

*REGS*

*DREGS*

*&*

*ZOMBIES*

*Dreg Book*

*A Solo RPG By Errin Famiglia*



## ***Dreg Innocent***

***Rarity Factor: 6***

***Initiative: 6***

***Combat Skill: 6***

***Life Points: 8***

***Armor: 0***

***Weaponry: None***

***Special Abilities:*** Instead of the attacking when the Dreg Innocent makes attacks in a Combat Round, roll 2d6. If the die roll is equal to or lower than the Dreg Innocent's Initiative, remove the Dreg Innocent from the Combat. If the die roll is higher than the Dreg Innocent's Initiative, the Dreg Innocent stays in the Combat.

***If the Dreg Innocent dies from a Regulator's attack, the Regulator that made the attack will be -1 to Initiative and -1 to Combat Skill until the Regulator Squad returns to Regulator Headquarters.***



## **Dreg Dolly**

**Rarity Factor: 6**

**Initiative: 7**

**Combat Skill: 7**

**Life Points: 12**

**Armor: 0**

**Weaponry: Purse- Shots: 1 Damage: Special**

**Special Abilities:** When the Dreg Dolly is encountered, roll 1d6. If the die roll is not 1 or 6, the Dreg Dolly will have a Purse as normal. If the die roll is 1 or 6, the Dreg Dolly will have a Pistol instead of a Purse; The Pistol is Shots:2 and Damage: 2, and the Dreg Dolly will be +2 to Combat Skill for the first two attacks made with the Pistol.

If the Purse is used to attack a Regulator, and the attack hits, the Regulator hit will be -1 to Initiative and -1 to Combat Skill for the rest of the Combat Round and the next Combat Round.



## ***Dreg Dog***

***Rarity Factor: 4***

***Initiative: 12***

***Combat Skill: 9***

***Life Points: 15***

***Armor: 0***

***Weaponry: Dog Bite- Shots: 1 Damage: Special***

***Special Abilities: When the Dreg Dog is encountered, roll 1d6. The die roll will be the Dog Bite's Damage for the duration of the Combat.***

***If there is a Zombie in the Combat when the Dreg Dog makes attacks in a Combat Round, roll 1d6. If the die roll is not 1 or 6, the Dreg Dog attacks a Regulator as normal. If the die roll is 1 or 6, the Dreg Dog attacks a Zombie. If so, roll 2d6 for each Zombie, rerolling if the die rolls are tied; The Zombie with the higher roll is attacked by the Dreg Dog instead of a Regulator.***



## ***Dreg Youth***

***Rarity Factor: 4***

***Initiative: 8***

***Combat Skill: 7***

***Life Points: 14***

***Armor: 0***

***Weaponry: Zip Gun- Shots: 3 Damage: 1***

***Special Abilities: If doubles are rolled when attacking with the Zip Gun, add another Shot to the Zip Gun for the Combat Round.***

***If there is a Dreg Dog in the Combat, the Dreg Youth will be +1 to Initiative and +1 to Combat Skill for the rest of the Combat.***

***If there is a Dreg Veteran in the Combat, the Zip Gun will be +1 to Damage for the rest of the Combat.***



## ***Dreg Punk***

***Rarity Factor: 4***

***Initiative: 8***

***Combat Skill: 8***

***Life Points: 18***

***Armor: 4***

***Weaponry: Pistol- Shots: 2 Damage: 2***

***Molotov Cocktail(1)- Shots: 1 Damage: 1d6+3***

***Special Abilities: The first attack made by the Dreg Punk will be with the Molotov Cocktail; After the first attack, all attacks made by the Dreg Punk will be with the Pistol.***

***If attacking with the Molotov Cocktail, all Regulators are attacked. Roll 2d6, adding the die roll to the Dreg Punk's Combat Skill, then roll 2d6 for each Regulator, adding each die roll to each Regulator's Combat Skill. Each attack is then determined to hit or miss as normal; Each Regulator hit will lose Life Points equal to the Molotov Cocktail's Damage.***



## **Dreg Veteran**

**Rarity Factor: 4**

**Initiative: 7**

**Combat Skill: 8**

**Life Points: 16**

**Armor: 5**

**Weaponry: Pistol- Shots: 2 Damage: 2**

**Special Abilities:** If doubles are rolled when attacking with the Pistol, and the attack hits, the Pistol will be +1 to Damage for that Shot.

If there is a Dreg Youth in the Combat, the Dreg Veteran will be +1 to Initiative and +1 to Combat Skill for the rest of the Combat.

If the Dreg Veteran's Life Points are reduced to 8 or less, the Dreg Veteran will be +1 to Initiative and +1 to Combat Skill for the rest of the Combat.



## ***Dreg Looter***

***Rarity Factor: 5***

***Initiative: 9***

***Combat Skill: 9***

***Life Points: 18***

***Armor: 6***

***Weaponry: Iron Pipe- Shots: 1 Damage: 2***

***Rock(1)- Shots:1 Damage: 3***

***Special Abilities: The first attack made by the Dreg Looter will be with the Rock; After the first attack, all attacks made by the Dreg Looter will be with the Iron Pipe.***

***If doubles are rolled when attacking with the Rock, and the attack hits, the Regulator hit will be -2 to Initiative and -2 to Combat Skill for the rest of the Combat.***





## ***Dreg Brawler***

***Rarity Factor: 5***

***Initiative: 9***

***Combat Skill: 10***

***Life Points: 20***

***Armor: 7***

***Weaponry: Fists- Shots: 2 Damage: 1***

***Special Abilities: If doubles are rolled when attacking with the Fists, add another Shot to the Fists for the Combat Round. This can only be used twice a Combat Round.***

***If the Fists are used to attack a Regulator, and the attack hits, roll 1d6. If the die roll is not 6, the Fists do normal Damage. If the die roll is 6, the Fists will be +1 to Damage for that Shot.***



## ***Dreg Bruiser***

***Rarity Factor: 5***

***Initiative: 10***

***Combat Skill: 10***

***Life Points: 20***

***Armor: 8***

***Weaponry: Pool Cue- Shots: 1 Damage: 2***

***Special Abilities:** If doubles are rolled when attacking with the Pool Cue, and the attack hits, add another Shot to the Pool Cue for the Combat Round. This can only be used once a Combat Round.*

*If the Pool Cue is used to attack a Regulator, and the attack hits, roll 1d6. If the die roll is not 1 or 6, the Pool Cue does normal Damage. If the die roll is 1 or 6, the Pool Cue will be +1 to Damage for that Shot.*



## **Dreg Enforcer**

**Rarity Factor: 5**

**Initiative: 10**

**Combat Skill: 11**

**Life Points: 24**

**Armor: 9**

**Weaponry: Club- Shots: 1 Damage: 3**

**Special Abilities:** As long as the Dreg Enforcer is in the Combat, all Dregs other than the Dreg Enforcer will be +1 to Initiative and +1 to Combat Skill each Combat Round.

If the Club is used to attack a Regulator, and the attack hits, roll 1d6. If the die roll is not 1 or 6, the Club does normal Damage. If the die roll is 1, the Club will be +1 to Damage for that Shot. If the die roll is 6, the Club will be +2 to Damage for that Shot.



## ***Dreg Thug***

***Rarity Factor: 5***

***Initiative: 11***

***Combat Skill: 11***

***Life Points: 22***

***Armor: 10***

***Weaponry: Chain- Shots: 1 Damage: 3***

***Special Abilities: As long as the Dreg Thug is in the Combat, all Dregs other than the Dreg Thug will be +1 to Initiative and +1 to Combat Skill each Combat Round.***

***If doubles are rolled when attacking with the Chain, and the attack hits, the Dreg Thug and the Regulator hit cannot make attacks for the rest of the Combat Round and the next Combat Round. For the rest of the Combat Round and the next Combat Round, the Regulator hit will be -3 to Combat Skill.***



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***Regs, Dregs, & Zombies Solo RPG***  
was created and written by Errin Famiglia.

***RD&Z*** was inspired by the clipart of ***MegaMinis.com***, a site whose ad I was more than happy to include. Please check them out; If you like this game, they have the perfect miniatures for it.

