

BAD GOING

Difficult ground slows movement. This reduces walking rates by 1, running speed by 2 and sprinting by 3. Examples of difficult going are dense woodland, loose scree or shingle and rubble. Crawling speed is the same.

Very difficult ground reduces walking rates by 2, running speed by 3 and prevents sprinting. Examples of very difficult going include: bogs, knee-deep water and snow. Depending on depth water would make crawling a problem.

Extremely difficult going reduces walking rates by 3 and prevents running or sprinting. Examples include waist deep water or deep snow drifts.

Modifiers to manoeuvre dice throw

Attacker has	Effect
Taken a 2 nd action, other than a move	-1
Panic	-2
Difficult going / unstable footing	-1
Leg wound	-2
Each other wound (max -3)	-1
Fatigued 1	-1
Fatigued 2	-2
Fatigue 3	-3

OBSTACLES AND MANOEUVRES

Example difficulty of **automatic** manoeuvres (always work unless at penalty):

- Run or sprint
- Backing away

Walking and crawling forwards do not require a roll, regardless of penalties. The Zombie master can trigger a roll by using disaster points.

Example difficulty levels for obstacles are:

	Easy 4+	Standard 6+	Difficult 8+
Barrier	Low fence (waist high)	Standard fence (head high)	Must leap to reach the top
Gap	1 space gap	2 space gap	3 space gap
Climb	Ladder, incline with rope, chain fence	Hanging rope (no wall to brace against)	Wall with some handholds or a way to get some purchase

Save	Result
<1	Figure falls.
1	Figure stumbles and cannot negotiate the obstacle this turn. With a gap, this will

	mean the figure falls in, taking falling damage.
<Target	<p>The figure gets only part way over the obstacle.</p> <ul style="list-style-type: none"> • With a barrier, they will stop and cross it next turn but – crucially if being pursued – they leave a leg dangling and have -3 defence. • With a gap, the figure is clinging to the far side of the jump, with legs trailing into the gap. They have -3 defence against any attacker that can reach them from this side (or below). • If a climb, the figure makes no progress up the surface this turn but does not fall. A climbing target has -3 defence against any attacks.
>=Target	<p>The figure negotiates the obstacle and stops on the opposite side.</p> <ul style="list-style-type: none"> • For a climb, the figure will climb a distance equal to its crawl speed. If this reaches the top of the obstacle, the figure stands at the top; otherwise it carries on climbing, moving up to its crawl speed.
Target+3	<p>The figure may continue moving after the obstacle</p> <ul style="list-style-type: none"> • The figure vaults over the barrier, taking 1 move or the number of spaces equal to the width of the gap. • Remaining move after a climb is proportionate to the spaces climbed (e.g. if a figure can climb 3 and needs 2 in order to reach the top, it has 1/3 of its move remaining).

STEALTH

Characters will generally want to move quietly if they can, as noise attracts zombies. Every time characters wish to move quietly, they must make a save:

Moving quietly in	Save
Open ground (roads, fields, open woods, normal buildings)	Easy
Difficult going (obstacles, heavy undergrowth, crunchy gravel, creaky floorboards)	Standard

Other factors may influence the difficulty of the roll at GM discretion.

Characters can be grouped together for the purpose of making a stealth roll. Each extra figure makes the roll 1 point more difficult. Or they can move and roll separately. The relevant skill level is equal to the worst figure in the group.

Each failed roll puts a noise token next to the group. Zombies will always move towards the noisiest thing on the board unless they can see a victim. Other things that make noise:

Noise	Tokens
Stealthy dispatch with HTH weapons or arrows	0
Failed stealth (per figure in group)	1
Regular conversation (per figure in group)	1
Zombie moaning	2
Bad failure on stealth (blunder – result of 1 or lower)	3
Deliberate shouting, banging, screaming from wounds	5
Gunshot	5
Sustained shooting or automatic fire	6
Quiet car or bike	4
Loud vehicle (bus, truck, armour)	6

The range of the noise is equal to 5x the number of tokens (so loud stuff will be heard pretty much anywhere on the board). Active zombies already on the board, within hearing distance, will move towards the noise unless they can already see a target.

PERCEPTION AND AMBUSH

Zombies and other creatures are often lurking around, and could ambush characters if they are not careful. They may also approach characters from the blind side and ambush them.

Difficulty	Example
Easy	Spot zombie moving up behind (open ground) when distracted
Standard	Spot zombie lurking in an unlit building
Difficult	Detect zombie in a very dark building
Very difficult	Detect zombie in pitch darkness
Opposed roll	Human attempting to sneak up on another human (stealth vs perception)
Easy	Human attempting to sneak up on zombie

On a failure, the zombie (or other attacker) will be able to make an ambush attack against the defender gaining a surprise bonus (defender at -2 defence). If the defender is also completely stationary (i.e. not even aware that this could be a combat situation), they may be at a -4 penalty.

ZOMBIE ACTIVATION

Every time there is noise outside of a safe zone, roll a standard save. Add ½ the level of noise to dice throw. If the roll is more than 6+, new zombies may be activated. The activation zone is equal to the level of noise x 5.

- **Edge of the board:** D4-1 **roamers** will arrive on the board.
- **Buildings, or other concealing terrain** (caves, tunnels): On a fail, 1D3-1 **lurkers** will be activated.
- Within each building there is also a 50% chance that there will be 1D3-1 concealed zombies. These will not be activated unless a character searches, and the character will need to make a standard perception check to avoid being ambushed by them when searching the premises.
- A building is something equivalent in size to a regular house. Larger residential buildings may have more zombies, other buildings such as warehouses could have fewer.
- **Cleared buildings:** Save only once for each building – if there are no active lurkers, or they've already come out, no further zombies will be activated. Mark the building.
- However, there may still be concealed lurkers within which do not respond to external noise (this could be because they are too stupid to get through intervening doors etc). Until someone has searched the building, it cannot be completely cleared. Mark the building as fully cleared when this has happened.

HOW MANY ZOMBIES?

In any encounter, there will usually be a finite number of zombies within the vicinity that could potentially be activated. The number of roamers is separate to the lurkers, which depends on the number of buildings. Large numbers of roamers are more likely in urban areas.

Roll	Rural	Small town	Large town or city
1-2	1D10+2	1D10+5	2D10+10
3-4	1D10+3	1D10+6	4D10+10
5-6	2D10+3	2D10+6	6D10+10

7-8	2D10+4	3D10+8	8D10+10
9-10	3D10+6	5D10+8	10D10+10

ZOMBIE HERDS

Each time zombies appear on the board as a result of noise, the roll next turn is at +1. This is because the zombies themselves create noise by moaning. This carries on unless no zombies appear.

For example, Bob fires a gun, creating a noise of 5. The initial save is 6+, but the dice throw is modified by half the noise (2) so the save is 4+. Three roamers appear on the first turn. On turn 2, if there is more noise, the zombie roll is at 3+.

This process can continue until no zombies appear. If the roll becomes automatic (1+), then 2D4-1 zombies appear, at 0+ there are 3D4-1, and so on. The process will become self-sustaining, and a herd will be created.

VEHICLES AND RUNNING OVER ZOMBIES

There will come a time when the group needs to get through a mass of zombies by running them over. Running a zombie down is an **automatic** driving save, but with a -1 penalty for each zombie contacted during the turn (this means it is possible for an unskilled driver to score a result of zero and fumble when running down a single zombie). A person that is trying to avoid a car makes an opposed agility save against the driver.

On a fumble: The figure contacted is caught under the wheels, stopping the vehicle.

If contacted (including fumble): The figure takes D10+6 blunt damage to a random location. The vehicle takes the same damage.

Vehicles are tough. The front of a regular car takes 16 damage, so running down a single zombie will not damage one. However, each successive zombies run over adds +1 to the dice throw, so if the group tries to drive through a herd they will eventually break it, or the vehicle will grind to a halt with zombies trapped under the wheels.

Driving saves may also be required any time there are obstacles or in any situation where the character might panic or hurry actions that would ordinarily be automatic. In a life-threatening situation, characters get a -1 penalty on all dice throws (such that a natural roll of 1 becomes 0, regardless of the character's driving skill). Other penalties (such as panic) will further reduce this.

Roll	Moving	Starting up
1-2	If moving, veer off course into nearest obstacle. Occupants make a standard save or are stunned. Vehicle stalls.	Engine will not catch.
3-4	Veer off-course and crash. Occupants make an easy toughness save or wounded in random location. Vehicle stalls.	Drop keys. Spend next turn retrieving them.
5-6	Crash. Occupants make easy save or wounded. Vehicle caught, requiring a difficult driving save to get it away from the obstacle.	Drop keys and contrive to leave one of the doors of the vehicle open if possible. Distracted if

		attackers are approaching; easy perception save or ambushed.
7-8	Crash as above, but requires standard save to avoid a wound. Vehicle cannot be moved using driving alone and will require a very difficult strength save to disengage from obstacle (several characters can help do this). 50% chance vehicle requires mechanical repair (standard) in order to run again.	Drop keys outside vehicle. Potential for ambush as above if the character wants to retrieve them.
9-10	Bad crash – difficult toughness saves to avoid a wound. Vehicle in bad way – 50% chance it is beyond repair otherwise standard repair roll required.	Break keys in the ignition or otherwise disable vehicle. Leave door open. Distracted and may be ambushed as above.

ATTACKING

- Roll D10 to hit, D10 for location.
- Score a hit if the value of the hit dice exceeds the Defence value of the target.
- For each 1 point over the required target value, add 1 to the location die. If the attacker exceeds the target number by 4, choose the location.
- Roll D10-5 for damage (minimum zero). The result is added to the weapon's base damage, up to the weapon's maximum.
- An attacker with a melee attack can elect to go for power. In this case, the hit location is random and the excess is added to damage. Do not roll a separate damage dice.

Basic Defence Values:

	Ranged	Melee
Adult human	6+	6+
Zombie	5+	3+

Modifiers to defence value:

Target is	Ranged	Melee
All-out attack ¹	-2	-2
Armed with a longer weapon than attacker		+1
At point-blank range	-1	
Being attacked from flank or rear		-2
Cornered – blocked square behind ²		-1
Cornered – blocked squares on 3 sides ³	-1	-2
Dark – moonlight	+4	+2
Dark – twilight	+1	
Each multiple of range band	+1	
Fatigued – per (max -3)	-1	-1
Grappled ⁴	+1	-2
Outnumbered – per extra attacker		-1
Partially hidden	+3	+2
Pitch black	+6	+4
Prone (and more than 6 spaces away for ranged) ⁵	+2	-2
Running	+1	
Sprinting	+2	
Stationary, completely unaware of attacker ⁶	-4	-4
Stunned	-2	-2
Surprised	-2	-2
Target is small (e.g. child age <12)	+1	+1
Target is very small (dog)	+2	+2
Tiny (mouse, bird)	+3	+3
Within range band	0	
Wounded – per wound to (max -3) ⁷	-1	-1

1. A human can go for an **all out attack**, reducing both their own defence and their target's defence by 2. This can only be employed if the opponent is able to attack them in return (a sniper behind a wall will not be able to get the all-out attack bonus – but will get an aiming bonus).
2. If the squares behind are blocked by attackers, this does not stack with the penalty for multiple attackers.
3. An active target's defence value as a result of all modifiers cannot usually be reduced below 1+.
4. Attacks which miss a grappled target may hit the grappler. Roll a separate hit roll against the grappler if you miss, deducting skill and other bonuses from the dice throw (assuming the figure is trying *not* to hit the grappler).
5. Attacks against a prone opponent also get +2 damage.
6. This could happen if, for example, the character is ambushed or unable to see the attacker.
7. Wounded cannot stack with stationary.

Modifiers to attacker's *dice* throw

Attacker has	Ranged	Melee
Taken a 2 nd action, other than a regular move	-1	-1
Run	-1	
Sprinted	-2	
Aimed	+2	
Panic	-2	-2
Arm injury, to off hand and using 2 handed attack	-2	-2
Forced to use off hand	-3	-3
Each other wound (max -3)	-1	-1
Fatigued 1	-	-1
Fatigued 2	-1	-2
Fatigue 3	-1	-3

Aiming: Attacker takes no second action (for movement, drawing weapon, reloading etc) and is able to see the target for the full turn.

These are modifiers to the result of the dice throw, not the target number. This is important because a result of zero or less is a fumble. The difficulty of the target does not increase the chance of a fumble, but the status of the attacker does.

DAMAGING ATTACKS

- If the attack roll is greater than or equal to the defence target, the attacker scores a hit.
- Add the difference between the target value and the adjusted hit roll to damage, up to the maximum for the attack.
- If the attacker exceeds the target number by 4, he or she can choose the location hit. Otherwise roll.
- On a successful attack (has some effect), a human can make a follow-up attack. The character is allowed a single, non-running move to close with a target in order to use a follow-up.
- A follow-up can be used on a disabled zombie in order to *double-tap* and ensure that it is removed from the game, or on a different target.
- An attacker can also *double-tap* a human target, if not concerned about killing (e.g. has the *callous* advantage).

KNOCK-BACK

An opponent hit for more damage than its hit points can be forced back 1 space in addition to other consequences. This can force the opponent to make a gymnastic save or fall over. The difficulty of the save is automatic, but with a penalty for:

- Each 2 points of blunt damage: -1
- Each 3 points of damage from sharp damage: -2
- Any other penalties that would normally apply to manoeuvres such as wounds, fatigue and unstable ground.

GRAPPLING

A zombie attacking a moving target will always attempt to grapple first and bite second. On a hit, the attacker grabs hold of the target location.

- **Head:** Grappler has gripped target's head or throat. Target can take no action other than to resist.
- **Arm:** The limb is immobilised and the target suffers penalties as if he or she had suffered a wound in that location, until the grapple is broken.
- **Leg:** Limb immobilised. Target must make a standard strength / athletics save or fall.
- **Chest or stomach:** Grappler pins both arms to the target's sides.
- **Groin:** Grappler slides down, trapping both legs. Target must make a difficult strength / athletics save or fall.

Next turn – dragging down: Make an opposed strength test during the defender's action. The difficulty is a **standard save**, modified by the difference between the strength of the attacker and the target. Extra attackers who have grappled the target add +2 to the check. Defenders may assist the target by counter-grappling the original attacker.

If the grappler wins, the target can be dragged to the ground.

The defender now counters. This is a standard, opposed strength save.

- **Success:** The defender breaks the hold and gets a move action, which can be used to stand up or move away from the attacker. Clearly, if the target has been dragged to the floor, the move away will be a crawl.

If the target does not move away, the grappler can make a normal attack during its turn, but gets no bonus for immobilisation (a zombie will try to re-grapple).

- **Failure:** The defender is held. In the attacker's turn, the grappler will make attacks as described below. Zombies will try to bite.
- The defender can still strike at the attacker using a short weapon or unarmed attack. However, he or she will suffer penalties for immobilised limbs.

Attacking a grappled target:

A grappler who has hold of the head may **throttle** to inflict damage with a **standard** strength save. The excess over the hit number is added to damage. The base damage for a throttle is 4B, but it is a killing attack.

- A grappler can make an alternate attack with a short 1-handed weapon, or unarmed. The defender gets a defence penalty for immobilisation as if wounded in the grappled / pinned locations.
- A zombie will always attempt to bite. If the target has been brought down, the zombie will ignore any armour the target may have, seeking out a weak spot.

If the **grappler loses**, the position remains the same. The target is still grappled, but is standing (unless knocked down in the first turn).

FAILURE

- If shooting into melee, the attacker makes a second hit roll against any friendly figure engaged with the intended target.
- Otherwise, there is no effect.

COMBAT FUMBLES

Any result of 0 or less on the dice throw is a fumble.

Roll	Ranged
1.	Fumble and drop ammunition. Ammo is dropped in the square occupied by the attacker. No effect if blunt melee. Piercing or sharp weapon is embedded in something, doing full possible damage. This makes the weapon unavailable without spending a turn and making a standard strength save..
2.	Drop weapon. Drop weapon. No effect if unarmed.
3.	Slip and fall. Single action to recover.
4.	Stun self, either through slip, strain or misplaced blow.
5.	Injure self in random location – non-fatal.
6.	Fall, and scatter all possessions held in hand.
7.	Fall, stun self and scatter all possessions in hand.
8.	Weapon jammed or disabled in some way – takes a full turn and a save throw to fix. If melee weapon, may be stuck in an object or target.
9.	Weapon disabled and cannot be repaired / recovered during the combat.
10.	Hit nearest ally, if able to do so with this attack. Otherwise, disable weapon as in the case above.

DAMAGE

Damage for each type of attack is fixed. An attacker can do extra damage if the result of the hit location dice is greater than 10 (1 for each point in excess) up to the maximum damage for the type of attack.

HAND TO HAND ATTACKS

Figures can add any strength bonus to the result of the attack and increase the maximum for the attack. The DP column denotes the number of Development Points required for characters to start with the weapons. Some weapons have no points cost; characters cannot start with them. The number of DP required to retain a weapon found through scavenging is always 1.

Women, the young and the old deal less damage in HTH. This can be offset through advantages or exacerbated by disadvantages.

Human	HTH Damage
Adult man	+0
Adult woman, teenager, old man	-1
Old woman, very old man, child <12	-2

Types of hand to hand attack:

Hand to Hand Attacks	Damage	Max	Notes	DP
Punch	3U	4U	Special skills can make U attacks into P	
Kick	4U	6U	Kicks use location table for ranged attacks. A missed kick puts the figure at -2 defence.	
Stomp	4U	8B	Only use if attacker is standing and target is prone. Against a downed foe, a stomp can be lethal.	
Grapple	-	-	Immobilises location. See special rules.	
Throw	3U	4U	Knocks target down	
Zombie bite	4P	6P	Infection. See special rules.	
Small club e.g. truncheon	4B	13B		1
Large club e.g. baseball bat	5B	14B	2H. Long. Does 1 point less damage for any character with below regular strength.	1
Metal club e.g. wrench, jack	4B	13S	Damage type becomes sharp on roll-up.	2
Heavy metal club e.g. sledge hammer, pick-axe	5B	14S	2H. Long. Damage is sharp on roll-up. Does 2 points less damage for any character with below normal strength.	2
Small knife (e.g. flick-knife)	3S	5S		1
Hunting knife	3S	6S		1
Large knife, machete, hatchet	4S	13S		2
Sword, axe	6S	15S	Axe is 2H. Sword may be 2H – if not damage is 1 lower. 2H axe and 1/2H swords are long. Do 2 points less damage for weak characters.	3
Long piercing weapon e.g. pitchfork, spear, bayonet mounted on rifle.	4P	13P	2H. Can attack at range 2. First strike against advancing attacker.	2

RANGED ATTACKS

Ranged attacks	Range	Damage	Max	Notes	DP
Bow	5	4P	8P	Unskilled are at -2 to use.	2
Crossbow	5	4P	8P	Slow reload (whole action)	2
Pistol	5	5P	10P		2
High calibre pistol	5	6P	12P		3
Shotgun	6	7P	14P	+1 to hit.	3
Carbine	8	6P	12P		3
Sub-machine gun	6	6P	12P	Automatic	4
Auto-rifle	8	7P	14P	Automatic	5
Rifle	10	7P	14P		3
Scoped rifle	20	7P	14P		4
Heavy machine gun	10	8P	16P	Automatic	-
Grenade	5	7S	-	Area radius 1. Incendiary.	-
Molotov cocktail	5	5S	-	Area radius 1. Very incendiary.	-
Cannon, heavy ordnance	20	14S	-	Many types, could have area radius 1-3	-

Ammunition: Within each broad class of gun the quantity of ammunition varies:

- **Revolver:** 6 shots. Special rule – if the result of a fumble roll is “permanently disabled”, the gun can be fixed in one full turn. Reloading is one action for each 2 bullets.
- **Automatic pistol:** Usually between 8 and 10 shots. One action to replace a magazine.
- **Bolt action rifle:** Usually has a clip of 3-5 shots. A full action is required to replace the clip when exhausted. As with a revolver, a “permanently disabled” result is downgraded.
- **Double-barrelled shotgun:** 1 action to replace shells. Permanently disabled result is downgraded as above.
- **Pump-action shotgun:** Usually has a magazine of around 5-6 shots. It takes 1 action to reload 2 shells once they have been exhausted.
- **Semi-automatic rifle:** Usually has a clip of 10-20 shots. Replacing magazine is 1 action.
- **Semi-automatic shotgun:** Usually has a clip of around 10 shots. Replacing magazine is 1 action.
- **Submachine gun:** Clips are between 25 and 40 shots, but each use is a short burst (3 shots) or a full burst (10 shots). See below for automatic rules. One action to replace magazine.
- **Automatic rifle:** Clips are between 20 and 30 shots. Can fire single shots. One action to replace magazine.

Range: This is expressed as the range band at which it becomes more difficult to hit a target – i.e. at more than 5 range an attacker is at -1, more than 10 at -2 and so on. Increasing skill adds to both the bonus to hit and the range band for the weapon. The actual limit on the range of the weapon is not generally that significant in game terms.

Automatic: A short burst gives a +1 bonus to hit. A full burst is can be concentrated on a single target for a +3 bonus to hit, but the hit location is random – if the target defence is beaten, the excess is always converted to damage. It can also be sprayed to cover all targets in a cone with a width (at 10 squares) of 3.

Area effect attacks:

- On a miss, the attack deviates from the target by 1 space for each 2 points below target number (rounding up). Add 1 to the miss value for each multiple of range. Direction is random.
- Any human caught in the blast can throw themselves to the ground and move 1 square from the epicentre if they make a successful athletic save.
- A target caught in the epicentre takes multiple hits – the number is equal to the distance from edge of the blast (i.e. a radius 1 attack will deliver 2 hits).
- A target caught in the periphery takes 1 less hit for each space away from the epicentre, and the attack value is 1 point lower.

Example: Bill throws a Molotov cocktail at a target 16 squares away. As he has no particular skill, his target number is $6+3=9$ (no penalty at range 0-5, +1 at 6-10, +2 at 11-15, +3 for 16). Bill rolls a 2, missing by 7. His throw misses by $(5+3 \text{ for the range})/2=4$ spaces.

As chance would have it, Fred is caught in the periphery of the missed throw. He is 1 space from the edge. He tries to throw himself; as he has no particular athletics skill he needs 6+. The hapless Fred rolls a 1, and suffers a single hit at strength of $5-1=4$ to a random location.

Incendiary: A hit with the attack will set the target on fire unless the target saves on 6+.

Very incendiary: Save on 8+.

On fire: A human target is **stunned** and must save against **panic** until the fire is extinguished. They can take no action other than to attempt to put the fire out, by saving against it. On a fumbled save throw, the fire spreads to an adjacent hit location. A zombie will not be stunned and will not put out a fire, although it must save to avoid it spreading. The damage value of the continuing fire is 4.

RELOADING

This is normally an automatic action, requiring a roll of 1+. However, if the character is suffering from any penalty, this makes it possible to fail. If the character is unable to see he/she also suffers a -2 penalty to reload. On a roll of 0, the character fails to get the new ammo in. With a negative result the ammo is dropped. Weapon skill applies to reloading.

ARMOUR

Armour adds hits to a location, but its main advantage is in preventing zombie bites from causing infection. If a location is armoured a zombie bite must at least cause a stun to penetrate the skin; otherwise it always causes infection. Most armour, other than flak jackets and proper military equipment, is useless against guns.

Each item of heavy armour reduces the character's fatigue by 1. In hot weather, each item of armour reduces fatigue by 1 and heavy armour by 2.

Seasoned characters can make improvised armour. This can be put on ahead of combat provided the party is prepared for it.

Armour	Covers	Guns	Other	Notes	DP
Motorcycle helmet	Head	1	2	-2 perception. Heavy.	1
Leather jacket or thick coat, with gloves	Chest, Stomach, Arms	-	1		1
Biker's leather trousers	Legs	-	1	(or equivalent, with boots)	1
Combat helmet	Head	2	1	Open face	2
Riot helmet	Head	1	2	Visor, -2 perception	2
Flak vest	Chest, stomach	2	2		2
Riot gear (vambraces)	Arms	1	2	Heavy.	1
Sports helmet	Head	-	1		1
Sports body armour	Chest, Stomach, Shoulders	-	1		1
Sports vambraces	Arms	-	1		1
Sports greaves – full leg (hockey etc)	Legs	-	1	Heavy.	1
Improvised armour – layered padding etc	Where applied	-	1	Disintegrates if penetrated.	-

EFFECT OF DAMAGE

There are 3 effects that damage could have.

Stunned:

- Humans and other creatures can be shocked by minor damage. The attacker may force a stunned figure to retreat one space (**forced back**). A stunned figure will miss its next attack action unless it makes a standard save, applying any relevant bonus. A stunned figure also suffers a -2 penalty to its defence.
- Zombies cannot be stunned but can be forced back a step.

Wounded:

- More significant damage, which disables the target location.
- A wounded human is also **stunned**.
- Unless there is a particular impact as a result of the hit location, humans are at -1 to hit and -1 defence for each wound suffered.
- An arm wound puts a human at a greater attack penalty (-2 or more if forced to use off-hand).
- A single leg wound puts a human at -2 move and prevents them from sprinting. A wound in each leg reduces a human to crawling.
- The effect on Zombies is the same as for humans except that they cannot be stunned, are never able to run and their attacks do not suffer an off-hand penalty.

Destroyed:

- Having a hit location destroyed is usually fatal for a human.
- For a zombie, having a limb destroyed has the same effect as a wound.
- If a zombie's chest, stomach or groin is destroyed, it is reduced to a crawler.
- Destroying the head results in instant fatality, ignoring the zombie **double-tap** rule.

	Damage	Effect
U	Unarmed	<p>Unarmed attacks are less lethal than other types of damage.</p> <ul style="list-style-type: none"> • Damage >= hit location: Human is stunned • Damage = location value +4: wound • Hits to chest, limbs: -2 damage • No killing attacks: A wound in the head will incapacitate a human but will only wound a zombie (generic wound penalty). <p>Those who are trained to kill with unarmed combat can deliver attacks rated as "S" and have an increased maximum damage.</p>
B	Blunt	<p>Blunt weapons will generally stun or wound, but are less likely to kill.</p> <ul style="list-style-type: none"> • Damage >= hit location: target is stunned • Damage = location value +4: wound • Hits to chest: -1 damage • No killing attacks: A wound in the head will incapacitate a human or zombie, but they may save against death (zombies may or may not be dead as a result of any head shot – see the double-tap rule)
S	Sharp	<p>Much more likely to kill or injure. Cutting or explosive attacks that break the skin are also likely to shock humans, even if they cause little damage.</p> <ul style="list-style-type: none"> • Damage <= hit location: target is stunned (human). • Damage > hit location: target is wounded • Damage = location +4: target severed or destroyed. Automatic kill for a zombie hit in the head (effectively double-tapped)

		On a wound, make an easy (3+) save. If it is failed, the weapon is embedded and requires a standard strength save in the following action to remove it. Usually irrelevant to ranged attacks.
P	Piercing	<p>Attacks from ballistic weapons, bows and spears.</p> <ul style="list-style-type: none"> Damage <= hit location: Human is stunned. Damage > hit location: target is wounded Damage = location +4: target killed if head or body, otherwise a wound. Zombie may still recover if not double-tapped. <p>On a wound result with a piercing weapon, make an easy (3+) save. If it is failed, the weapon is embedded and requires a standard strength save in the following action to remove it. On a result of HP +4 the save becomes difficult. Usually irrelevant to ranged attacks.</p>

HIT LOCATIONS

Hit locations are very important in the genre, because only a head-shot will kill a zombie. If the target hit roll is exceeded by 4, the attacker can choose the hit location. Otherwise roll randomly.

The base number of hits for all targets per hit location is:

Human	Zombie	HP (except head)	HTH Damage
Adult man	Fresh zombie	4	+0
Adult woman, teenager, old man	Normal zombie	3	-1
Old woman, very old man, child <12	Decayed zombie	2	-2

This is the number of hits required to have an effect on the target. Before modifiers, most hit locations take the same amount of damage points depending on the type of target. **The head** is more vulnerable to any type of attack. It takes one less point of damage.

Wounds

Any time a target is wounded or worse, the target is also stunned. The effect of the wound depends on the location.

Location	Wounded	Destroyed (sharp damage)
Head	Humans: Make save throw or die Zombies: taken out, subject to double-tap.	Human or zombie: Instant kill
Arm (including shoulder)	Humans: Arm disabled. If this is the right arm, there will be a penalty for using the off-hand for future attacks (all characters are assumed to be right-handed unless specified in advance). Suffer defence penalty. Zombie: Wound penalty of -1 defence and -1 on attack.	Human: Save or disabled. On save, suffer same penalties as if wounded. Then save or die anyway at end of combat. Will still die without successful medical intervention at end of combat. Zombie: Same as wound.
Throat or chest	Human: Save or disabled. Save or die at the end of combat. Zombie: No effect.	Human: Instant kill. Zombie: Reduced to a crawler
Stomach,	Human: Wound penalty.	Human: Instant kill.

Groin	Zombie: No effect.	Zombie: Reduced to a crawler.
Leg	Human: Wound penalty. Move -2. If both legs wounded, move reduced to crawl at a rate of 2. Zombie: Same effect.	Human: Save or disabled. On save, suffer same penalties as if wounded. Then save or die anyway at end of combat. Will still die without successful medical intervention at end of combat. Movement reduced to crawl 2. Zombie: Movement reduced to crawl 2.

ZOMBIE DOUBLE-TAP RULE

When a zombie is disabled, it should be placed face down. Unless its head is destroyed or severed, it may not be finished.

If a figure is next to a disabled zombie or moves next to one, roll a dice. On an odd roll it revives as a decayed zombie, making a **surprise attack**. A risen zombie makes an immediate bite, ignoring armour.

A figure can prevent a zombie from making a comeback by making a follow-up attack. This removes the zombie from the game.

ZOMBIE INFECTION

A figure that has been bitten by a zombie causing any damage that penetrates armour is infected. Unless the character is wearing armour, any damage with a bite causes infection. If the target location is armoured, the damage must be enough to at least stun. The next turn, and each combat turn thereafter he or she must make a **standard toughness save**.

- If it is failed, infection has set in and the character will turn.
- As long as no save has been failed, it is possible to prevent infection spreading by amputating a limb. Obviously, this is not possible if the character has not been bitten on an arm or leg.

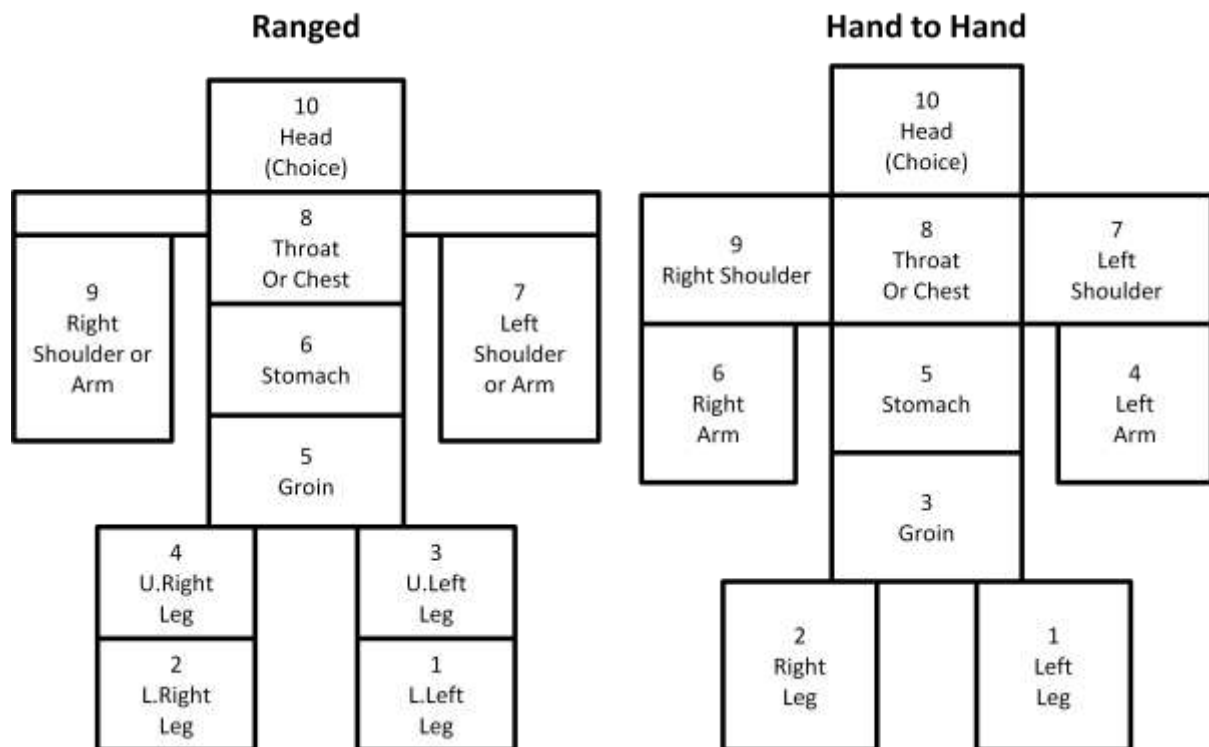
The time required for a human to die as a result of infection is variable.

D10	Time
1	End of combat
2	Half an hour
3	1 hour
4	3 hours
5	6 hours
6	12 hours
7	1 day
8	2 days
9	3 days
10	4 days

When a person dies, they turn in 2 combat rounds. A party member will rise as a fresh zombie unless:

- They are small, old or have particular injuries (decayed zombie)
- They are large or tough (tank zombie).

HIT LOCATIONS DIAGRAM



BARRIERS

Survivors will want to put something between themselves and certain death.

- Roll to hit a barrier as normal. Barriers have a defence of 2. A “miss” result indicates the blow was ineffective rather than the figure failing to hit the target at all.
- Excess over the number required to hit is added to base damage, ignoring the maximum for the attack.
- Some barriers are proof against particular types of attack (e.g. guns or unarmed).
- Figures will usually try to use something other than bare fists to break barriers (e.g. elbows or a shoulder barge). For this purpose, all unarmed attacks are rated as if they were a kick.
- Some types of attack are better at breaking barriers than others. This is listed in the notes.
- Barriers can be broken down through repeated battering. Each time the barrier is hit and is not broken, add 1 to the result of the damage up to the maximum for the attack.
- Zombies can break down weaker barriers with brute strength or sheer weight of numbers. For barriers with “zombie wave” listed, each additional zombie attempting to break the barrier adds 1 to the result up to the maximum listed for the barrier.
- Explosives are +4 against everything and weaken barriers by 4 if they do not destroy them outright.

Wooden barriers	Hits	Notes
Interior door	10	Guns only weaken wooden barriers (1 per strike). But if they penetrate a barrier an attack roll can be made against targets
Exterior door	12	

Fence	9	behind it.
Flimsy fence	8	Shotgun hits weaken by 2 per strike.
Partition wall	12	Arrows have no effect.
Exterior wall	14	Axes and machetes are +2 and weaken by 4 per strike. Hatchets or similar are +1 and weaken by 2 per strike. Sledgehammers are +3. Zombie wave applies (+1 per additional zombie)

Chain / wire barriers	Hits	Notes
Chain fence	9	Guns have no effect on chain, but wire barriers do not block them. Other weapons have same effect as wood. Zombie wave applies (+1 per zombie)
Strong security fence	12	
Barbed wire	8	Unarmed attacks against barbed wire will result in a human becoming entangled if they fail an easy save, or zombies which fail a difficult save. A difficult save is required to free a figure without aid. With aid it becomes standard. Zombie wave applies

Brick / stone barriers	Hits	Notes
Brick	16	Everything except explosives and specialist tools like sledgehammers have no effect. Heavy weapons that are not explosive (e.g. HMGs) can penetrate but don't reduce these barriers.
Concrete	18	
Stone / reinforced	20+	

Vehicles	Hits	Notes
Windows	10	Unarmed attacks work against glass, but not metal. Zombie wave applies against either. Guns shatter windscreens on a 8+; if they don't go through they weaken them by 1 point. Bullets can penetrate metal and damage the occupants of the vehicle if they go through but have no effect on the structure. Bulletproof glass and armour are impervious to zombie wave.
Metal	16	
Bullet proof glass	16	
Armoured vehicles	22+	

FEAR AND PANIC CHECKS

There are a number of other circumstances when a human may need to save against panic.

Panic tests	Save
Charged by zombie / terrifying opponent Characters get +1 to save against attacks to the front if seasoned, and +2 if veteran.	Standard
Fumble weapon in melee	Standard
Trapped in combat situation – this could be: <ul style="list-style-type: none"> - Result of debris (falling shelves etc) - Surrounded (zombies bar all exits, no allies adjacent) - Trapped in stationary car (surrounded by zombies pushing through windows etc) 	Standard
Cannot see attackers – pitch black with zombies on the loose	Standard

If panic sets in, the figure is at a penalty to all actions until he or she can make a **difficult** morale test and “**pull it together**”. A leader within 5 spaces can use an action to help an ally make this test. The leader then adds his or her leadership value to improve the chance of the figure pulling it together.

A character that is panicking **must** shoot at zombies or enemies if able, using as many shots as possible, regardless of the consequences. Some disadvantages will, however, still prevent them from shooting (e.g. moral qualms; if so these take precedence).

If a human fails a **fear** test, he or she will attempt to flee combat, moving at maximum possible speed away from the enemy. He or she will use any transport available.

Fear tests	Save
Side reduced to ½ strength	Standard
Alone in combat (unless figure started combat alone)	Standard

SANITY TESTS

Events can also test humans' sanity. When seasoned, they become immune to some of them. A human takes the most difficult save that applies – for example, a green human who witnesses *any* death takes a standard test. Humans always have to save if loved ones are killed / turned to zombies (although some humans may not have any special attachments).

Experience levels	Description
Green	Has not lived through a whole encounter with zombies.
Survivor	Has survived an encounter with zombies and seen death.
Seasoned	Has survived more than 1 encounter with zombies and has killed at least 1 zombie in melee.
Veteran	Has survived more than 10 encounters and killed more than 10 zombies in melee.
Callous*	Advantage – does not care about the lives of casual associates. Will still have to save for specific attachments. The callous immunity only takes effect when other saves are also ignored - a callous human may still be green and frightened by blood, it's just that they don't care about people.

Sanity tests	Save	Immunity
First contact with zombie	Difficult	Survivor
Death – human or zombie	Standard	Survivor
Gory death – see human eaten alive or any figure take a hit that destroys a hit location	Standard	Seasoned
Death of party member	Easy	Callous
Death of attachment (loved one)	Difficult	-
Forced to kill another human	Standard	Veteran
Forced to kill someone you know (as human or zombie)	Difficult	Callous
Forced to kill attachment (as human or zombie)	Difficult	-
Obliged to commit brutal killing (using hero point)*	Difficult	Callous

If a check is failed, the human usually has short-term insanity. This lasts 1 turn per point of failure, or until the spell is broken – either by an attack or a successful (difficult) leadership roll.

Long-term effects:

On a roll of 1, there is a long-term effect on the person's sanity, and he/she must save at the end of each episode to snap out of it. The character continues to exhibit the mad behaviour in combat situations; in between the character is listless and disinterested in normal relationships.

Leadership does not help with saving throws against long-term insanity; however, there are certain types of character who can help *light* characters recover:

- The Preacher gives a +2 bonus
- The Old Timer gives a +1 bonus
- Attachments give a +1 bonus to recovery.

Form of insanity

When the sanity test is failed as a result of a death in the party or a loved one, roll D10; otherwise roll D6 to see the form that the insanity takes.

* Failing a sanity test after a brutal killing always results in "Rampage".

D6/D10	Effect of failure	
1-3	Freeze	Short-term: Cannot move or take any action for duration, until attacked. Attacks against the figure are at +2 Long-term: Becomes listless and inactive. Must be dragged from place to place by other party members until he/she recovers.
4-6	Rampage	Short-term: Charges nearest zombies or other enemies, regardless of numbers and must use the all out attack option. If no zombies are available, will attack other humans, unarmed, until disabled. Long-term: Will make all out attacks against zombies at every opportunity.
7-10	"S/he's not dead"	Short-term: Cradles the deceased person until he/she turns zombie and attacks. Will not defend self until attacked or take any other action. Attacks against the figure are at +2 until the immediate effect passes. Will not deal with a zombie until attacked in person and will defend the deceased against any other attacker. Long-term: Becomes listless and inactive. Must be dragged from place to place by other party members until he/she recovers. If the recovery save is failed in the following session, has a hallucination – confuses a zombie for the dead person and treats them in the same way as described above (walks / runs towards them, will not attack, defends the zombie against other attackers).

SURVIVORS

There are a number of archetypes for survivors in the zombie genre. Skills, advantages and hindrances create differences between them; in all other respects their abilities are typical (i.e. they make save throws, attacks and defend without any modifier).

STARS

Stars are the main characters. They have additional skills, advantages and disadvantages which make them differ from the norm. They can also have hero points, collecting 1 point per session and additional points for particular actions.

- Each star also has 2 random skills, 1 advantage, and 1 random disadvantage. Extra disadvantages can be taken in order to provide more starting skills or advantages.
- If the value of the starting advantage / skill is greater than the initial disadvantage, this is OK. Surplus points are added to the cost. Likewise, if the disadvantage points exceed cost, the character is just cheaper to buy.
- Surplus points can be used to choose the optional skills, advantages or equipment on the archetype list without rolling.

EXTRAS

Extras are supporting characters. They follow the basic archetype without hero points. If the group is up to its natural points limit, new recruits are extras. They can be converted to heroes if the group goes below its limit.

THE NATURAL LEADER

The first natural leader is chosen at random from amongst the stars in the group. Some types cannot be the leader – these are the kid, teenager or screamer. Any of the other types are possible – their hidden talents emerge when the world ends. The natural leader gets additional skills and advantages:

- Leadership +2;
- An extra random advantage;
- +1 in two chosen skills.
- 2 hero points per session.

If the natural leader is killed in action, then 1 of two things will happen (players choose):

- One of the other stars “steps up”. This will be the characters with the highest leadership if any have the skill; otherwise the players pick.
- The group meets their new leader in the next encounter.

The new leader gains all the advantages above – in the case of the “step-up” the character’s hidden talents emerge. They can’t gain advantages that would require a visible change (e.g. large) but other than that the players will have to rationalise the changes through a “training monologue” or similar.

ARCHETYPES

Women cost 5 less DP than the equivalent male archetype where there is a crossover. Otherwise the value is stated.

No	Men	No	Women
01-05	The Brain	01-06	The Brain
06-12	The Cop	07-11	The Cop
13-17	The Fireman	12-17	The Country Girl
18-25	The Grease Monkey	18-21	The Driver
26-32	The Grunt	22-27	The Hobo
33-37	The Heavy	28-33	The Kid
38-44	The Hick	34-39	The Looker
45-51	The Hobo	40-50	The Mother
52-56	The Jock	51-56	The Nurse
57-61	The Kid	57-62	The Old timer
62-66	The Old timer	63-67	The Paramedic
67-71	The Paramedic	68-73	The Screamer
72-74	The Preacher	74-84	The Slacker
75-84	The Slacker	85-90	The Suit
85-89	The Suit	91-96	The Teenager
90-94	The Teenager	97-100	The Trooper
95-100	The Trucker		

THE BRAIN

Perhaps a member of the medical profession or a savvy academic - their smarts are just as useful in defending against hordes of undead.

Initiative (1)	1	Perception (1)	1
Knowledge (3)	3	Repair (1)	1
Level-headed	1	Scavenging (1)	1
Luck (1)	2	Curious	-3
Total	11		

Optional

Specialist (5+)	2	Medic (2) if specialist doctor	2
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THE COP

Even a small town Policeman can pack enough of a punch to make a difference.

Driving (1)	1	Unarmed (blunt) (1)	3
Gun combat (1)	4	Revolver	2
Leader (1)	2	Truncheon	1
Cost	18		

Optional

Ride motorcycle (7+)	+1	Motorcycle helmet - if ride rolled	1
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Flak vest (7+)	2	Shotgun (6+)	3
Riot gear (vambraces)	1	Riot helmet	2
(8+) – only with vest		If vambraces rolled	

Notes: Light 1

THE COUNTRY GIRL

Good ol' girls, survivalists, honest country folk, or simply fans of the great outdoors, all stand a fair chance now the dead have risen.

Scavenger (2)	2	Perception (2)	2
Shooting (1)	2	Athletics (1)	1
Survival (2)	2	Rifle	3
Knife	1		
Cost	13		

Options

Tough (5+)	3	Shoot bow (1) (7+)	2
Drive (5+)	1	Ride horse (1) (7+)	2
Prejudiced (6+) Dark	-5	Machete or hatchet (7+)	2

Bow or crossbow (5+) 2
Only if shoot bow skill

THE FIREMAN

There's too many people to rescue, but he's going to try.

Athletics (2)	2	Medic (1)	1
Driving (3)	3	Perception (1)	1
Fearless (1)	1	Professional specialism (fire)	2
Leader (2)	4	Stamina (1)	1
Level-headed (1)	1	Altruistic (Light 1)	-2
Cost	19		

Optional

Fire helmet (6+)	2	Fire jacket, pants, gloves (6+)	2
Fire axe (6+)	3		

THE GREASE MONKEY

An all-round fixer-upper, suddenly these skills might make the difference between life and death. Handy with a spark plug and swinging a wrench!

Driving (1)	1	Repair (3)	3
Wrench (1)	2	Tough	3
Cost	15		

Optional

Ride motorcycle (6+) +1

THE GRUNT

Caught away from his barracks, a Soldier is good to have around when the going gets tough.

Gun combat (1)	4	Survival (1)	1
Armed melee (1)	4	Stamina (1)	1
Athletics (2)	2	Tough	3
Cost	20		

Optional

Automatic Rifle (6+)	4	Flak vest (7+)	2
Bayonet (6+)	2	Combat helmet (7+)	2
Pistol (4+)	2		

THE HEAVY

Bouncers, Hells Angels, and bodyguards have the muscle – something essential to survive in this harsh new world. Make sure you use it.

Basic

Brawling (2)	6	Aggressive (Dark 1)	-3
Baseball bat	1		
Cost	10		

Can choose 1 of following packages without extra disadvantages, or roll: 1-4 basic, 5-6 bouncer, 7-8 biker, 9-10 enforcer

Bouncer

Big (3+)	5
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Enforcer

Big (6+)	5
Gun combat (1) (3+)	4
Pistol (2+)	2
11	

Biker

Tough (5+)	3
Motorcycle Helmet (4+)	1
Biker's leather (3+)	1
Pistol (5+)	2
Ride motorcycle (2)	4
11	

THE HICK

Good ol' boys, survivalists, honest country folk, poachers or simply fans of the great outdoors, all stand a fair chance now the dead have risen.

Scavenger (2)	2	Perception (2)	2
Brawling (1)	3	Athletics (1)	1
Shooting (1)	2	Rifle or shotgun	3
Survival (2)	2	Hunting knife	1
Cost	21		

Options

Tough (5+)	3	Shoot bow (1) (7+)	2
Drive (5+)	1	Ride motorcycle (1) (7+)	2
Aggressive (8+) – Dark	-3	Prejudiced (6+) Dark	-5

Scope (for rifle) (7+)	+1	Machete or hatchet (7+)	2
Bow or crossbow (5+)	2		
Only if shoot bow skill			

THE HOBO

Strangely well-suited to the end of the world, given they've been sleeping rough for years... if only they were in better health.

Scavenging (3)	3	Survival	3
Perception	2		
Cost	13		

Optional

Addiction (6+)	-2	Unfit (8+)	-1
Weak (9+)	-2	Thin (9+)	-3
Wrench or similar (4+)	2	Knife (4+)	1

THE JOCK

An amateur or professional sportsperson brings power and dexterity, both useful now the only sport on offer is simple survival.

Brawling (1)	3	Quick	2
Throwing (1)	2	Agile	4
Strong	2		
Cost	18		

Options

Big (replace strong) (7+)	+2	Baseball bat (4+)	1
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THE KID

The harsh truth is that kids are a liability in the dead world.

Luck (1)	2	Perception (1)	1
Child <12	-12	Attachment	-2
Vulnerable	-1		
Cost	-6		

Notes: Vulnerable. Light (1). Base hits per location reduced by 2. Base movement rate reduced by 1. Defence increased by 1 (small). HTH Damage reduced by 2. Kids cannot have gun combat, armed combat or driving. They cannot be big or very big.

THE LOOKER

Prissy prom queens or aspiring actors can provide a much needed morale boost, or hold sway over the hapless, with a smouldering look or click of the fingers.

Luck (1)	2	Attractive	-1
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Cost	1
Squeamish (6+)	-3

THE MOTHER

She'll do everything she can to protect her child.

Medic (1)	1	Attachment (child)	-2
Perception (1)	1	Kind-hearted	-3
Cost	-3		
Squeamish (6+)	-3		

Notes: If there a teenager or child already in the group then the mother's attachment is with that character. Otherwise, make a roll (D6): on 1-2 a teenager is added, 3-5 a child. On a roll of 6, a child under 4 is added.

Babies or toddlers: The baby or toddler is not represented as a character – he or she is an encumbrance. For simplicity, even toddlers are considered unable to move by themselves; they can be set down but will not move. Roll D4-1 to see how old the baby/ toddler is.

- Carrying a child means the character loses the use of 1 arm, unless the character has a special child carrying harness. In any event, the character will be encumbered and will lose 1 move.
- Small children may start making noise at inopportune moments and attract zombies. Any time stealth is required, roll a dice – on an odd roll the child makes noise.

THE NURSE

Keeping everyone patched up means they can carry on moving.

Medic (3)	3	Knowledge (1)	1
Scavenging (1)	1	Level-headed (1)	1
Altruistic	-2		
Cost	9		

Notes: Light 1

THE OLD TIMER

A source of homely wisdom who could help bring the group together... or slow it down.

Medic (1)	1	Survival (1)	2
Knowledge (2)	2	Old	-12
Level-headed (1)	1	Kind-hearted	-3
Repair (1)	1	Homely wisdom	2
Shooting (1)	3	Vulnerable	-1
Cost	1		

Optional

Rifle or shotgun (6+) 3

Optional disadvantages (choose instead of rolling)

Dependency (4+)	-3	Medical device (5+)	-1
Prejudiced (7+); drop	-4		
kind-hearted and homely			
wisdom			

Notes: Vulnerable. Light 1 (due to kind-hearted disadvantage – if this is dropped, becomes dark 1). Hits per location reduced by 1, HTH damage by 1.

Special - Homely wisdom: The Old Timer can help characters who have gone off the rails to recover their sanity and their moral compass, providing a +1 bonus to recovery saves. Homely wisdom can also help restore 1 **light** point to a character between sessions if the Old Timer makes a difficult leadership save.

THE PREACHER

A man of the cloth can prove vital when morale starts to fall, although they need to rethink their attitude to the dead now they have risen.

Luck (2)	4	Leader (2)	2
Knowledge	1	Moral qualms	-2
Kind-hearted	-3	Moral compass	3
Cost	9		

Squeamish (6+) -3

Other notes: Disadvantages make the Preacher start at Light 2

Special – moral compass: The Preacher provides a +2 bonus for light characters (or characters who started out light) to save against long-term sanity effects. In-between sessions, the Preacher can also make a difficult leadership save in order to restore a **light** point to one character.

THE SCREAMER

Often female and sometimes blonde, these individuals have powerful lungs and a keen sense of approaching danger.

Luck (1)	2	Sixth sense (2)	6
Perception (2)	2	Under-confident	-4
Screamer	-3	Squeamish	-3
Cost	0		

Other notes: Vulnerable. Light (1) – screamers usually aren't ruthless enough. Must save or scream if a zombie moves within 5 squares. This creates 5 noise. If a screamer gets experience, she can apply ranks of fearless to help overcome this limitation.

THE SUIT

VIPs or wandering businessmen, these often ruthless men and women have turned their business acumen to the job of survival.

Luck (1)	2	Knowledge	1
Lazy	-2		
Cost	6		

Optional

Re-roll lazy (6+)		Add leadership (1) (6+)	1
Squeamish (6+)	-3		

THE TEENAGER

Attitude problems are dangerous when there are zombies around.

Luck (1)	2	Athletics (1)	1
Perception (1)	1	Attitude (lazy)	-2
Teenager	-5		
Cost	5		

Notes: Vulnerable. Light (1). Base hits per location reduced by 1. Damage with hand to hand reduced by 1.

THE SLACKER

Shop girls, delivery boys, students and drop-outs; they hadn't done much with their life until now but that doesn't mean they want to die any time soon.

Choose

Student		Other	
Medic (1)	1	Athletics (1)	1
Knowledge (1)	1	Perception (1)	1
Scavenging (1)	1	Scavenging (1)	1
Lazy	-2	Lazy	-2
Cost	6	Cost	6

THE TROOPER

Military women have the same skills as the men. They count as having the tough advantage which partially offsets the reduction in cost.

Cost **15**

THE TRUCKER / DRIVER

One thing they're used to is life on the road.

Driving (3)	3	Repair (1)	1
Scavenging (1)	1		
Cost	10		

Optional

Brawling (6+)	3	Shooting (6+)	3
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Pistol (9+)

2 Shotgun (8+)

3

SKILLS

These modify the chance of success for saving throws, attack and / or defence. Characters of a given type will generally have some skills to start with and have a choice over the remainder. Skills have a points cost; the number available depends on the type of character.

D100	Skills	Description	Max	Pts
01-05	Armed melee	+1 to hit and defence per level with blunt or lethal hand to hand weapons. Gives same bonus to maintaining weapons. Skill also transfers to unarmed combat	3	4
05-10	Athletics	+1 per level on saves for climbing, jumping, dodging area effects etc.	4	1
09-13	Driving	+1 per level to drive cars, 4-wheeled vehicles. Some vehicles are more difficult (HGVs etc). At a skill of 2 or lower the driver isn't a specialist so he or she is at -1 with such vehicles. Higher-level drivers are familiar with these and suffer no penalty.	4	1
14-16	Drive / Ride Motorbike	+1 per level to ride bikes. Have the skill to drive cars as well.	4	2
17-20	Fearless	+1 with panic tests	4	1
21-25	Gun combat	As shooting (does not stack with shooting), but also gives +1 defence. Some kind of formal or practical training e.g. military.	3	4
26-29	Hardy	+1 to resist pain from wounds, death saves or zombie infection	4	1
30-35	Knowledge	+1 per level to knowledge saves. Represents a general education. The character can have a specialism (other than those listed below) where he or she as at an additional +2. This will be in a field that is unlikely to be much use at the end of the world (e.g. law, computing).	4	1
36-40	Leadership	Can use an action to help allies "pull it together" after a failed fear or sanity roll. +1 per level to this save. Adds this bonus to initiative of followers / extras in the group.	3	2
41-44	Level-headed	+1 with sanity tests	4	1
45-50	Medic	+1 per level to heal wounds or deal with sickness. Does not extend to surgery or advanced medicine.	4	1
51-55	Perception	+1 on perception / spotting saves. Can add bonus to save against disabled zombies rising when adjacent (under the double tap rule).	4	1
56-60	Shooting (guns)	+1 to hit per level. Someone who has learned to shoot on a range. Can hit a target but has no experience of combat and therefore gets no defence bonus. A shooter can also use a crossbow but not a longbow. Shooters can also apply their skill bonus to clearing jams and gun maintenance.	3	2

61-63	Shooting (bows)	+1 to hit per level. Same as gun shooting but with a bow. Has learned target shooting with a bow. Can also use a crossbow. An untrained person is at -1 with a bow (though not with a crossbow).	3	2
64-69	Throwing	+1 to hit with thrown objects.	3	2
70-75	Repair	+1 per level to repair mechanical devices and other items. Does not stack with relevant combat skill but can be used as an alternative.	4	1
76-79	Ride Horse	+1 per level to ride horses.	4	1
80-85	Scavenging	+1 per level on scavenging rolls.	4	1
81-83	Specialist Knowledge	Must have the knowledge skill already. The specialism above is in a skill that is useful at the end of the world (e.g. Doctor). This has a 1-off cost of 2. If the specialism is medicine, the bonus is applied to the character's <i>medic</i> skill, not their knowledge.	4	2
84-85	Specialist other	A professional specialism that could be of use at the end of the world – though it may not be commonly used - e.g. pilot, tank driver, explosives	4	1
86-89	Stamina	For each point, +1 to fatigue saves.	-	1
90-94	Survival	+1 per level to foraging, making fires, making and disarming traps, tracking, navigating, understanding edible plants etc	4	2
95-00	Martial arts / brawling	+1 to hit and defence per level unarmed. Skill also transfers to blunt weapons. Martial arts or brawling. First point of skill costs 1 less point (3 points)	3	4

ADVANTAGES

These are physical or mental traits that are helpful at the end of the world. They cannot be acquired after initial character creation.

D100	Advantage	Effect	Max	Pts
01-07	Agile	+1 defence	2	4
08-15	Attractive / Vulnerable	<p>Adult only. Bonus to persuade members of the opposite sex (+1 per point). One random star / co-star of the opposite sex forms an attachment to the character and will look to protect him or her (see attachment rules).</p> <p>Vulnerable is equivalent to attractive for children / old people. It gives an advantage with persuading light characters. Someone of either gender will form an attachment, seeking to “take them under their wing”.</p> <p>This may help the character survive but does not help the group as a whole (it makes others put themselves at risk).</p>	2	-1
16-22	Big	Equivalent of strong and tough combined. In addition, big characters get an extra +2 to resist	1	5

		being knocked back when hit.		
23-27	Battle-hardened	Equivalent to fearless and level-headed. Each level also raises the character's experience rating for sanity throws.	-	3
28-32	Callous	Does not care about other people (unless specific attachments). Can ignore sanity tests arising from the death of casual acquaintances, abandon or even kill others if required in order to survive. Does not make the character battle-hardened – a callous person can still be green. Dark.	1	2
33-37	Experienced	1. Survivor; 2. Seasoned; 3. Veteran	3	1
38-44	Initiative	+1 to initiative rolls	-	1
45-47	Lethal fighter	Requires unarmed skill of 3. When this advantage is rolled, the additional ranks can be bought. Character has been trained to deliver lethal attacks with bare hands. Attacks can be treated as "P" on a roll-up.	1	2
48-55	Luck	Equivalent to a hero point each session, allowing one re-roll of any failed attempt or a save against an injury that would otherwise kill the character.	-	2
56-62	Quick	+1 base movement	2	2
63-69	Strong	+1 damage with hand to hand. +1 bonus with strength saves.	1	2
70-76	Tough	+1 damage in each hit location	1	3
76-82	Very big	Equivalent of strong and tough +2, but with a -1 penalty on defence. Very big figures get an additional +4 to resist being knocked back when damaged.	1	7
83-89	Signature weapon	Has a particular weapon which gives a +1 bonus to hit. If this is lost, must attempt to retrieve it, risking personal safety as necessary. If the weapon cannot be retrieved, the character will find a replacement after a gap of 1 session. This happens automatically if the character makes a successful scavenging save. The weapon can be of any held type (not limited by character archetype).		1
90-96	Sixth sense	Alternatively, "very twitchy". Never surprised; light sleeper (always wakes if attacked). Enemy stealth rolls are at a penalty equal to level. Enemy advantage for circumstances (e.g. attacks from rear, attacks in dark) is 1 less per level.	2	3
97-00	Special tactics	The character knows one of the special tactics for confusing zombies (see zombie confusion).	3	3

ITEMS

A character can use development points to start with useful items. Characters can also use points earned from combat to retain items found during encounters. Any item found through foraging can be retained for 1 development point, regardless of its starting point cost. If the DP is not spent, the item is abandoned; it runs out of ammunition, jams or is broken in some way. The **starting item cost** is listed in the damaging attacks section.

DISADVANTAGES

- Stars will be rated either light or dark depending on their disadvantage(s). If no alignment emerges, roll randomly (Odd=dark).

D100	Disadvantage	Effect	Max	Pts
01-03	Altruistic	When aid needed or requested help without regard to personal risk or benefit. In combat must make a standard save to avoid using an action to free a trapped friend or neutral, intervene to protect a knocked down friend or neutral or throw oneself in front of a non-combatant or weaker character in danger of attack. Most likely to form an attachment to vulnerable characters, besides the kind-hearted. Light.	1	-2
04-05	Addiction	The character is addicted to a substance such as alcohol. When he or she goes without it for a session, all actions are at -1. If he or she does not have any then they must try to make a scavenge roll in any building that is likely to contain it. This will cause them to disobey instructions until the craving is satisfied. At level 1 the substance is common (e.g. alcohol), at level 2 it's rarer (e.g. heroin).	2	-2
06-07	Aggressive	Character is easily provoked to violence against other members of the party or other humans. If he or she is "crossed" – e.g. because of a rivalry, prejudice etc – then he or she must make a standard willpower save to avoid escalating this to violence. The difficulty may be increased or reduced depending on the degree of provocation at GM discretion. Dark.	1	-3
08-12	Attachment	The character has a loved one who they must protect within the group. This will be a random star, co-star or extra. If that person is threatened or attacked, the character must attempt to protect them, moving themselves into danger if necessary. If the attachment is lost, the character must make a difficult sanity check. Light.	-	-2
13-15	Cowardly	-1 with fear saves. Leadership -1.	4	-1
16-17	Cruel	If enemy defeated must waste action inflicting another attack (double-tap). Cannot kill target quickly: must cause suffering. Against zombies, this means attacking a random location for power (attempting to decapitate) rather than kill. Easy save if in melee contact with more	1	-2

		than 1 opponent; otherwise standard. Dark.		
18-19	Curious / absent-minded	Is easily distracted – e.g. by items or locations that remind of the way things used to be. At the start of any fight the character must make a perception save. If it is failed, the character starts within 5 squares of the opposition. Other characters will not be within 5 of the character unless they suffer from the same affliction and cannot move in the first turn. L1 = standard save, L2 = difficult.	2	-3
20-21	Dark Secret	Each series, make a standard save. If it is failed, the secret is exposed. The secret will be of a type that will cause a bad reaction in at least 1 member of the group – it might cause an aggressive character to attack, provoke prejudice etc. In a light party it is a dark secret - something the others find disturbing or offensive. In a dark party it's a light secret - something that ruins the character's credibility. There will either be a confrontation with other members of the group or the character will be expelled.	1	-3
22-23	Dependency	The character requires a prescription drug or similar in order to function. For example, he/she has a heart condition, severe asthma or is a diabetic requiring insulin. If the substance cannot be obtained he/she will be incapacitated and will die if it is not obtained within the episode. At L1, the character is assumed to start with sufficient supply for 3 episodes. At L2 the character does not start with a sufficient for 1 episode and must find some in episode 1 or 2. Vulnerable.	2	-3
24-25	Fears (name)*	Must flee from named fear when encountered. The fear must be of something that is likely to be encountered during the game e.g. darkness, heights, enclosed spaces. Snakes and spiders are unlikely to figure in Zombie Apocalypse.	-	-2
26-27	Flashbacks (cause)	When cause encountered save or stand stunned 1D turns. As with fears, the trigger must be something that can be encountered in the genre.	-	-3

28-29	Judgemental	Intolerant of failure. The character looks for someone to blame when things go wrong. Something has usually gone wrong in the game - someone will die, food or items will be lost etc. If the character is prejudiced against another member of the group for any reason they will seek to blame them and eject them from the group. People attached to this character will side with them; others may side with the object of the blame. Dark	1	-3
30-33	Kind-hearted	This (adult) character will form an attachment with any vulnerable character in the party. This will be in addition to others that result from random rolls etc. A callous character cannot be kind-hearted. Light.	1	-3
34-36	Lazy	Character will avoid doing work if at all possible. It requires a standard leadership roll to get him or her to do anything when it does not have an immediate benefit or his/her life is not in danger. Leadership -1.	1	-2
37-39	Loyal	Character may not abandon other group members to save him or herself. If there is a leadership rivalry, the character will be loyal to one of the two (whichever rolls the highest leadership rating – after this they will not switch allegiance).	-	-2
40-42	Lustful	A character with this disadvantage will form an attachment with a random appropriate member of the opposite sex within the party. This will be an attractive character, if there is one. He or she will form an attachment to the target even if another character already has one (e.g. as a result of a random roll or other disadvantage). The lustful character will have a rivalry with any character attached to the same target. The lustful character always has a single attachment at any one time and will transfer it to another character if the target is killed.	1	-4
43-53	Medical device	Character requires glasses, or a hearing aid in order to function properly. Roll: 1: Hearing aid. Character is at -1 to perception per level if lost. 2-10: Glasses. Character is at -2 to perception, -2 to ranged combat and - 1/2 (rounded down) per level without the item. The item is quite likely to be lost. If the character is	4	-1

		struck or grappled around the head, the item drops to the floor and there is a 50% chance it will be useless until repaired. On a roll of 1 this is irreparable.		
54-56	Moral qualms	Character may not kill other humans and must make a sanity test as if killing an acquaintance if he or she does so. Light.	1	-2
57	Moral qualms – extreme	Character operates under the delusion that zombies are people and will recover. Therefore he or she will try to avoid killing them and will take sanity tests for zombie deaths as if they were human. Light.	1	-6
58-59	Old	Base hits per location reduced by 2. Base movement reduced by 1. HTH damage reduced by 1. Cannot sprint. Vulnerable	1	-12
60-61	Overconfident	Always believes that he or she can win. Must save in order to retreat. Must save against fear to retreat. An overconfident character can't be cowardly (incompatible) but bravery makes it even more difficult to save against over-confidence. - Outnumbered by humans or 3:1 by zombies – Difficult - Outnumbered 2:1 by humans or 4:1 by zombies – Standard - Outnumbered 3:1 by humans or 5:1 by zombies – Easy.	-	-3
62-62	Physical disability	Disabled in some common way. Vulnerable. Decide or roll D6 for typical:	1	
		1. Deaf. Perception -2. Unable to detect ambush from flank or rear. Leadership rolls to motivate character at -3 due to communication difficulty.		-3
		2. Left (off) arm disability. Unable to use 2-handed items; -3 with skills requiring 2 hands (e.g. driving). Defence and attack -1 in hand to hand.		-3
		3. Right (favoured) arm disability. Penalty for using off-hand at all times. Penalty of -3 on all attacks. Additional -1 on any task requiring 2 hands. Additional penalty of -1 defence and attack in hand to		-6

		hand.		
		4. Limp or walking problem. Move -2, defence -1.		-4
		5. Blind. At -4 on all activities requiring sight (-4 attack, -4 defence, -4 move without guidance).		-6*
		6. Cannot walk		-4*
63-65	Ponderous	-1 defence	2	-4
66-68	Prejudiced	The character is prejudiced against a section of society which must be represented by at least one and possibly more other members of the party. For example, if the character is racist there must be at least 1 person of another race. Decide what the prejudice is and roll randomly to see how many other characters meet the criteria. The character behaves as if there is a rivalry with all victims of prejudice. This will be reciprocated – i.e. they avoid character too. Between encounters, there will be a confrontation between this character and his / her victims. Each character involved must make a standard willpower save to avoid escalating it to violence (aggressive characters will find this more difficult). Dark	1	-5
69-72	Rivalry	The character has a rivalry with another member of the group. If there are no existing rivalries, then it is with the group leader; otherwise it is random member. The character will not work with the rival. A leadership save must be made any time the character is required to do anything that might help the rival or require collaboration with him or her. If the save is failed, the character will do anything else that does not put themselves in danger (and especially if it puts the rival in danger). Initial save - L1 = standard, L2 = difficult. Examples: - Told to hold position – will retreat. - Told to retreat – hold position - Told to assist another character - hold position.	2	-3

(This disadvantage can be gained as result of attachments in which case it will be a love rivalry). If the rivalry is with the group leader, the character is a rival leader. The rival leader may also gain a following (see leadership rules). The rival leader must have or immediately spend at least 1 point in the leadership skill. Usually Dark , but can be Light if there is a good reason (e.g. could be a Light rival to a dark leader).				
73-75	Slow	-1 base movement	2	-2
76-78	Slow reactions	-1 to initiative rolls	-	-1
79-81	Small or very thin	Thin: as weak, and -1 per hit location. Small (child-sized) the character gets an offsetting advantage of +1 defence which makes the disadvantage worth only -1. Vulnerable.	1	-5
82-84	Squeamish	Character is soft and cannot get used to violence. He or she cannot advance beyond “Survivor” for the purpose of sanity checks. Incompatible with any advantage that advances the character up levels or strenghtens resolve (re-roll). Cannot improve combat skills. This disadvantage cannot be bought off until the character gets to Veteran status. Light.	1	-3
85-87	Under-confident	Must save against fear if outnumbered. An under-confident character cannot be brave (re-roll) but cowardice will exacerbate this disadvantage: - By humans or zombies 2:1 – easy - By humans 2:1 or zombies 3:1 – standard - By humans 3:1 or zombies 4:1 – difficult On failure, will not advance against opponents. If attacked, flee. Leadership -1.	1	-3
88-90	Unfit	Minus 1 penalty to save against fatigue per point	4	-1
91-93	Unstable	-1 with sanity saves per level. Vulnerable.	4	-1
94-96	Unreliable	Has a habit of finding something else to do when called upon. At the start of combat, make a leadership save (using the group leader’s skill). L1 = standard, L2 = difficult. If the roll is failed, the character does not appear on the board in the first turn and must save each turn thereafter to make an entrance. Leadership -1 per level	2	-3

97-99	Weak	-1 damage with hand to hand. -1 with strength saves. Vulnerable	2	-2
100	Vengeful	The character must take revenge on anyone who has “crossed” them. They must pursue a vendetta against anyone who has done them an injury, even if it means leaving the group and putting themselves in danger. Dark.	1	-1

ATTACHMENTS AND RELATIONSHIPS

After spending time together in a group, characters will sometimes get attached to each other over the course of time. They may also grow to dislike each other. Every 3 sessions together, make a relationship roll for each other character in the group.

The roll is influenced by **Light** and **Dark** points. Add 1 for each point of convergence (i.e. if there are two characters with light 1, add 2). Deduct 1 for each point of divergence (i.e. if one character is light 1 and the other is dark 1, deduct 2).

D10	Relationship
2 or less	Deteriorate 1 level
5-7	No change
9-10	Improve 1 level

If a character has an existing relationship with the other group member through a disadvantage (attachment or rivalry), this affects their starting position; otherwise the relationship starts at zero.

The levels are:

Level	Relationship	Description
-3	Enemy	You are actively seeking to harm the other member and must seek an opportunity to kill them without the knowledge of the rest of the group. The game master controls the character until the assassination is carried out.
-2	Animosity	All of the effects that go with Rivalry, plus you dislike the other member and will generally side with anyone else in a disagreement with him or her. Will seek any opportunity to make the other character look bad or reduce their status in the eyes of the group.
-1	Rivalry	You disagree with the way that the other character acts or you are a rival for the affections / friendship of another member of the group. See the disadvantage for effects.
0	Cooperation	You’ve been thrown together by circumstances and you need to work together to get through this. That’s about as far as it goes.
1	Friends	The more time you’ve spent together, the more you’ve come to like this person. You must try to help them if you can, provided it does not place an attachment at risk. If this person is in danger, treat this as an attachment with an easy save to avoid putting yourself at risk.

2	Attachment	You've come to care about this person and will do anything for them. It's up to the player to determine whether this is a romantic attachment or not, depending on the age and gender of the characters involved. See the disadvantage for a description of the effects.
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Characters with the attachment disadvantage can gain additional a

QUESTS

Characters start with a quest – something that they care about and which motivates their actions. Left to their own devices, each character will pursue their quest. Some archetypes are more likely to pursue particular types of quest (see the table below)

TYPES OF QUEST

	D10	1	2	3	4	5	6	7	8	9	10
The Brain	C	C	C	D	R	M	M	M	S	N	
The Cop	D	D	R	R	M	M	M	M	S	N	
The Fireman	D	D	R	R	M	M	M	M	S	N	
The Grease Monkey	R	R	M	M	M	M	S	S	N	N	
The Grunt	D	D	R	R	M	M	M	M	S	N	
The Heavy	R	M	M	M	M	S	S	N	N	N	
The Hick	R	R	M	M	M	M	S	S	N	N	
The Hobo	R	M	M	M	M	S	S	N	N	N	
The Jock	D	R	R	M	M	M	S	S	N	N	
The Kid	R	M	M	M	M	M	M	S	S	N	
The Old timer	D	R	R	M	M	M	S	S	N	N	
The Paramedic	D	D	R	R	M	M	M	M	S	N	
The Preacher	D	D	R	R	M	M	M	M	S	N	
The Slacker	R	R	M	M	M	M	S	S	S	N	
The Suit	R	R	M	M	M	M	S	S	S	N	
The Teenager	R	R	M	M	M	M	S	S	S	N	
The Trucker	R	R	M	M	M	M	S	S	S	N	
The Mother	R	R	M	M	M	M	S	S	S	N	
The Nurse	D	D	R	R	M	M	M	M	S	N	
The Screamer	R	R	M	M	M	M	S	S	S	N	
The Trooper	D	D	R	R	M	M	M	M	S	N	

In addition to archetype, the type of quest is influenced by personality. Add two to the dice throw per *Dark* point. These individuals are more selfish and less likely to be motivated by quests that involve helping others.

C= Cure: This is specific to the Brain archetype. The character believes (or wants others to believe) in the existence of a potential cure for the zombie plague. The player must choose a destination where

the “cure” is thought to exist (e.g. the CDC) or a person that can end the plague. He or she must try to get to this destination and persuade others to join them.

D=Duty: The character believes that they have a duty to try to help preserve society, government institutions or to rebuild them. They believe that the plague will be resolved and that it is a matter of time before order is restored. They must attempt to seek out remaining authority and support it.

R=Redemption: The character is ashamed of something that they did before or after the zombie apocalypse. The player needs to decide what this is. The character must atone for this in some way. This could be:

- Seeking out the person (or people) who were hurt by his / her actions and attempting to help them;
- Seeking substitute people that are similar in some way and aiding them (e.g. if the character’s inaction caused zombies to overrun a school, then the character might look to protect other children);
- Seeking seclusion, away from all people who might be aware of the character’s actions.

M=Missing: The character has a number of people that they want to find. These are spread in 1D3 different locations. He or she wants to travel to these places, to see whether their friends or relatives are still alive. Roll 1D10. On a roll of 1-6, they are within the state. On a 7-8 they are in a bordering state. On a 9+ they are more distant.

S=Sanctuary: The character believes that there is a safe haven where normal life is possible and wishes to travel there. This could be a government camp, an island, in the north (where zombies may move slower), down south (where it is easier to live through the winter) – there has to be somewhere better than this. The character will latch onto a new rumour or sanctuary if the first one is found to be wanting.

N=None (Survival): He or she has decided / accepted that this is it; the only thing that matters is the survival of themselves and (possibly) their immediate group for as long as possible. This character will resist attempts to move to a new location unless the existing one is not secure.

BREAKING OFF FROM THE GROUP

At the start of each session, draw two cards for each character. On a **disaster*** (see **Random Disasters**) draw, the character’s urge to follow their quest is overwhelming. They will refuse to perform any other action unless the group Leader can persuade them to delay.

If the quest involves travelling, they will want to journey to the destination of their quest. Alternatively, if the character has the *Survival* quest, they wish to stop moving and seek for the nearest shelter that is in any way defensible.

Any characters that are **attached** to the questing character are obliged to go with them, unless they can persuade him or her to stay. It is **difficult** to dissuade them from going.

The **group leader** can either try to dissuade the character, or put the group’s resources behind them.

1. Dissuade the character from leaving.

- **Difficult** leadership roll.

- **Success:** group member stays.
 - The leader may promise to help the member with the quest within 5 sessions. If the leader makes this promise and does not keep it, the character will leave and nothing short of physical coercion will keep them in the group.
 - The leader gets -1 leadership with **dark** characters. Dark leaders cannot make any promises as this would be a sign of weakness.
 - If no promise is made, the member resents the leader and all future leadership throws with this character are at -2.
- **Failure:** group member leaves.
 - Allowing this to happen puts the leader at a -2 penalty with **dark** members of the group. A dark leader may negate this penalty if they strip the character of all resources before ejecting them from the group (which causes a -2 penalty with **light** characters).

2. Take the group with the character.

- This gives the leader a -1 penalty with **dark** characters and any members that have the *Survival* quest, as it can be seen as weak to allow the group's objectives to be determined by another individual. The leader must make a **standard** save to keep *Survival* quest characters in the group.

LEADERSHIP

Leadership is very important to the survivor group as a whole. Leaders can:

- Use an action to help allies "pull it together" after a failed **fear** or **sanity** roll. The follower gains an immediate save with a bonus of +1 per level of leadership applied.
- Add to the initiative of followers / extras in the group.
- Motivate group members with difficult personalities to follow instructions.

The leadership will have either a **light** or **dark** moral focus. Each character trait will usually have a light or dark rating.

- A character with more light than dark is light;
- A group with more light than dark is light.

(More dark traits = dark, obviously).

Leaders will sometimes make decisions that either improve or harm their chances of motivating the other members of their group. Light characters will react badly if the leader lacks moral focus. Dark members react badly to signs of weakness – the leader is too soft-hearted and will lead the group to disaster. A leader picks up dark or light points for each action of this type.

- Light points are a bonus to leadership rolls to motivate light characters and a penalty for characters of the opposite type.
- The maximum bonus a character can have through light / dark points is +2. There is no maximum penalty.
- Bonus and penalty are recorded against the followers, as new members will not be aware of past actions.
- If / when the leader reaches a point where it is not possible to make an easy save in order to motivate any character, that follower will attempt to leave the group. Allowing them to do so is a sign of weakness for a dark leader.

Examples of light and dark actions:

Light view	Dark view	+ / -
There's no way we can leave survivors. We take all we can.	We don't have enough for ourselves. We shouldn't trust everyone. They should prove themselves first.	1
We take care of everyone – especially the weak and innocent.	The weak are a burden on the rest. If anyone takes one in, it's on them to deal with it.	1
We can't leave anyone behind. We have to try to save them.	They're cut off. If we go back for them we'll all die. There's no sense in that.	1
We can't execute people in cold blood, even if they're enemies of the group. We have to hold on to our values.	We can't feed prisoners and we're not letting this one go. He'll only bring back his friends to attack us.	1

If there is a rival leader in the group, then like-minded characters may follow their lead. For example, if a **dark** leadership rival does not follow instructions, there will also be an opposed leadership check to make any dark characters within 5 spaces of the rival follow instructions.

HERO POINTS

Stars gain one hero point per session. An extra hero point is gained for performing heroic actions during the course of a session. These include things such as succeeding in a rescue, completing a very difficult action, defeating a very large number of opponents or something else that impresses the other players. A character can have no more than 5 hero points.

Hero points can be used to:

- **Roll an extra dice** on any action made by the character.
- **Re-roll** a successful hit by a zombie.
- Make a **standard toughness** save throw to avoid being injured by an attack that would otherwise cause a wound. If the attack is one that would kill or disable the character, the wound is superficial and the character will recover after the combat. Provided he or she is not eaten while lying unconscious.
- **Escape** from a situation when cornered. Player narrates the way in which the escape is accomplished – leaping off wall, finding door to clamber through etc. The star is allowed one free move (in addition to normal actions) and can ignore obstacles (such as zombies), within reason. Depending on the difficulty of the escape, this may require more than 1 hero point (GM discretion).
- **Make a brutal attack** – when stunned, injured or desperate the character can use a hero point to make a surprise attack, ignoring stun and injury (e.g. biting off part of a human opponent or dismembering a zombie with bare hands). The character gains 1 dark point and makes a difficult sanity test (see sanity section).

SURVIVOR GROUPS

Life can be cut very short in the zombie world, so players should focus on the survival of a group rather than a single character. A survivor group is created with a number of initial points (usually 60). These can be spent on **stars** or **extras**. One of the stars will also be designated as the **natural leader**.

Keep rolling and spending until all the points are exhausted. Try to get as close as possible to the limit; if the points spent exceeds this, characters will have to use development points earned from the early episodes to reduce the deficit.

While there is a deficit, the zombie master gains a number of additional **disaster points** equal to the deficit. When characters are killed and the group has insufficient points, the survivor players can generate additional characters up to the missing value. These will be placed in the next scenario or will find the group; they will be **willing recruits**.

The total number of DP available for the group will grow with experience; in other words, DP gained through experience do not cause the group to exceed its limit and are retained when individuals in the group die.

It is possible for the group to recruit additional survivors through gameplay. If this takes the group above the notional points limit, there is **no deficit**, and no additional disaster points for the zombie master. However, when characters are killed there will be no **willing recruits** until the group is below its limit. At times, the group may reach a size where the players do not wish to take all available figures on missions – they can leave characters behind if they have a **safe zone**, or base to defend.

All characters are based on an **archetype** and variations will be layered onto this base.

FINDING OTHER SURVIVORS

In the course of the game, other individuals or groups will often be found. If it's random, then use this table – but other survivors may be written into the scenario.

Roll	Number	
1-6	Single survivor	Will always try to join a light group if vulnerable . Easy save to recruit.
7-8	Small group (D3+1)	Includes 1 star (the leader). The remainder will have the same alignment as the leader. Standard leadership save to recruit.
9	Medium group (D6+2)	Includes 3 stars. The remainder have the same alignment as the majority of the stars. Difficult save to recruit.
10	Large group (D12+3)	Includes 4 stars, one of whom is a natural leader. Very difficult to recruit. The remainder of the group have the same alignment as the natural leader.

If the encounter with the other survivors is written into the scenario, the Zombie Master will determine the new survivors' disposition towards the players and whether they can be recruited. A very large group (more than 15) will not be encountered as a random result and can't be recruited – they may be willing to recruit the player group themselves (and they may have ulterior motives for doing so...)

For a random encounter, make a leadership test. If it is successful:

- The player group may wish to recruit these survivors or not (depending on the type of group they are). Apply any penalties for **light or dark** to the roll (i.e. **light** groups will find it difficult to recruit an aggressive group of bikers).
- Alternatively, the player group may choose not to recruit the survivors. The player group may choose to trade with the other group (if they have something to trade).

If unsuccessful:

- The other survivor group have reacted against the player group's overtures and will defend what they have. The player group must either fight them for the resources or retreat.

SURVIVOR GRADES

As noted under the sanity rules, there are 4 grades of survivors:

D100	Experience levels	Description
<30	Green	Has not lived through a whole encounter with zombies.
31-60	Survivor	Has survived an encounter with zombies and seen death.
61-95	Seasoned	Has survived more than 3 encounters with zombies and has killed at least 1 zombie in melee.
96+	Veteran	Has survived more than 10 encounters and killed more than 10 zombies in melee.

All characters are green at the start of the game, unless they have a special advantage. After the start of the game, new survivors encountered or added to the group are less likely to be green. Add 10 to the roll for each day after the outbreak, up to 30.

Some archetypes are less likely to be experienced. Subtract 10 from the roll for:

- **The Kid**
- **The Looker**
- **The Screamer**
- **The Old Timer**
- **The Mother**

Characters that are not seasoned after the start of the game –particularly characters that are still green –must somehow have been sheltered from the zombie apocalypse in a **safe zone**. These are protected areas established by some group or other. They need not be anything complicated – some people do not learn how to dispose of zombies and survive for a while by hiding in their houses, avoiding encounters and foraging. But they may be organised settlements with fortifications. Eventually, these tend to break down if someone dies so this can throw inexperienced characters onto the road at any point after the outbreak – it just becomes rarer as the game goes on.

EXPERIENCE

A character should normally receive an experience point each time he or she survives their 1st encounter, and then after each further 3 encounters.

Experience points can be used to purchase skills with the following limitations:

1. Combat skills cannot improve by more than 1 point for each 3 months of elapsed time.
2. Other skills which a character has actually used cannot be improved by more than 1 point in 3 months. However, a character can put any number of points into a skill that they have never used thus far in the game (it becomes an additional background skill which is revealed when it is first used).
3. The exceptions to this general rule are skills that improve a character's resilience in the face of the zombie apocalypse: Fearless, Hardy, Level-Headed, Scavenging and Stamina

FOOD

Survivor groups need supplies to keep going – mainly food. When they first enter play, all survivors are assumed to have been fed, but have no stock of food in reserve. In each subsequent session they must either:

- Find food (by scavenging during the session);
- Be fed from a stored supply (i.e. someone in the group has found sufficient to keep them going). This will generally be the case if the group is in a “**safe zone**”.

As discussed under encumbrance, characters can normally carry a longarm, a sidearm and a small pack without being encumbered. A small pack will have no more than a day's rations, with assorted kit.

SCAVENGING

A human can look around for useful materials – either for making a makeshift barricade or for a weapon. This requires a standard save, with any relevant bonus. If looking for something to make a barricade a success finds an object that can be used.

The character can try to look for a specific object. If the location is appropriate, a success indicates that the desired item has been found. The difficulty will depend on the rarity of the item and where the search is taking place. For example:

Item	Location	Difficulty
Food	House	Standard
	Food store	Easy
Common medication	Drugstore	Easy
	House	Standard
Specific medication	Drugstore	Standard
	House	-
Illicit drugs	House	Very difficult (unlikely to be found unless it's a known drug location)
Alcohol	House	Standard
	Bar, Food store	Easy

ALREADY LOOTED

After a while, many locations will already have been looted. By the time at least 1 character has reached “seasoned” through game play, raise the difficulty by 1.

FINDING SURVIVORS

On a natural roll of 10 on the scavenging roll, 1 or more survivors will be found in a location. Depending on their type (and the type of player group), they may wish to join the, or to defend their resources from them.

FINDING WEAPONS

If looking for a weapon, roll on the following table. Add the difference between the dice roll and the target value for the save.

Some locations may also have a bonus or penalty for finding materials depending on the likelihood of finding something useful. Buildings are generally more promising.

An item found through scavenging can be retained after the session for 1DP.

The items available can also be specified as part of the scenario, but if they are not then this table can be used.

D10	Building	Open
1-5	Light club (chair leg etc)	Rock
6-10	Heavy club (table leg)	Small club
11	Small knife	Heavy club
12	Metal club	
12	Hunting knife (or equivalent)	
12	Heavy metal club	
13	Large knife or cutting weapon	
14	Gun (must be loaded before use)	
	1-2 Revolver 3-4 Automatic pistol 5 Heavy revolver	

	6	Heavy automatic	
	7-8	Double-barrelled shotgun	
	9-10	Hunting rifle	
15	Axe		

ZOMBIES

There are a number of different types of zombies, but they usually follow the same normal action pattern.

HUNGER FOR THE LIVING

Zombies must always finish each move closer to at least one living model.

NOISE

Zombies will move towards any type of noise. Survivors who have reached the rating of **seasoned** or better understand this and can use it to their advantage. Other survivors will usually try to stay quiet, but will panic into doing things that are not prudent (e.g. firing guns at zombies when able). Noise also activates **roamers** and sedentary zombies known as **lurkers**. See the stealth rules.

ZOMBIE INFECTION

Living humans hit by zombies will become infected. In some genres there can also be zombie animals. This is covered under combat in the wounds section.

DIFFICULT TO HURT

Zombies are also difficult to kill and may return from apparent destruction (see the combat section for **double tap** rule). They do not suffer fatigue or stun; when they would be stunned they are only forced back.

ZOMBIE CONFUSION

Most zombies are completely mindless (except leaders, depending on the genre). They can be confused by a number of ruses:

- **Smell:** Zombies cannot detect a human covered in guts and gore. But it requires a difficult sanity check to employ this tactic.
- **Sound and light:** A distraction can render zombies inert – the classic example being a firework show.
- **Other zombies:** If other zombies are closer and don't attack a human, the human becomes "invisible" to zombies. This can happen if zombies are disabled (e.g. they've had their jaws and arms hacked off and they're on a chain). It requires a difficult sanity check to employ this tactic.

Knowledge of these approaches is not common amongst survivors – it requires an advantage to have come across them – although, once learned, they can be copied by others.

ZOMBIE TYPES

No	Zombie
01-10	Bloater
11-13	Climber
14-26	Fresh
27-27	Leader
28-48	Lurker
49-57	Rager
58-92	Roamer
93-100	Tank

BLOATER

Bloaters are fat and extremely sickly looking zombies. They lurch about unsteadily, their wounds weeping strange fluids from their swollen insides.

Large: +1 damage, +1 in hits.

Hits: Decayed zombie, offset by large = 3 per location, 2 in head.

Move: Decayed zombie – walk 4

Unstable Innards: When struck anywhere in the torso, or dealt a wound in any location, the bloater disintegrates. Organs and entrails fall out in a slimy heap, creating a slippery obstacle (athletics save to cross). Anyone who sees this must make a standard sanity check (immunity when **seasoned**).

CLIMBER

These zombies may have been athletic during life, or there's some muscle memory that helps them – whatever the reason, they have the capacity to climb over easy obstacles. And once they start, other zombies will follow.

Hits: Pretty lithe (for a zombie): 4 per location, 3 in head.

Move: Fast zombie – walk 6

Special: Climbing

- Each turn that a climber is adjacent to an obstacle where climbing would help reach a target, make a standard save. If it succeeds, the climber will try to get over.
- Climbers treat all obstacles as one difficulty higher than a human, so very difficult climbs are impossible.
- Any *Fresh*, *Leader*, *Rager*, *Roamer* or *Tank* zombies which see the climber attempt a climb will also do so if they make a standard save. Having done so once, they will retain the ability. *Ragers* and *Leaders* have equal climbing ability; other types are at an additional -1 penalty.

FRESH

When zombies have only just turned, they will tend to be in better condition. As time goes on they will injure themselves through mindless shambling over obstacles and decay. Fresh zombies are sometimes found roaming, or when members of the group turn.

Hits: fresh zombie =4 per location, 3 in head.

Move: Standard zombie – walk 5

LEADER

In some zombie stories, not all zombies are mindless. Depending on the genre, some may be capable of rudimentary thought and influencing their fellow zombies. If they exist in the game, then zombie leaders usually have a leadership rating of 0; exceptional leaders will have a positive bonus.

Zombie leadership is used to prevent zombies from doing things that they would otherwise do automatically. For example, zombies will usually move directly towards the nearest living creature in sight, towards sound and can be distracted by interesting lights such as fireworks. Zombie leaders within sight / hearing distance of other zombies can prevent this from happening.

Zombie leaders have the same ability to negotiate obstacles as the *Climber*. In addition, they can make a save to avoid any movement that would put themselves in a trap or in danger.

Save	Leadership action (examples)
Easy	Prevent a single zombie moving towards nearest sound Prevent a single zombie being distracted by lightshows
Standard	Prevent distraction amongst large numbers of zombies as above Prevent zombie moving towards living target if leader is closer than target Lead zombies through obstacles which will not harm them (e.g. water)
Difficult	Prevent zombie moving towards target when target is closer than leader Lead zombies through obstacles which will not kill them (e.g. fire)

Hits: Due to their greater intelligence, zombie leaders manage to avoid damage and decay and therefore count as fresh =4 per location, 3 in head.

LURKER

If there is no stimulus, zombies will sometimes go into a dormant, vegetative state. Lurkers are often found within buildings when they are unable to escape through doors or other obstacles. They will become active when they detect the living.

Hits: decayed zombie =2 per location, 1 in head.

Move: Decayed zombie – walk 4

RAGER

Ragers may have been athletic and powerful during life, or there may be some other reason for their speed. Their quick pace means they are a great threat in areas of open ground.

Hits: Big zombie =5 per location, 4 in head.

Move: Fast zombie – walk 6

Damage: +1 strength

Knockback: +2 resist

ROAMER

More active zombies, often found wandering about in “herds” looking for food.

Hits: standard zombie =3 per location, 2 in head.

Move: Standard zombie – walk 5

TANK

Tanks are huge zombies.

Hits: Very big zombie =6 per location, 5 in head.

Move: Standard zombie = walk 5

Damage: +2 strength

Knockback: +4 resist