



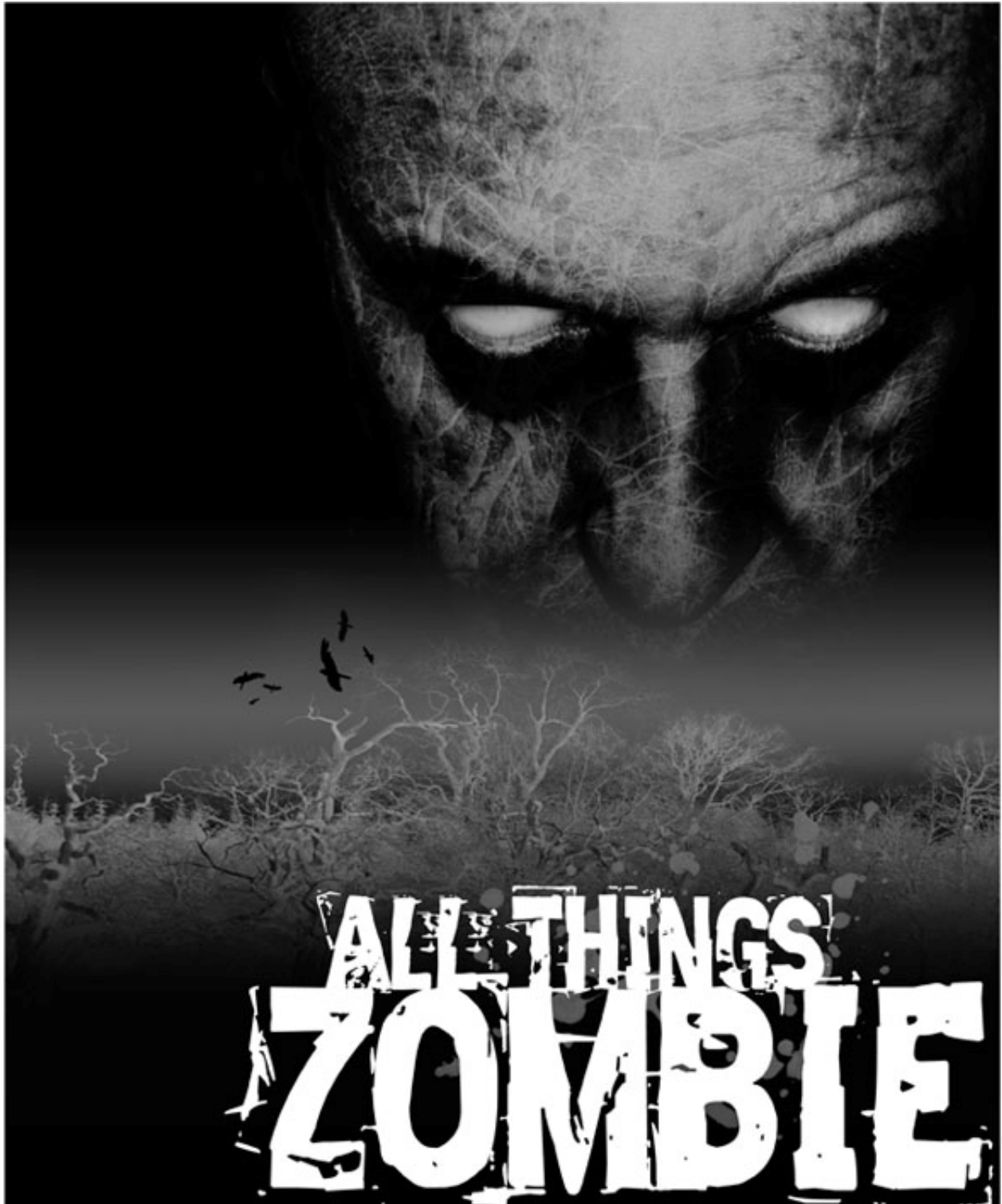
# ALL THINGS ZOMBIE

"BETTER DEAD THAN ZED"



# ***ALL THINGS ZOMBIE:***

## ***BETTER DEAD THAN ZED***



***WRITTEN BY ED TEIXEIRA***



# ALL THINGS ZOMBIE – “BETTER DEAD THAN ZED!”

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## **SPECIAL THANKS TO:**

*In no particular order*

- **The original crew of zombie killers-** Eric Stjern, Alex Stjern, Tim Schindler, Jordan Allen, Libby Schindler, and “Bad” Bob Seagle.
- **Paul Kime** for the “to die for cover”.
- **The Gang of Seven** that gave feedback, directions, and for catching the typos David G., Ken H., Al H., Rod C., Mahon, Chris D., and Mike B.
- **John B.** for providing unique ideas for random events.
- The “usual suspects” on the THW Yahoo Group for throwing out great ideas even when they don't realize it.
- **Lil** for being way too supportive of this whole thing!

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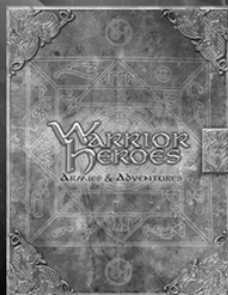
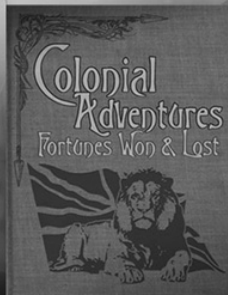
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# ALL THINGS ZOMBIE – “BETTER DEAD THAN ZED!”

## INTRODUCTION

The first thing you should ask is...

### **WHAT'S ALL THINGS ZOMBIE: BETTER DEAD THAN ZED?**

It's a fast paced, get you in the action quickly, game about real life in an unreal world.

Better Dead Than Zed sweeps you up and sticks you right in the middle of a catastrophic zombie outbreak. *Who* you are when the outbreak occurs is just as important as *where* you are. Because unlike other zombie games, where the zombies have been around for awhile, you won't be able to tell the humans from the zombies until maybe it's too late. Because it's all happening to you just like it would on Day One.

Confusion, chaos, and lack of information are just some of the challenges you'll face when the world starts to crumble. Will you have what it takes to survive the first 30 days?

Then what?

ATZ takes you to where no other zombie game has before. Yes, it starts on the first day of the outbreak, but then let's you continue your life building your very own future. It's a game where every detail has been covered, as you first escape the soulless creatures that threaten you, then hunt them down and take back what's yours.

On the way there you'll find out that maybe your most dangerous enemies aren't the zombies, but maybe your neighbors or sometimes your friends. ATZ can be played *solo*, *cooperatively* with everyone on the same side, or *competitively* with everyone against one another. ATZ can be played as a *one up game* or part of an ongoing campaign.

But it doesn't matter which way you play it, as the goal of ATZ is to rebuild the world, as you knew it; except maybe this time with you in charge. ☺

ATZ – Better Dead Than Zed...THE Zombie game.

*We've taken the best parts of an RPG with the best parts of a miniatures game and blended them together. We like to call it RPG Lite – a miniatures game with elements of role-playing.*

### **HOW IS THE GAME PLAYED?**

Each player assumes the role of one or more human that has survived the zombie outbreak. You can be a military man, police officer, survivor, or ganger. But what you start out as may change as opportunities and obstacles present themselves.

Slowly you raise your group of followers, establish a base, collect resources, and begin to prosper while defending yourself from other humans and the never-ending horde of zombies.

No matter how you choose to play ATZ the zombies are run by the game mechanics. When playing on the same side, simply have another player roll for the zombies and hostile humans whenever you encounter them.

ATZ can be a “one off” game but it really shines as a campaign where all of your adventures are linked together using the same characters and stats from previous games.

### **HOW IS THE GAME DIFFERENT?**

ATZ uses the Reaction system while other games use the “IGO, UGO” system. Let me explain.

Traditional games use a turn sequence known as “IGO, UGO”. This means that I move my figures, fire, we do some melee, and maybe you do a morale test or two.

ATZ, and all Two Hour Wargames rules use what is called the Reaction system. In this system your side *activates* and you move part of your force. That triggers a reaction from part of my force. I immediately react and this may cause you to react in kind. Here's an example of both systems using one figure on each side.

### **IGO UGO**

Our figures start on opposite sides of a building and cannot see each other.

- It's my turn and I move first.
- I move my figure around the corner and our figures see each other.
- I shoot at your figure.
- You either get hit or not.
- If you get hit I see how bad the damage is.
- If you don't get hit you take a morale test and stay where you are or maybe runaway.
- Now it's your turn,

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- If you stayed where you were you shoot at me.
- You either hit me or not.
- If I get hit you see how bad the damage is.
- If I don't get hit I take a morale test and stay where I am or maybe runaway.
- Now it's my turn again.

*The big thing is I get to move and shoot at you and you can't do anything about it. One side will have to wait for the other side to finish their turn.*

### THW REACTION SYSTEM

Our figures start on opposite sides of a building and cannot see each other.

- Dice are rolled and I activate first so I move first.
- I move my figure around the corner and our figures see each other.
- You take an In Sight Reaction test.
- Maybe you shoot at me.
- Maybe you shoot at me but rush your shot.
- Maybe you don't shoot at me.
- If you shoot me either you hit me or miss.
- If you hit me I see how bad the damage is.
- Maybe I'm only stunned.
- Or maybe I'm knocked out of the fight or worse.
- But if you miss I take a Received Fire Reaction test.
- Maybe I shoot you.
- Maybe I duck back for cover.
- Or maybe I run away.
- We continue to fire back and forth at each other until either one of us gets hit, runs out of ammo, ducks back behind cover, or runs away.
- When all my activations and your reactions are finished it's your turn.

- When your activations and my reactions are finished we roll for activation to see who goes first.

*The big thing is you get to react to what I do just like in real life. Both sides are always involved in the game.*

There are a variety of Reaction Tests in ATZ but you'll be using only two of them 95% of the time. After a few turns you'll have them memorized and will rarely refer to the rules. It's that simple.

### WORD OF ADVICE

The most important thing you need to know before getting started is *to read through all the rules at least once before trying to play the game.* Especially if you are an experienced gamer as some of the concepts may be a little different than what you may have been exposed to in the past. Sometimes questions may come up but don't worry as they will be answered later in the rules when appropriate.

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

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

### WARNING!

*In the back of the book there is a section called TOP SECRET (page 61).*

*For maximum effect do not read it until you are ready to play it!*

*You'll enjoy it more that way. ☺*

# ALL THINGS ZOMBIE – “BETTER DEAD THAN ZED!”

## EQUIPMENT REQUIRED

You will need a few things to play All Things Zombie. They are:

- Six-sided dice also referred to as d6. It is best to have at least six of these, and the more you have, the quicker games will play.
- One ruler or measuring device, ideally one per player.
- Any combination of metal, plastic, or paper figures in a consistent scale of your choice.
- Something to represent buildings and other terrain features.
- A flat surface at least 4'x4' with a larger usually surface being better.

## THE DICE

During the game you will be required to roll dice in a variety of ways. They are:

### PASSING DICE

This way to use the dice is to roll 2d6 and compare each result individually to the Reputation or Rep of each figure taking the test.

If the score is equal or less than the Rep then the figure has *passed* that die.

If the score is higher than the Rep then the figure has *failed* that die.

Figures may pass 2, 1, or 0d6 when the dice are rolled this way.

Note that there will be times when the figure may roll more or less than 2d6 but the player can never score better than pass 2d6.

*Example – Jim Bob Joe (Rep 4) must take a Received Fire Test. He rolls 2d6 and scores a 1 and a 5. He has passed 1d6.*

### COUNTING SUCCESSES

Another way to use the dice is by rolling them and counting *successes*. When taking a test that uses this method, such as when in Melee, a success is

any score of 1, 2, or 3. A score of 4, 5, or 6 is a failure.

*Example: Jim Bob Joe (Rep 4) enters melee and rolls 4d6. He scores a 1, 3, 3, and 4. This translates into three successes.*

### POSSIBILITIES

You may see numbers in parenthesis such as (1-2). This means that you must roll 1d6 with a chance of an event happening based on the result

*Example – The gang member may be armed with a pistol (1). This means that on a result of 1 when rolling 1d6 the ganger has a pistol.*

### READING AND ADDING THE DICE

And sometimes you simply read the result of the d6 for what it is and add the scores together.

*Example – On the Terrain Generator Table I roll a 3 and a 6 for a total of 9.*

### HOW MANY D6?

How many d6 do you roll? This is found by looking in the upper left corner of each table. There will be a number that tells you how many d6 should be rolled. This will usually be 3, 2, or 1 or maybe a word like Rep or Target. That means roll 3, 2, or 1d6 or 1d6 for each point of whatever word it is.

*Example – A looter Rep (4) is approaching a survivor (Rep 5). The survivor must roll an In Sight Test and sees the number 2 on the In Sight Test table so he tosses 2d6. They later go into melee and see the word Rep on the Melee Table so they each roll 1d6 per point of Rep. The looter will roll 4d6 while the survivor will roll 5d6.*



Courtesy of Mega Minis

## FIGURES AND TERRAIN

Literally hundreds of figures can be used with ATZ. *There aren't any official figures so you can play with what you already have.*

You can choose to use metal, plastic, or even paper figures. Sizes range from 6mm to 54mm and everything in between. The best part is that you can use any size and still play All Things Zombie. If you don't already have figures, you can find them in gaming stores, at conventions, or online.

Finding terrain can be handled the same way or you can build it from scratch. Some very nice paper terrain is available online that will work just fine. I use eBay as one source for terrain; it is also a good way to find painted figures.

Perhaps the best form of guidance will come from joining the Two Hour Wargames Yahoo Group and asking your questions there.

## BASING FIGURES

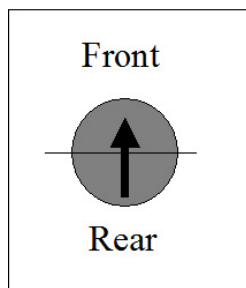
Each figure represents one real man. The easiest way to base 25mm figures for ATZ is 1 figure on a 1" round or square base as either style will work.

Figures previously mounted for other rule systems will also work.

## DEFINING FACES

Charging onto the rear of an enemy or shooting to its rear depends upon the actual physical location of the attacker.

To qualify as a rear attack the attacker must begin and end its movement behind the front facing of the target. The front facing is defined as 90 degrees to the left and right of the way the figure is facing.



## DEFINING CHARACTERS

ATZ is played with individual figures referred to as *characters*. Characters are defined in the following ways.

- Is it a *Star* or a *Grunt*?
- What *Class* is it?
- What is its *Reputation*?
- Does the character have any *Attributes*?
- What type of *weapon* does it have?
- Is the character protected?

## STARS AND GRUNTS

There are two types of characters. They are *Stars* and *Grunts*.

**STARS** – Characters that represent you, the player. We suggest your Star begin with a Rep of 5. If desired you can play with more than one Star.

**GRUNTS** – These are the *non-player characters* (NPC) or characters that do not represent a player. They may be friends or foes and will come and go as the game progresses. NPCs are controlled by the game mechanics.

- Stars may recruit Grunts to form their group.
- For each point of Rep the Star has he may recruit one Grunt.
- At the start of the game Stars may not recruit Grunts with a higher Rep than themselves but may recruit them during encounters.
- During the game and additional games the Star may recruit more Grunts as they are encountered.

## STAR ADVANTAGES

Being a Star in ATZ has three important advantages. These are:

- Larger Than Life.
- Cheating Death
- Free Will

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## LARGER THAN LIFE (LTL)

ATZ can be used to capture the *cinematic flavor* of modern action movies where the Star is a larger than life character. This is represented in the following way.

- Stars cannot be killed by anyone with a Rep lower than the Star. Instead the worse result a Star could receive would be Out Of The Fight.
- However, this rule cannot be used when killed by a zombie.

*Example- Billy Pink (Rep 5) is shot by a Rep 4 gang member. The gang member scores an obviously dead result but Billy Pink is out of the fight instead.*

## CHEATING DEATH

A Star can be killed by anyone with an equal or higher Reputation. When this occurs the Star may declare that he is *cheating death* and is immediately removed from the game and whisked to safety.

*The character must still test for infection from zombies.*

When a player chooses to *cheat death* his Rep is immediately reduced by one level.

*Example- Billy Pink (Rep 5) is shot by a Rep 5 gang member. The gang member scores an obviously dead result so Billy should be dead. Instead he uses the Cheating Death rule and leaves the game. He is now a Rep 4.*

## FREE WILL

Each time a Star takes any of the following Reaction tests.

- Received Fire.
- Wanting To Charge.
- Being Charged.
- Rally.
- Leader Lost.
- Vehicle Received Fire.
- Vehicle Charge.
- Vehicle Charged.

He may choose how many d6 he wants to pass without rolling the dice. This is noted on the test by an \*.

*Example – Billy is shot at by the enemy. He is a Star so can choose his reaction on the Received Fire Test. He chooses to pass 2d6 and return fire.*

## CHARACTER CLASSES

Once you've determined if the character is a Star or Grunt you have decide what *class* he is. There are four classes in ATZ.

- **CIVILIANS** – Joe Working Class. This is your average citizen *before* the outbreak. You are only a civilian until one of three things happens.
  - You become a *survivor*.
  - You become a *ganger*.
  - You die.
- **GANGERS** – Hard cases that care only for themselves. Survival of the strongest with no mercy given and none taken. Gangers prey on *civilians*, run from the *military*, and fight the *survivors*.
- **MILITARY** – At the beginning of the outbreak they are the last hope for law and order. But as time goes on their cohesion diminishes and the individuals go off on their own becoming gangers or *survivors*.
- **SURVIVORS** – Individuals that band together for protection at first then to prosper and bring order back to the world. Order and a sense of community, not government. Survivors recruit *civilians*, fight *gangers*, and don't trust the military as the first thing the military wants to do is take away their guns.

## CHOOSING YOUR CLASS

At the start of the game all players should start as a Star Civilian with a Rep of 5. Or for a totally different experience try starting as a Rep 3. After certain “milestones” are reached you become a *survivor* or *ganger* if you desire.

- You have seen at least three zombies.
- You have killed a zombie.
- You have had combat with an armed civilian, survivor, ganger, or military character. This can be either ranged combat or melee.

By the time all three requirements are met you're as ready as you'll ever be.

# ALL THINGS ZOMBIE – “BETTER DEAD THAN ZED!”

But if you decide you wish to begin play as military, ganger, or survivor don't hesitate to jump right in!

## REPUTATION

*Reputation or Rep* represents a combination of training, experience, morale, and motivation and is an expression of a character's overall fighting quality. There are six possible levels of Reputation

- **Reputation 6** – These action heroes are few and far between. They thrive in the time of the apocalypse.
- **Reputation 5** - These are veterans of numerous successful encounters with zombies.
- **Reputation 4** - These are reliable men and women that may have gained experience from encounters with zombies.
- **Reputation 3** – These are guys of unknown quality who have seen little or no action, such as gang member wannabees.
- **Reputation 2** - These are poor quality humans not worth the trouble of keeping around.
- **Reputation 1** – Usually reserved for the extremely old or young or those that are sick or infirm. Usually kept around for sentimental reasons.

## WEAPONS

Most characters are assumed to have a ranged weapon whether pistol, submachine gun, etc. Some characters such as civilians and children often do not.

It is possible for a character to have more than one weapon such as a rifle and pistol. Players are encouraged to count the figure to be armed with the weapon it has.

Weapons are covered in more detail in the appropriate sections entitled Ranged Weapons (page 16) and Melee (page 20).

*Example – I choose three figures. One has a pistol, one a shotgun, and the third an assault rifle. I decide to play the figures with the weapons that they have.*

## PROTECTION

Occasionally characters may have some sort of defensive armor such as flak jackets or body armor like police SWAT teams. In these rare cases when one is fortunate to find these items you are *protected*. This is covered in the Recover From Knocked Down test.

## ATTRIBUTES

ATZ uses Attributes to further define your characters and enemy humans as well. *Using Attributes is strictly optional but using them will greatly enhance your games.*

The Star is allowed two Attributes chosen from the list.

Grunts are allowed one Attribute determined by rolling 2d6 on the Attributes Table. Some rolls will require an additional 1d6 roll as well.

*Example – Billy Pink is a Star and chooses the following Attributes, Agile and Born Leader. He recruits two Grunts, Char and Dez. Char rolls an 8 and a further 1d6 roll of 4 so is an Athlete while Dez rolls an 11 and is Clumsy.*



Courtesy of Mega Minis

# ALL THINGS ZOMBIE – “BETTER DEAD THAN ZED!”

2

## ATTRIBUTES TABLE

(2d6 added together)

Some results require an additional 1d6 roll

2d6	ATTRIBUTE
2	<b>Born Leader:</b> Adds 1d6 to all personal Reaction Tests except for the In Sight and Recover From Knock Down Tests. Any friendly character within 4" of him will react as the Born Leader does regardless of what their reaction would have actually been.
3	<b>Poser:</b> Will roll only 1d6 when taking the Received Fire Test.
4 (1-3)	<b>Agile:</b> When the character is fast moving he does not suffer any shooting penalties.
4 (4-6)	<b>Dumbass:</b> Roll 1d6 versus Rep each activation and behave as follows: Pass 1d6 = Behave normally. Pass 0d6 = Hesitate and may not activate but reacts normally.
5	<b>Slow:</b> Treats a result of pass 2d6 as if pass 1d6 when taking the Fast Move Test.
6 (1-4)	<b>Brawler:</b> Adds 1d6 when in melee.
6 (5-6)	<b>Ambidextrous:</b> When shooting with two weapons the character does not count the snap fire penalty.
7 (1-2)	<b>Slow to React:</b> -1 to Rep when taking the In Sight Test.
7 (3-4)	<b>Vanilla:</b> No attribute.
7(5-6)	<b>Stone Cold:</b> Rolls 3d6 for all reaction tests.
8 (1-3)	<b>Knifeman:</b> Will add 1d6 in melee but only if armed with a knife
8 (4-6)	<b>Athlete:</b> Rolls 3d6 when taking the Fast Move Test.
9 (1-3)	<b>Wuss:</b> Will only roll 1d6 if trying to Rally, Charge, or Being Charged.
9 (4-6)	<b>Runt:</b> Minus 1d6 when in melee.
10 (1-2)	<b>Transporter:</b> Rolls 3d6 when taking the Lose Control test.
10 (3-6)	<b>Marksmen:</b> Will roll 2d6 instead of 1d6 when using a bolt-action rifle, counting the best score, and increasing the weapons range to 60". If firing from a prone position he then receives a third d6.
11	<b>Clumsy:</b> When testing to Fast Move and fails with <i>doubles</i> will move 1d6" then fall in place counting as <i>stunned</i> .
12	<b>Nerves of steel:</b> Not subject to duck back.

## GETTING STARTED

This section will explain how you gather together your group.

### BUILDING YOUR GROUP

The first thing that has to be determined is what does your group consist of. When first starting out we recommend using from one to three figures per player, each with a variety of Reps. Once you have learned the game mechanics you can easily play much larger games and all in a manageable two hours or less.

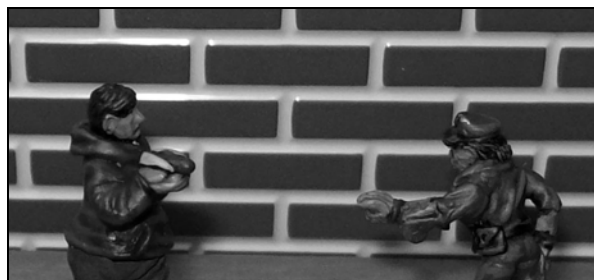
## THE LISTS

Here are the lists for each *class* that your group will be generated from. All classes have one thing in common and that's being a group. Call it a gang, squad or club; it doesn't matter. It's your group and consists of yourself and some other characters. They may often consist of members of different classes.

### USING THE LISTS

Here's how to use the lists.

- Remember that for each point of Rep the Star has you may recruit one Grunt. If you roll a Grunt with a higher Rep than the Star simply re-roll until you get one that has a Rep that is equal or lower than the Star.
- To recruit a Grunt roll 2d6.
- Add the scores.
- Look down the Recruit column for each total to determine the Grunt's Type and Rep.
- Follow the general guidelines in each list to see what each figure is armed with. I suggest that you play the figures that you like with the weapons that they have.



Courtesy of Mega Minis

# ALL THINGS ZOMBIE – “BETTER DEAD THAN ZED!”

## MILITARY LIST

This represents the military forces of the nation that the outbreak is occurring in. In the US this would be either National Guard (1-5) or US Army (6). Most squads are of from ten to twelve soldiers in teams of four led by a Team Leader.

- Each soldier will be *protected*, armed with an assault rifle and flash bang grenades.
- One member of each group can have a squad automatic weapon also called a SAW.
- For National Guard characters add 2 when rolling on the Military List.
- After the two-month anniversary of the outbreak they will roll 1d6. This will determine if they consider themselves a survivor (1-3) or a ganger (4-6). This reflects them going *rogue* and no longer recognizing any organized authority.

MILITARY		
RECRUIT	TYPE	REP
Special	Star	5
2 or 3	Team Leader	5
4 or 5	Veteran	5
6 to 9	Soldier	4
10 to 12	Recruit	3

## POLICE LIST

In the first few days of the outbreak the *police* will be the sole line of defense. React as Military.

- But by the end of the second week they will be overwhelmed and replaced by the *military*. At this time they may go *rogue* (1-2) and continue the game using the *ganger* Reaction Table.
- If they have not gone rogue, after the two-month anniversary of the outbreak, they will roll 1d6. This will determine if they consider themselves a survivor (1-3) or a ganger (4-6).

Police characters range from the officer on patrol to the elite SWAT teams found in most major US cities. SWAT teams do not work with regular uniformed officers but replace them in special circumstances.

- Each officer will be armed with a BA Pistol and have access to a shotgun in his cruiser.
- SWAT members will be armed with a BA pistol and have access to assault rifles, shotguns and submachine guns.

POLICE		
RECRUIT	TYPE	REP
Special	Star	5
2 - 3	SWAT	5
4	Detective	5
5	Veteran	5
6 to 9	Officer	4
10 to 12	Rookie	3

## SURVIVOR LIST

This represents the *good guys*. Those folks that have been placed into horrible circumstances yet have retained their moral values and are not afraid to do the *right thing* while caring for themselves and others.

SURVIVORS		
RECRUIT	TYPE	REP
Special	Star	5
2 or 3	Veteran	5
4 to 9	Experienced	4
10 to 12	Newbie	3

To determine what each figure is armed with roll 1d6 and add it to their Rep.

TOTAL	WEAPON
4 (1-5)	Pistol
4 (6)	BA Pistol
5	BA Pistol
6 (1-2)	Machine Pistol
6 (3-6)	Shotgun
7	Shotgun
8 (1-4)	Submachine gun
8 (5-6)	Bolt Action Rifle
9	Bolt Action Rifle
10 (1-3)	Semi-Automatic Rifle
10 (4-6)	Semi-Automatic Rifle
11+	Assault Rifle



# ALL THINGS ZOMBIE – “BETTER DEAD THAN ZED!”

## CIVILIAN LIST

Mr. Joe Everyman. This is what everyone starts out before *choosing* his or her career path (ganger or survivor). Civilians have almost disappeared after the one-year anniversary of the outbreak with the majority having become survivors or gangers.

CIVILIAN		
RECRUIT	TYPE	REP
Special	Star	5
2 or 3	Ex-military	5
4 to 6	Experienced	4
7 to 9	Average	3
10 to 12	Liability	2

To determine what each figure is armed with roll 1d6 and add it to their Rep.

TOTAL	WEAPON
3	Unarmed
4 (1-2)	Improvised one handed weapon
4 (3-6)	Improvised two hand weapon
5	Pistol
6 (1-4)	Pistol
6 (5-6)	BA Pistol
7	Shotgun
8 (1-2)	Shotgun
8 (3-6)	Submachine gun
9	Bolt Action Rifle
10	Semi-Automatic Rifle
11+	Assault Rifle

## GANGER LIST

Gangers look out for themselves and it's a constant battle for gang leaders to stay in control.

GANG		
RECRUIT	TYPE	REP
Special	Star	5
2	Boss	5
3 or 4	Hard Case	5
5 to 8	Banger	4
9 or 10	Punk	3
11 or 12	Wannabee	2

To determine what each figure is armed with roll 1d6 and add it to their Rep.

TOTAL	WEAPON
3	Pistol
4 (1-3)	Pistol
4 (4-6)	BA Pistol
5	BA Pistol
6	Machine Pistol
7	Submachine gun
8 (1-2)	Submachine gun
8 (3-6)	Shotgun
9	BA Pistol
10 (1-3)	BA Pistol
10 (4-6)	Machine Pistol
11+	Assault Rifle



Courtesy of Mega Minis

## ALL THINGS ZOMBIE – “BETTER DEAD THAN ZED!”

### ORGANIZING YOUR FORCE

There are two special rules that can affect the organization of your figures and how you may move them. They are the Group and Leader rules.

#### GROUPS

At the start of the encounter each side must divide their figures into groups of 1 or more figures. Groups are those figures within 4” of one another and in clear Line of Sight of another group member. Note that Line of Sight or LOS is explained in detail later in the rules.

You may form up or break apart your group into smaller groups at anytime during the turn when you are active or when forced by reaction.

*Example - Billy Pink, Char, and Dez are in one group. They are all within 4” of each other and can see at least one other member of the group. They get fired on and Char ducks back outside of 4” from Dez or Billy Pink. Although she can still see Dez or Billy she is now in her own group and will activate by herself. Later Billy moves to within 4” of her and she becomes part of the group and may immediately move with him.*

#### LEADERS

Each group will start the encounter with a Leader, usually your Star. The Leader provides the following benefits.

- The Leader allows for all figures in his group to activate when he does.
- Leaders lead! Leaders *that are in the front of a group* are allowed to apply Leader Die to certain Reaction Tests.
- A (LD) at the end of some Reaction Tests or a LD in the top left corner of any applicable Reaction Test designates this.
- To use Leader Die throw 1d6 and *compare the result to the Rep of the Leader*. If the result is *pass 1d6* then this may be added to the reaction results of the figures in the group.

*Example – A squad of soldiers wishes to take a Wanting to Charge test. The Leader has a Rep of 4 and 1d6 is thrown. The score is a 3 so the result is pass 1d6. This is now added to the results of the other figures taking their tests. The squad, all Rep 4, rolls 2d6 and scores a result of 3 and 6. This means that they normally would have passed 1d6. But adding the one passed d6 from the Leader Die means the squad actually has passed 2d6.*

#### REPLACING LEADERS

In real life there will always be someone in charge of a group. If the actual Leader is disabled or leaves someone will always “step-up” and replace him. So when a Leader becomes disabled or leaves the group the non-Leader figure with the highest Rep in the group is considered to be the Leader. In case of a tie the player may designate the Leader. The new figure now takes over the functions and abilities of a Leader.

*Example – The group comes under fire and the Leader is disabled. The group now takes the Leader Lost Reaction test and passes 2d6. The highest Rep figure in the group is now the Leader.*



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# ALL THINGS ZOMBIE – “BETTER DEAD THAN ZED!”

## RULES OF WAR

Now let's go over the rules as you will use them during the game. Note that we will be covering rules for humans. Zombies will be covered afterwards in their own section (page 29).

### TURN SEQUENCE

ATZ is played in turns with one side activating first followed by the other. Although encounters can last an unlimited number of turns, each turn follows a strict sequence.

- At the start of the game pick 2d6 of different colors.
- Designate the humans as one color and the zombies as the other color.
- Roll these two dice at the same time to start each turn. This is called rolling for Activation.
- If the die scores are the same (doubles) re-roll them. In some circumstances you may have an event triggered by the doubles being rolled. These are covered in the appropriate sections later in the rules.
- If the die scores are not doubles then read each die individually. The higher score determines which side is *active* and will activate its groups first.
- The die score also determines which Rep or higher group the corresponding side may activate. Groups activate from the highest to the lowest Rep following the Order of Activation (page 11).

*Example: A human 4 and a zombie 3 are rolled. The human side scored higher so it activates first. The human player may activate only groups that are led by a Rep 4 or higher Leader.*

- After the first group completes all its actions and any reactions that it caused have been resolved, the active side is allowed to proceed to its next group.
- After all of one side's eligible groups have activated, the other side may activate one group at a time under the above Rep restriction and continue to do so until all eligible groups have been activated.

*Example: A human 4 and a zombie 3 were rolled. The human side has finished activating all the groups he wanted to. It is now the zombie's turn. The zombies may activate only zombies that are Rep 3 or higher, or grouped with a Rep 3 or higher Leader. As all zombies are rep 4 they can all activate!*

- After both sides have moved all of their eligible groups the turn is over and Activation dice are rolled again.
- When more than two human sides play just add additional colored die to the Activation roll. Any dice rolling doubles means those sides may not activate but the other sides may. If all dice roll the same number, simply re-roll.
- When all players want to play against each other then keep only the original 2d6. When the human side activates each player rolls 1d6 activating from highest to lowest die score.

Now we will explain the rules in the order that they will occur during the game turn. Let's start with actions.

## ACTIONS

When a character is *active* he may voluntarily do one of the following actions.

- Move up to full distance and fire if desired, at any time during his move. A character may always fire once when active, called active fire, regardless of any firing called for due to a reaction result.

*Example – Billy Pink walks around a corner and triggers an In Sight test. During the interaction he returns fire due to a Reaction Test. Later he continues his move and decides to active fire at another enemy.*

- Stay in place, changing the way he is faced if desired, and fire.
- Charge into melee in lieu of taking active fire.

## ORDER OF ACTIVATION

When a side is active it must activate its groups in the following order.

- Highest Rep currently *carrying on*. If tied then...
  - Those that will not move but may fire.
  - Those that will move but may fire.
  - Those recovering from duck back or rally.

## ALL THINGS ZOMBIE – “BETTER DEAD THAN ZED!”

### MOVEMENT

There are two types of movement, voluntary, when the group is *active*, and involuntary when caused by a Reaction Test.

#### NORMAL MOVEMENT

Normal movement is 8" for *most* figures. When there is a different movement rate it will be noted.

#### FAST MOVEMENT

If desired a figure may attempt to move at a faster speed than normal. Rolling 2d6 versus the Rep of the figure then consulting the Fast Movement Test does this.

*Example – Billy Pink (Rep 5) decides to have the group take a Fast Move test. He rolls 1d6 versus his Rep of 5 but scores a 6 so fails his Leader Die. The group tosses 2d6 and scores a 5 and a 4. Billy passes 2d6 and moves 16". Dez (Rep 4) passes 1d6 and moves 12". Char (Rep 3) passes 0d6 and moves only 8". As Char did not move over 8", she is not considered to be fast moving.*

#### GOING PRONE

Figures may choose to go prone at anytime during their turn. This ends their movement. To regain their feet takes half of their movement distance.

Figures may fire immediately after going prone or prior to regaining their feet if desired.

*Example – Char moves 8" and declares that she is going prone. The figure is laid down and she can now fire if desired.*

#### INVOLUNTARY MOVEMENT

Figures may be forced into involuntary actions or movement due to the results of a Reaction Test. The procedures for taking a Reaction Test will be described later. However, the possible involuntary actions and moves are as follows.

**Duck Back** – Move to the nearest cover within 6". This can be in any direction, even forward. If no cover available within 6" then drop prone in place, ending your turn. Figures in Duck Back cannot see or be seen by the cause of the test.

**Halt** – Cease movement or not move at all.

**Hunker Down** – Stay in cover or move to nearest cover within 12". If no cover available within 12" then drop prone in place, ending your turn. Remain in place not doing anything until rallied. Hunker Down in cover cannot see or be seen by the figure that caused the test.

**Retire** - Move to the nearest cover within 12" away from the cause of the test, even if already in cover. If no cover available within 12" then drop prone in place, ending your turn. Remain Hunkered Down until rallied or forced to retire again. Those that have retired and not been rallied from Hunker Down at the end of the encounter have run away!

*Example – Billy Pink and Dez are fired on. Billy scores a duck back so moves to the nearest cover, which is 3" towards the shooter. Dez scores a result of retire and moves away from the shooter to the closest cover, ducks down, and now will hunker down until rallied by Billy or Char.*

### REACTION

This section covers the heart of the Two Hour Wargames system. It is called the Reaction System. Figures will take Reaction Tests during the game when called upon to do so. Reaction Tests reflect how a figure will perform when under physical, mental, or emotional stress during the fight.

All of the tests are grouped together on the Reaction Tests Table in the rear of the book.

#### HOW TO TAKE A REACTION TEST

To take a Reaction Test roll 2d6 for each group and apply the die scores to each figure in the group separately. This means that some figures taking the test in the same group could pass 2d6, 1d6, or 0d6 for the same test.

#### TYPE OF REACTION TESTS

There are a variety of Reaction Tests used in ATZ. Here's a list and when they are taken.

**FAST MOVE** – Taken when a figure wants to move farther than its normal move distance.

- Taken only when active.

**IN SIGHT** – Taken by a figure when an enemy starts out of that figure's sight and enters into that figure's sight.

- Taken only when inactive.

## ALL THINGS ZOMBIE – “BETTER DEAD THAN ZED!”

**RECEIVED FIRE** – Taken by a figure that is shot at but not hit and by any figure within 8” and able to see the figure that was fired on.

- Taken when active or inactive.

**WANTING TO CHARGE** – Used when a figure can see an enemy and wishes to charge it.

- Taken only when active.

**BEING CHARGED** – Taken by a figure that is being charged and any figure within 4” of the charged figure that can see at least one of the charging figures. Does not have to be the target of the charge.

- Taken only when inactive.

**RALLY** – Taken by a figure that has *hunkered down* and wishes to return to the fight. Applied to all Hunkered Down figures within 4” of the figure trying to rally them.

- Taken only when active.

**MAN DOWN** – Taken by any figure that sees a friendly figure within 4”, of equal or greater Rep, go down from fire or melee. Taken whether the friendly is stunned, out of the fight, or obviously dead. Replaces the Received Fire that would have been caused by the figure fired on.

- Taken when active or inactive.

**LEADER LOST** – This test replaces the Man Down test when the man down is the Leader of the group. Taken exactly like the Man Down test.

- Taken when active or inactive.

**RECOVER FROM KNOCK DOWN** – Taken immediately when a figure is knocked down.

- Taken when active or inactive.

## TAKING THE TESTS

Let's look closer at each Reaction Test.

### FAST MOVE

Covered in the Movement section of the rules (page 12).

### IN SIGHT

Taken by a figure when an enemy starts out of that figure's sight and enters into that figure's sight. Also includes figures that pop up from duck back.

The In Sight is taken as soon as the figure comes into view. If more than one figure is in a group that is moving into sight then the test is taken after all the figures that wish to move have done so and have moved no more than 2”.

### IN SIGHT OR NOT

Figures are always either in sight of an enemy figure or not.

A figure is in sight when –

- The enemy figure can trace a line of sight to that figure. This still applies even if that figure is in cover or concealed.

A figure is not in sight when-

- It cannot be seen because of intervening terrain. Figures ducked back or hunkered down fall into this category.
- It cannot be seen due to weather or light restrictions such as being farther than 12” from the enemy at night.

*Example – Billy Pink is inactive and behind a building. Gweedo is on the other side and not in sight. Gweedo is now active, moves up to the corner of the building, and can now be seen by Billy. Gweedo is considered to be In Sight. Billy takes the In Sight test, passes 2d6 and fires.*

### RECEIVED FIRE

Used when a figure is fired on.

*Example – Billy Pink is shot at. Char and Dez are within 8” and can see Billy. They all take the test. 3d6 are tossed; the 2d6 for the group and 1d6 for Billy's Leader Die and 1d6 is passed. The results are applied to each figure individually.*

# ALL THINGS ZOMBIE – “BETTER DEAD THAN ZED!”

## WANTING TO CHARGE

Used when the figure wants to move into melee with the enemy. All or some of a group may charge if desired.

*Example – Billy, Char and Dez are in the same group. Billy and Char want to charge while Dez stays put and provides fire. They roll 2d6. Billy passes 2d6 while Char passes 1d6. They both are allowed to charge. Dez fires before her friends move.*

## BEING CHARGED

When figure is being charged, this test is taken when the charger is 4” from contact. If the figure being charged retires, the charger continues its move to the spot that was vacated.

*Example – Char charges Carlos. Carlos takes the Being Charged Test and passes 2d6 so will fire then melee with Char. Char must take a Received Fire test if she is not hit by Carlos’ fire.*

## RALLY

Used when figure is *hunkered down* and wants to return to the fight. May only be taken when a Leader or other friend comes within 4” of the figure.

*Example – Dez is behind cover and hunkered down. Char moves to 3” away from her and Dez rolls 2d6 to Rally. She passes 0d6 and remains hunkered down. Later in the turn Billy Pink attempts to rally Dez. 3d6 are rolled this time as Billy can add his Leader Die. Dez passes 1d6 and rallies.*

## MAN DOWN

Used when someone goes down from fire or melee whether the down figure is stunned, out of the fight, or obviously dead.

*Example – Dez is hit by fire and is stunned. The group rolls 2d6. Both Char and Billy are within 4” and sight of Dez but only Char has the results applied to her as Billy has a higher Rep than Dez. Dez being hit eliminates the need to take the Received Fire test.*

## LEADER LOST

Used whenever the Leader of the group goes out of the fight or obviously dead. This replaces the Man Down Test.

*Example – The group comes under fire and the Leader goes down. The group now takes the Leader Lost Reaction Test and passes 2d6. When the Leader is out of the fight or obviously dead the figure with the highest in the group Rep now becomes the new Leader.*

## RECOVER FROM KNOCK DOWN

Used immediately when the figure has been knocked down by ranged weapons fire or in melee.

*Example – Dez takes a hit and goes down. She rolls 2d6 on the Recover From Knock Down Test, passes 2d6, and is stunned.*

## HEROES ALL

Whenever double ones (snake eyes) are rolled for any of the following Reaction tests, this means the figure will go into *hero mode*.

- Received Fire
- Wanting To Charge
- Being Charged
- Man Down
- Leader Lost

This means they will always pass 2d6 whenever they have to take any of the listed tests for the rest of the game.

Which figure? Simply roll 1d6 for each figure and add the score to its Rep. High score (or scores if a tie) mean that or those figures “go hero”.

*Example – Char takes a Man Down test and passes 2d6 with snake eyes. She is now in hero mode. Later Char wants to charge and does so without needing to roll.*

# ALL THINGS ZOMBIE – “BETTER DEAD THAN ZED!”

## REACTION TEST STATUS AND ACTIONS

Here we will explain the terms found on the Reaction Tests Table.

**CARRY ON** – The figure is in good order and can act and react as desired. A figure is considered to be *carrying on* if it is *not* doing any of the following.

- Stunned
- Obviously Dead
- Out of the Fight
- Ducked Back
- Retire
- Hunkered Down

**DUCK BACK** – Move to the nearest cover within 6”. This can be in any direction, even forward. If no cover available within 6” then drop prone in place, ending your turn. Figures in Duck Back cannot see or be seen by the cause of the test.

**HALT** – Cease movement or not move at all.

**HUNKER DOWN** – Stay in cover or move to nearest cover within 12”. If no cover available within 12” then drop prone in place, ending your turn. Remain in place not doing anything until rallied. Hunker Down in cover cannot see or be seen by the figure that caused the test.

**OBVIOUSLY DEAD (OD)** – The wound is so severe it is obvious that the character is dead.

**OUT OF THE FIGHT (OOF)** – The figure is wounded and cannot continue the battle. He cannot move on his own and may be retrieved by others.

**RETIRE** – Move to the nearest cover within 12” away from the cause of the test, even if already in cover. If no cover is available within 12” then drop prone in place, ending your turn. Remain Hunkered Down until rallied or forced to retire again. Those that have retired and not been rallied from Hunker Down at the end of the encounter have run away!

**SNAP FIRE** – Stop in place and fire rushing the shot and at full Target rating.

**STUNNED** – Figure may not act or react until recover. Figure recovers by spending one full turn of activation doing nothing except regaining feet.



Courtesy of Mega Minis

## RANGED WEAPONS

There are two ways to inflict damage in ATZ. The first way is through ranged weapons fire and the other is through hand-to-hand combat or melee. Trust me on this. Melee is considered to be a last resort.

Each weapon is defined by type and in some cases weapons have been lumped into broader categories. Weapons are defined by four characteristics.

**Type** – What they are

**Range** – The range listed for every weapon is its effective range or *the range that the firer feels he has a reasonable chance of hitting the target*.

**Targets** – The maximum number of d6 rolled when fired by the character. Each d6 has the potential to do damage to a target and any or all dice may be applied to one or more figures. Also defines the “spread” of the weapon in inches. Note that some weapons may roll less d6 than their Target rating and this info is found on the Weapons Table (page 16).

*Example – A submachine gun with Target of 3 may fire at up to three targets in a three-inch width.*

**Impact** – The damage a hit from the weapon may do.

# ALL THINGS ZOMBIE – “BETTER DEAD THAN ZED!”

## LIST OF WEAPONS

**ASSAULT RIFLE (AR)** – ARs have a range of 48”, Target of 3, and an Impact of 3.

**BA PISTOL (BAP)** – Big A\$\$ pistols have a range of 12”, Target of 2, and an Impact of 2.

**BOLT ACTION RIFLE (BA) (SNIPER RIFLE)** – Rifles have a range of 48”, Target of 1, and have an Impact of 3.

**FLASH BANG GRENADE (FBG)** – The FBG has a range of 6”, Target of 12” blast circle, and a special procedure for doing damage.

**MACHINE PISTOL (MP)** – MPs have a range of 12”, Target of 3, and an Impact of 1.

**PISTOL (P)** – Pistols have a range of 12”, Target of 2, and an Impact of 1.

**SEMI-AUTOMATIC RIFLE (SA)** – Semi – automatic rifles have a range of 48”, Target of 2, and an Impact of 3.

**SHOTGUN (SG)** – Shotguns have a range of 12”, Target of 3, and an Impact of 2. They also use the following rule.

- When firing the shotgun the shooter will roll 6d6 instead of 3d6.
- He counts only the best three scores for damage.
- He counts all six d6 rolled for purposes of *tight ammo and for generating zombies*.

*Example – Jim Bob Joe fires at three targets. He scores a 1, 1, 2, 4, 5 and 6. He counts the 4, 5 and 6 for hitting the target. He counts the two ones for tight ammo purposes so he is out of ammo and all six d6 for generating zombies.*

**SQUAD AUTOMATIC WEAPON (SAW)** – The SAW has a range of 48”, Target of 4, and an Impact of 3.

**SUBMACHINE GUN (SMG)** – Submachine guns have a range of 24”, Target of 3, and an Impact of 1.

WEAPONS TABLE

RANGED WEAPONS	RANGE	TARGETS	IMP
Assault Rifle	48	1 or 3	3
BA Pistol	12	1 or 2	2
Bolt Action Rifle	48	1	3
Flash Bang Grenade	6	12” blast circle	NA
Machine Pistol	12	3	1
Pistol	12	1 or 2	1
Semi-Automatic Rifle	48	1 or 2	3
Shotgun	12	3 (6)	2
Squad Automatic Weapon	48	4	3
Submachine Gun	24	3	1

## OUTGUNNED

When firing, some weapons are perceived to have greater firepower than others. This is called their Outgunned Ranking.

- If a figure shoots with a weapon with a higher Outgunned Ranking than what the target has or if the target cannot shoot back due to range or being out of ammo, then the target is *outgunned*. The target will take the Received Fire test but cannot score better than duck back.
- Note that Stars, chargers, those only armed with a melee weapon, and those retrieving wounded will never count as being outgunned.

## Na Outgunned Rankings

*Stars, retrieving wounded and chargers are never outgunned.*

OUTGUNNED RANKING	WEAPON TYPE
5	Flash Bang Grenades.
4	SAW
3	Target 3 weapons.
2	Target 2 weapons.
1	Target 1 weapons.
0	Those that may not return fire or are out of range.



# ALL THINGS ZOMBIE – “BETTER DEAD THAN ZED!”

*Example – Billy has an assault rifle (OR 3) but is out of ammo. He is fired on by Slag who is using a semi-automatic rifle. Billy takes the Received Fire test and passes 2d6. Although Billy has a higher OR weapon, he cannot fire because he is out of ammo, so must duck back instead.*

## TIGHT AMMO

Ammo in All Things Zombie is pretty much unlimited. However, there still is a chance that the weapon may temporarily run out of ammo or jam and must be reloaded or cleared. To represent this down time, anytime a weapon is fired count the number of *ones* that are rolled. If two or more *ones* turn up the weapon is out of ammo and may not be fired until one turn of activation is spent reloading it. Figures reloading weapons may not exceed their normal move.

The weapon is considered out of ammo after all d6 have been applied.

*Example – Carlos fires with a SAW and rolls a 1, 1, 4 and 5. He scores two hits with the 4 and 5 after which the two “ones” mean he is out of ammo.*

## SWITCHING WEAPONS

You can switch weapons anytime during your activation but still may only take one active fire. However, you may fire in reaction if called for.

*Example- Nicholas is active. He fires his Submachine Gun and runs out of ammo. He then decides to pull out his pistol and keep walking. He turns a corner, makes an In Sight Test and fires with his pistol.*

## FINDING MORE WEAPONS

Most humans start with one weapon. You can find more weapons by searching buildings...or taking them from other humans.

## SHOOTING

Shooting a weapon and hand-to-hand combat are distinctly different ways of inflicting damage. This is reflected by the different game mechanics used in ATZ to represent them.

## LINE OF SIGHT

To shoot something you must first be able to see it. Figures are only able to see things in their front facing. The front facing is defined as 90 degrees to the left and right of the way the figure is facing (page 4).

A straight line from the shooter to the target is called a Line of Sight or LOS. Line of Sight extends across the whole table and is blocked only by friendly figures, terrain, buildings, and sometimes weather.

- In nighttime the LOS is reduced to 12”. However, targets in a well-lit area will count LOS as normal for those firing at them.
- In pre-dawn and evening the LOS is reduced to 18”. However, targets in a well-lit area will count LOS as normal for those firing at them
- LOS in woods or rough terrain is reduced to 12” in the daytime and 6” at night. If the figure is at the edge of the woods then it may see and be seen from outside the woods.
- LOS in inclement weather (fog, heavy rain, etc.) is reduced to 12” in the daytime and 6” at night.

## RESOLVING FIRE

Fire continues between two or more figures until one side is unable to return fire. This can happen for the following reasons.

- Run out of ammo by rolling two or more *ones*.
- The weapon can only fire once per turn.
- One side has ducked back.
- One side has retired.
- One side has been hit by fire.

It is common for figures to fire multiple times in one turn.

*Example – Char fires her BA pistol at Carlos and misses. Carlos takes the Received Fire test. Carlos returns fire with his SMG and misses as well. Char takes the Received Fire test and passes 2d6. Normally she should return fire but instead Char will duck back as she is outgunned.*

# ALL THINGS ZOMBIE – “BETTER DEAD THAN ZED!”

## TARGET SELECTION

A figure may fire at up to one target per point of Target rating of the weapon. The targets must be in the spread of the weapon to be fired at.

Before firing the shooter must declare how many shots will go onto each target. It is possible for one target to have multiple hits.

Roll the dice and arrange the dice from the highest to the lowest.

Apply the dice to the targets as stated prior to shooting with the highest d6 on the first target.

*Example – Carlos fires his SAW at Dez and Char. He declares to fire 1d6 at the first target, Dez, and the rest at Char. Carlos rolls a 3, 5, 1 and 2. The d6 are laid out from high to low (5, 3, 2, and 1). The 5 will be applied to Dez and the rest applied to Char.*

## SHOOTING A WEAPON

First establish a LOS between the shooter and the target figure. Then-

- Roll 1 to 4d6 depending upon the Target rating of the weapon and add them individually to the shooter's Reputation.
- Compare these totals individually to the Ranged Combat Table.

Target	Ranged Combat (1d6 + Rep)
A result of two or more “ones” means out of ammo.	

1D6 + REP	RESULT
3 to 7	Miss.
8	Target concealed – miss. Target in cover – miss. Target prone – miss. Target moved fast – miss. Shooter moved fast – miss. Shooter is snap firing - miss. Second or higher target – miss. Otherwise – hit.
9	Target in cover – miss. Shooter moved fast – miss. Shooter is snap firing - miss. Third or higher target – miss. Otherwise – hit.
10+	Hit.

**MISS** – The target was missed but must immediately take a Received Fire Test.

**HIT** – The target was hit and damage must be determined.

**CONCEALMENT** – If the target is behind an obstruction that can conceal it but cannot stop a bullet it was missed.

**COVER** – If the target is behind a solid obstruction that can stop a bullet it is in cover and was missed.

**PRONE** – If the target is prone it was missed.

**TARGET MOVED FAST** – If the target passed a Fast Move test with 2d6 or 1d6, the target was missed.

**SHOOTER MOVED FAST** – If the shooter passed a Fast Move test, with 2d6 or 1d6, the target was missed.

**SHOOTER IS SNAP FIRING** – Shooter rushed his shot and the target was missed.

**SECOND (THIRD) OR HIGHER TARGET** – If the target was the second (third) or higher target shot at by the same shooter then it was missed.

**OTHERWISE** – If none of the circumstances apply the target was hit.

*Example - Billy Pink fires his BA pistol at Carlos who is in cover. Billy rolls a 3 and 6. Adding each one individually to his Rep of 5 he scores an 8 (miss because Carlos is in cover) and an 11 (hit).*

## DETERMINING DAMAGE

Each time a figure is hit the shooter must roll on the Ranged Combat Damage Table. Roll 1d6 and compare the score to the Impact of the weapon.

### 1 Ranged Combat Damage Table (1d6 per each hit)

SCORE	RESULT
“1”	Target Obviously Dead
Impact or less but not a “1”	Target is Out of the Fight.
Higher than Impact	Target is knocked down and immediately takes Recover From Knock Down Test.

## ALL THINGS ZOMBIE – “BETTER DEAD THAN ZED!”

*Example – Billy Pink has hit Carlos with his BA pistol. Billy rolls 1d6 and scores a 3. This is higher than the Impact of 2 so Carlos is knocked down and must take the Recover From Knock Down Test. Carlos passes 2d6 and is stunned.*

### AUTO-KILL OR CAPTURE

If an active figure comes into physical contact with a stunned or out of the fight figure he may choose to either automatically dispatch the figure or instead capture him (tie up, etc.)

*Example – Billy Pink activates and runs up to the stunned Carlos and chooses to dispatch him. He must still roll the minimum d6 for his weapon or melee Carlos, who will count 0d6 in melee.*

### FIRING TWO WEAPONS AT ONCE

It is possible to use two pistols, BA pistols, machine pistols or any combination of any at the same time. This results in more firepower but at the cost of reduced accuracy. Figures doing so will count each weapon as snap firing when doing so.

### PITIFUL SHOT

Rep 3 figures and only Rep 3 figures are allowed to use the *pitiful shot* rule. Whenever a Rep 3 fires and rolls a six but still cannot hit the target, such as when a target is in cover, he is allowed to roll 1d6 again. If the score is equal to or less than his Rep (3) then a hit is scored. Otherwise, treat the result as a Miss requiring the target to take a Received Fire Test.

*Example – Char (Rep 3) fires at Willie who is in cover. She scores a 6 but still cannot score a hit. She uses the Pitiful Shot rule and rolls another 1d6 and scores a 2. Willie has been hit.*

### FLASH-BANG GRENADE (FBG)

This non-lethal weapon is designed for engaging multiple targets at the same time and was made popular by SWAT teams.

- All humans in the blast circle and looking in the direction of the grenade are affected. When the grenade goes off each target must roll 2d6 versus their Rep and consult the Flash Bang Results Table.

- Victims of Flash-Bang Grenades will always recover after the battle as if passed 2d6.
- Zombies in the blast circle, whether facing the direction of the flash, will halt in place and lose one turn of activation.

### THROWING GRENADES

Flash-bang grenades can be thrown up to 6". Simply nominate the spot the grenade is to land, roll 2d6 versus the thrower's Rep, and consult the Throwing Grenade Table.

## 2 THROWING GRENADE TABLE

(Taken vs. Rep)

# DICE PASSED	RESULT
Pass 2d6	<ul style="list-style-type: none"> <li>• Grenade lands on the nominated spot. Test for damage.</li> </ul>
Pass 1d6	<ul style="list-style-type: none"> <li>• If the thrower can see the nominated spot or the grenade is being dropped over a wall, rolled into a doorway, or similar it lands on the nominated spot. Test for damage.</li> <li>• If the thrower cannot see the nominated spot, such as behind cover or concealment, the grenade misses. The explosion however causes the target to take a Received Fire test counting outgunned.</li> </ul>
Pass 0d6	<ul style="list-style-type: none"> <li>• Oops! Grenade is dropped. All within the blast circle must roll their Rep or less on 1d6 to drop prone and escape damage. Otherwise roll for damage.</li> </ul>

*Example – Dez decides to toss a grenade at Carlos who is in cover behind a low wall. She is aiming for a spot beyond the cover that she cannot see. She rolls 2d6 versus her Rep of 4 and scores a 3 and a 6. She has passed 1d6 and misses. Carlos takes the Received Fire test and passes 2d6 but must duck back as the grenade outguns his SAW. Billy now runs up to the wall and drops a grenade over it. Billy also passes 1d6 but as he is dropping it over the wall and not throwing it the grenade hits. Carlos now rolls for damage.*

# ALL THINGS ZOMBIE – “BETTER DEAD THAN ZED!”

## HITTING WITH FLASH-BANG GRENADES

Once the grenade has landed on the nominated spot center a 12” blast circle template on it. Any figure within the circle may be affected.

Each target in the blast circle that can be affected now rolls 2d6 versus their Rep and checks the Flash Bang Results Table.

<b>2</b>	<b>FLASH BANG RESULTS TABLE</b> (Taken vs. Rep) <i>Zombies will halt in place losing one turn of activation.</i>
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# DICE PASSED	RESULT
Pass 2d6	• Target averts or covers up eyes and ignores blast. Does not take a Received Fire test.
Pass 1d6	• Target is stunned.
Pass 0d6	• Target is knocked down and immediately takes Recover From Knock Down Test.

*Example – Billy dropped the grenade behind the wall and Carlos was in the blast template. Carlos rolls 2d6 and scores a pass 1d6 versus his Impact of 4. Carlos is stunned.*

## “WHO’S GOT THE GRENADE?”

This rule eliminates the need for bookkeeping where grenades are concerned. So long as grenades are available to that force, whenever a figure needs to use a grenade, it is assumed to have one. It is not necessary to keep track of where the grenades are on an individual basis. Yes, it’s *fudging* but it makes the game move more quickly!

## MELEE

When figures come into contact they can enter into melee or hand-to-hand combat. Melee is a very “dicey” situation. Before entering melee please remember that you have a gun!

## MELEE WEAPONS

There are three categories of melee weapons.

- **One Handed Weapons (HW)** – Those used with one hand such as a machete. These have an Impact of 2.
- **Two Handed Weapons (THW)** – Those requiring two hands to use such as an axe. These have an Impact of 3.
- **Improvised Weapons (IW)** – Improvised weapons are those not designed as weapons but will work in a pinch. These can be used with one hand, like a pipe, or with two hands, like a baseball bat. Improvised weapons will count one Impact less than the corresponding real weapons.

## CHAIN SAW (CW)

Here’s a cute little special weapon for you adventurous types. What would a Zombie game be without a chainsaw? Swung with two hands these weapons are only used in melee and have an Impact of 4. It also allows the user a +3d6 in melee. However, there are a few drawbacks to chainsaws.

- Each time two “ones” are rolled the chainsaw has stalled and takes one turn to restart. This will require the use of the “The Car Won’t Start” rule (page 24).
- Each time three “ones” are rolled the chainsaw has run out of gas and cannot be used until it is refueled.
- *Be sure to count all the d6 that are rolled when it is being used, not just the 3 bonus dice!*

*Example – Jim Bob Joe (Rep 4) charges into combat with his trusty chainsaw. He rolls 7d6 for melee and scores two “ones”. The chainsaw functions during this round of combat, deals out damage, but it then has stalled and must be restarted when Jim Bob Joe becomes active.*

- Each turn the chain saw is running it will count as if 6 shots have been fired for attracting zombies. These are diced from the first

# ALL THINGS ZOMBIE – “BETTER DEAD THAN ZED!”

location of the user and not the ending location.

- Chain saws may only be found in houses in a rural area or in Retail “Box” stores. In both cases a score of 10 or higher must be rolled.

## HOW TO MELEE

Melee combat is carried out in the following manner.

- The charger has LOS to the target, then takes and passes the Wanting To Charge test.
- The target of the charge takes and passes the Being Charged test.
- Each figure in melee starts with d6 equal to their Rep.
- Each figure adds or subtracts d6 when any of the melee modifiers apply.
- Each figure then rolls their d6 discarding any result of 4, 5, or 6.
- Each figure then retains any result of 1, 2, or 3 and re-rolls them.
- This continues until one or both sides have zero d6 left to roll.
- Consult the Melee Combat Table and apply the results.
- When fighting against more than one figure the outnumbered figure must decide how many dice to apply to each attacker. If a figure splits d6 and is knocked out of the fight or obviously dead the melee immediately stops.

### Rep

### Melee Combat

(Taken vs. Rep)

+1d6 if have higher Impact weapon than opponent  
-2d6 if prone or attacked to rear  
-2d6 if retrieving wounded

A score of 1, 2, or 3 is a success  
A score of 4, 5, or 6 is a failure.

When fighting multiple attackers must divide d6

Continue rolling until one side has any successes or all sides have zero successes.

# SUCCESSES	RESULT
Score 2+ more successes	Enemy Obviously Dead.
Score 1 more success	Enemy Out of the Fight
No successes scored	Evenly matched. Remain in melee and when active may either break off the melee or continue the melee.

*Example – Billy Pink (Rep 5) and Carlos (Rep 4) are in melee. Billy has a two handed axe (Impact 3) and Carlos a small pipe (Impact 1).*

- Billy starts with 5d6 for his Rep. He has a higher Impact weapon adds 1d6. Billy rolls 6d6.
- Carlos starts with 4d6 for his Rep and no modifiers apply to him. Carlos rolls 4d6.
- Bill rolls a 1, 2, 3, 4, 6 and a 6. He keeps the 1, 2, and 3 and discards the 4, 6 and 6. He will re-roll 3d6.
- Carlos rolls a 1, 4, 4 and 6. He keeps the 1 and discards the 4, 4 and 6. He will re-roll 1d6.
- Billy rolls 3d6 and scores a 1, 2 and 6. He keeps the 1 and 2 and discards the 6. He will re-roll 2d6.
- Carlos rolls 1d6 and scores a 1. He keeps the 1 and will re-roll 1d6.
- Billy rolls 2d6 and scores a 1 and 3. He will re-roll 2d6.
- Carlos rolls 1d6 and scores a 5. He tosses the 5 and has zero d6 to re-roll.
- Billy has won the melee with 2 more successes so Carlos is obviously dead.

# ALL THINGS ZOMBIE – “BETTER DEAD THAN ZED!”

## BREAKING OFF MELEE

Anytime a figure that is locked in melee becomes active it may choose to end the melee by moving at least 1" away from the enemy. He can do this unless blocked by terrain such as when having a back to the wall. Once the melee has been broken off the other side will take an immediate In Sight Test and will carry out the result.

*Example – Both Carlos and Char have scored zero successes previously so they are locked in melee. Char activates first and breaks off the melee by moving 6" away. Carlos takes an In Sight Test and passes 1d6 and can fire at Char but taking a snap fire.*

## RETRIEVING WOUNDED

When a figure is retrieving wounded figures it will behave as follows:

- Figures can voluntarily choose to retrieve wounded figures.
- In addition, any figure that scores a pass 2d6 or 1d6 result on a Reaction test and must duck back will first retrieve any wounded figure within 4". He will then duck back even if it requires exceeding its normal move. Those scoring a result of pass 0d6 and must duck back will not retrieve wounded figures.
- Any active figure may pick up a wounded figure and continue moving its remaining normal move.
- When retrieving the wounded figures may only fire weapons used with one hand and always count as snap firing.
- Figures charged while retrieving wounded may drop the wounded or keep them but suffer a -2d6 penalty while in melee. If they drop the wounded they may not recover them until next active.
- Those retrieving wounded are never outgunned.

*Example – Billy Pink scores a result of duck back by passing 1d6. Char is within 4" of Billy so he is allowed to move to her, pick her up, and then move to cover and duck down even if exceeding his normal move.*

## RECOVERY

Players may check to recover characters that are out of the fight or have run away at two different times. The first is during the encounter. The other is after the encounter and the characters are in a safe and secure place.

### DURING THE ENCOUNTER

During the encounter any carrying on character may move adjacent to an out of the fight character and see if it can recover. Rolling 2d6 versus the Rep of the out of the fight character, on the activation following contact, does this.

**2**

### RECOVERY TEST

*(Taken versus Rep)*

*+1d6 if doctor is in contact with the OOF character.*

*"6" is always a failure*

# D6 PASSED	RECOVERY DURING THE ENCOUNTER
Pass 2d6	<ul style="list-style-type: none"><li>• Out of fight regains consciousness and returns at normal Rep</li></ul>
Pass 1d6	<ul style="list-style-type: none"><li>• Out of fight regains consciousness and returns at normal Rep if in contact with nurse or similar.</li><li>• Otherwise out of fight character remains out of fight the rest of the encounter.</li></ul>
Pass 0d6	<ul style="list-style-type: none"><li>• Out of fight character remains out of fight the rest of the encounter.</li></ul>

### RECOVERY AFTER THE ENCOUNTER

After the encounter is over and you are in a safe and secure place each character that scored a result of out of the fight or retires and did not rally must roll 2d6 versus its Rep to see if it returns to the group.

# ALL THINGS ZOMBIE – “BETTER DEAD THAN ZED!”

**2**

## RECOVERY TEST

*(Taken versus Rep)*

+1d6 if doctor is in contact with the OOF character.

*“6” is always a failure*

window. Exiting through a window will end their move but they can still shoot.

*Example – Char can move 12” as she passed 1d6 on a Fast Move test. She moves 6” to the door, subtracts 2” for passing through the door, and continues 4” more.*

# D6 PASSED	RECOVERY AFTER THE ENCOUNTER
Pass 2d6	<ul style="list-style-type: none"> <li>Out of fight regains consciousness and returns at normal Rep.</li> <li>Retired and not rallied will return.</li> </ul>
Pass 1d6	<ul style="list-style-type: none"> <li>Out of fight regains consciousness and returns at normal Rep if nurse or similar present.</li> <li>Otherwise out of fight regains consciousness and returns at one Rep lower.</li> <li>Retired and not rallied will return but at one Rep less.</li> </ul>
Pass 0d6	<ul style="list-style-type: none"> <li>Out of fight characters die.</li> <li>Retired and not rallied never return.</li> </ul>

## MOVEMENT INSIDE BUILDINGS

Movement in buildings is at normal speed and always counts cover for any figures that are inside. This does not include those that have entered the building and are considered to have triggered an In Sight test while in the doorway. Moving through interior doors is as outlined above.

Movement between levels whether up or down costs half the move distance.

*Example – Jim Bob Joe starts his turn on the first floor. He dices for a Fast Move and passes 1d6. He spends 6” of movement going up to the next floor.*

## BARRICADING DOORS AND WINDOWS

If desired players may choose to barricade doors and windows. To do so there must be adequate materials at hand to do it (1-2) or the players must go to a hardware store or similar. This die roll is only done once!

Once the materials have been gathered it will take the player one turn of activation to increase the “Rep” of a barricaded door or window by one.

- The maximum Rep of a barricaded window is 3.
- The maximum Rep of a barricaded door is 4.
- Those encountering barricaded windows or doors will *fight the window or door in melee*. When a result of out of the fight or worse is scored on the window or door it has been busted out and the character may enter or exit through it when next active.

## TRAILERS AND CARGO CONTAINERS

Treat any cargo trailer or container as if it were a retail store (page 48). This is in regards to possibly containing loot, humans, or zombies. However, once you have successfully found an item in the cargo trailer that is all that can be found. Choose wisely!

## BUILDINGS

The type of material that a building is made from determines its Defensive Value or DV. Here is a list of Defensive Values for common buildings. *Any building hit by fire by a weapon with a higher Impact than the DV of the building will only count as concealment and not cover.*

**Tents** – Made of cloth or similar material and used for camping, counting as DV 1.

**Interior walls** – Usually sheet rock and frame counting as DV 2.

**Typical frame structure** – Made of wood or lightweight materials providing a DV of 2.

**Brick structures** – Sandbags or similar stacked to provide cover and have a DV of 3

## ENTERING AND EXITING BUILDINGS

Figures may enter or exit a building at a reduction of 2” if through a doorway and 4” through a

# ALL THINGS ZOMBIE – “BETTER DEAD THAN ZED!”

## VEHICLES

In this section we introduces vehicles to ATZ. When we speak of vehicles we include all non-military gasoline powered vehicles.

Characters can either start with a vehicle or find them during their travels. Not all vehicles will be in good working order, have gasoline, or be unoccupied.

Note that vehicles are noisy and attract attention so use them with this in mind.

The rules for vehicles are simple on purpose as the real Stars of the game are the characters. Feel free to increase the difficulty and detail if desired.

## WORKING OR NOT?

Before we get too in depth let's explain a few things about vehicles.

1 – In the first 30 days of the outbreak all vehicles will be operational.

2 – After day 14 there is a chance (1-2) that the vehicle will be out of gas. Those with fuel will have 1d6 Bash Value of fuel. This is explained in greater detail in the section called Resources (page 50).

3 – After day 30 there is a chance that the vehicle will be out of gas (1-4). Those with fuel will have 1d6 Bash Value of fuel.

4 – From the one-year anniversary of the outbreak and on there is a chance that the vehicle will be out of gas (1-5). Those with fuel will have 1/2d6 Bash Value of fuel.

5 – From the two-year anniversary of the outbreak there is a chance that the vehicle will be inoperable (1-3) and cannot be repaired.

6 – From the three-year anniversary of the outbreak and on there is a chance that the vehicle will be inoperable (1-5) and cannot be repaired.

## STARTING THE VEHICLE

1 - There is always a chance (1) that the keys are in the vehicle.

2 – If you find keys during an encounter it will usually (1-4) operate the vehicle that is adjacent to the building you found them in. Otherwise they may operate another vehicle found on the table using the “The Car Won’t Start!” rule (page 24).

3 – If no keys are to be found the character may try to start the vehicle by *hotwiring* it. This can be done by rolling 2d6 and scoring any doubles. Gangers and those with the Transporter Attribute are allowed to add 1d6 thereby increasing the chance of doubles being rolled. Each character may only try to hotwire a vehicle once.

## “THE CAR WON’T START!”

Whenever a character attempts to start a vehicle in certain circumstances there is a chance that it will not immediately start. The character rolls 1d6 whenever any of the following apply. On a score of 1-3 the vehicle starts. On a 4-6 it does not but it may be tried again next turn. Only one character may try to start a vehicle per turn.

- If the character has found the vehicle this encounter.
- If the character is directed to re-start the vehicle via a Lose Control Reaction test.
- If there are zombies within 12” of the vehicle and moving towards it.

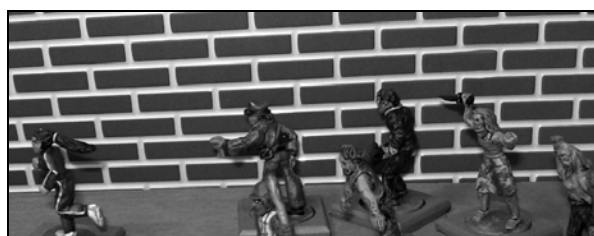
Once the vehicle has been started it may immediately be driven away.

## GETTING IN AND OUT OF VEHICLES

Characters may enter or exit a vehicle at a reduction of 2” through a door. If doing so from a window or diving in or out of a bed it will end their move but they can still shoot.

## GROUPS

All the passengers in a vehicle count as being in the same group. Any vehicles within 4” of each other are counted as being in the same group.



Courtesy of Mega Minis



# ALL THINGS ZOMBIE – “BETTER DEAD THAN ZED!”

## TYPES OF VEHICLES

Here's a list of vehicles that are used in ATZ.

### VEHICLE LIST

TYPE	SPEED	TURNS	SEATS	BASH VALUE
ATV	18	3	2	1
Big Rig	12	1	6 /40	12
Bus	12	1	40	9
Motorcycle	24	3	2	0
Pickup Truck	18	1	3/8	5
RV	12	1	8/20	8
Sedan	18	1	6	5
Sports car	24	2	2	3
SUV	18	1	9	6

### VEHICLE DESCRIPTIONS

Here's a brief description of each vehicle type. If your vehicle is not listed use the one that is closest to what you have,

- **ATV** – Those little all terrain vehicles that look like a car and motorcycle had offspring.
- **Big Rig** – Big truck that may or may not have an enclosed box trailer on the back. Six in the cab and at least forty in the trailer. Treat the trailer as a building when opening it up.
- **Bus** – Large bus either used for public transit or school.
- **Motorcycle** – Nice and easy to maneuver between things but not much protection. Carries up to two people, one driver, and one passenger.
- **Pickup Truck/Van** – Extended cab, light pick up, whatever has a cab and bed falls into this group. Three in the cab capacity and eight in the exposed rear. Includes closed vans where the riders in the rear are covered.
- **RV** – Varies in size but usually can hold between eight and twenty. Real comfortable ride and can be used as a makeshift camp.
- **Sedan** – Your basic four or two door, nice, sedate automobile. Usually has room for six occupants.

- **Sports car** – Any jazzy “chick magnet” hot little number. You know what I mean. Holds two and runs like hell.
- **SUV** – Sort of like a small bus with speed. Seats up to nine in three rows of three.

### DEFINING THE VEHICLE

All are defined by the following characteristics. They are:

**TYPE** – The type of vehicle it is.

**SPEED** – The normal speed, in inches, that the vehicle may move each turn of activation.

**TURNS** – How many times a vehicle may make up to a 90-degree change of direction when active.

**SEATS**– How many the vehicle can safely carry.

**BASH VALUE** – The relative size and Impact a vehicle will make on a character that gets hit by it.

## MOVEMENT

A vehicle may move up to its normal speed as specified on the Vehicle Table when active. If desired the driver may attempt to exceed this speed by rolling 2d6 versus his Rep and consulting the Driver Test. Be sure to note if the vehicle is moving on the road or cross country or off road. Vehicles may combine on and off road movement by prorating any distance used.

Vehicles are always assumed to be moving unless specified otherwise. Vehicles may enter the table at any speed.

### STARTING AND STOPPING

When the vehicle is stopped it may accelerate to half of its normal speed. A stopped vehicle may not use the Driver Test on the run that it begins moving.

When active a vehicle may reduce its speed by its normal speed. See the “Bootlegger Turn” (page 26).

### REVERSING DIRECTION

Anytime a vehicle wishes to move in reverse, it may do so at up to at ¼ of its maximum speed. The vehicle must have be stopped prior to moving in reverse. Motorcycles and ATVs cannot move in reverse.

## ALL THINGS ZOMBIE – “BETTER DEAD THAN ZED!”

### TURNING

Vehicles may turn (change direction up to 90 degrees) whenever desired during their movement. Each turn reduces the vehicle's speed by  $\frac{1}{4}$  of its current speed.

*Example- A SUV becomes active and moves 12 inches. The next activation he chooses to make a turn and changes direction by 45 degrees and moves only 9". The next turn the player decides not to turn the SUV but it still moves in a straight line 9" unless he decides to accelerate.*

Vehicles may not make a 90-degree turn at more than  $\frac{1}{2}$  their maximum speed. If they do the driver must take the Lose Control test.

#### “BOOTLEGGER TURN”

A bootleg turn is a radical driving maneuver intended to reverse the direction of travel of a forward-moving motorcycle, pickup truck, sedan, sports car, or SUV.

If performed correctly, the vehicle will enter a controlled skid, enter the opposite lane and turn completely around. In a perfect bootleg turn, the car will be at a complete stop at the end of the maneuver and ready to accelerate and depart in the opposite direction. Use the following procedure when trying the bootlegger turn.

- The player declares he is attempting the maneuver.
- The vehicle moves half its current speed.
- The driver takes the Lose Control test.
- If pass 2d6 then the vehicle comes to stop.
- It moves over one vehicle width in the direction of the turn and turns around 180 degrees facing the opposite direction at a complete stop ready to move normally when next active.
- If when taking the Lose Control test a result of pass 1d6 or 0d6 occurs then carry out the result listed.

### REACTION TESTS

This section covers all Reaction tests associated with vehicles.

**IN SIGHT** – Taken by the driver when an enemy character or vehicle starts out of that driver's sight and enters into the driver's sight. Includes those to the rear of the driver that could be seen via a rear view mirror.

- Taken only when inactive.

**RECEIVED FIRE** – Taken by the driver when the vehicle has been shot at but neither it nor the driver has been hit.

- Taken when active or inactive.

**VEHICLE CHARGE** – Used when the driver wishes to run over or into someone or thing with the vehicle.

- Taken only when active.

**VEHICLE CHARGED** – This is used when the driver of the vehicle is being charged by an enemy figure or enemy vehicle.

- Taken only when inactive.

**BEING RUN DOWN** – Taken by any character that is not in a vehicle and is the target of a charging vehicle.

- Taken only when inactive.

**LOSE CONTROL** – Taken by the driver as a result of a Reaction test.

- Taken when active or inactive.

# ALL THINGS ZOMBIE – “BETTER DEAD THAN ZED!”

## VEHICLES IN COMBAT

Vehicles can be involved in combat in a variety of ways.

### RUNNING DOWN PEDESTRIANS

The attacker follows the normal charge procedure.

- The driver takes the Vehicle Charge test.
- The target takes the Being Run Down test. Note that zombies do not take this test and always count as pass 0d6.

*Example – Billy Pink declares his intent to run down three zombies that are in his LOS and within range. He is using a Sedan with a Bash Value of 5. He takes the Vehicle Charge test and passes 2d6. He places the vehicle 3” from the targets. The zombies cannot take the Being Run Down test so count as passing 0d6. Billy hits them all but must take a Lost Control test for each one. Each zombie takes damage as if for an Impact 5 ranged weapon hit. Billy rolls a 1, 3, and 6. Two zeds are obviously dead while the third one is knocked down instead. Why did he survive? Having the resilience of Gumby pays off in a crash!*

Zombies may charge moving vehicles. Here’s how it’s done.

- Zombies moved into contact with the vehicle.
- Each one counts as passing 0d6 on the Being Run Down test.

### RAMMING VEHICLES

There may come a time when one character wishes to ram his vehicle into another vehicle. This is easy to do.

- The attacker declares his intent to collide.
- He takes the Vehicle Charge test.
- The target, if being charged 180 degrees to his front, will take the Vehicle Charged test.
- The target, if being charged from the rear does not take the test and his vehicle is automatically bashed into.

### BASHING

Show time! The vehicles are now going to bash into each other.

- Each side rolls 1d6 for each point of Bash value of their vehicle and consults the Bash Table.

### BV

### Bash Table

*(Taken vs. Bash Value of vehicle)*

+3d6 if “T-Bone” the target (strike it on the side)

A score of 1, 2, or 3 is a success

A score of 4, 5, or 6 is a failure.

Only roll all d6 once and count successes

# SUCCESSES	RESULT
Score 3+ more successes	Winner plows through enemy full remaining move distance. Loser checks Bash Damage Table
Score 2 more success	Winner strikes enemy solidly and continues ½ remaining move distance but takes Lose Control test. Loser checks Bash Damage Table
Score 1 more success	Winner glances off enemy and continues full remaining move distance but takes Lose Control test. Loser takes Lose Control test.
No successes scored	Vehicles just miss each other! Continue full remaining move.

# ALL THINGS ZOMBIE – “BETTER DEAD THAN ZED!”

## BASH DAMAGE TABLE

Bam! The vehicles have collided and it's time to assess the damage!

### 2 Bash Damage Table

(Difference in Bash Values)

*Rolled versus the difference in Bash Values between winner and loser but never less than “1”*

# PASSED D6	RESULT
Pass 2d6	Loser is struck with devastating result. Vehicle explodes and all inside obviously dead.
Pass 1d6	Losing vehicle will roll over and is irreparable. All inside or on will roll on the Ranged Combat Damage Table versus an Impact 3 weapon.
Pass 0d6	No appreciable damage. Loser takes Lose of Control test.

## SHOOTING AND VEHICLES

Players may fire at the driver, passengers or vehicles if they have a LOS.

### SHOOTING AT DRIVER OR PASSENGERS

Drivers and passengers will count cover if inside a vehicle and as fast moving if moving over 8". Driver and passengers will take the appropriate Reaction tests and respond accordingly.

- Drivers scoring a duck back or retire will move away from the cause of the threat.
- Hunker down drivers will attempt to leave the table.

### SHOOTING AT VEHICLES

There is a chance that a shooter can disable a vehicle with ranged weapons fire. This is done in the following way.

- Roll 1d6 and add the Target of the weapon to the result.
- If the result is an eight or higher then the vehicle has been hit and may possibly become disabled.
- Roll 2d6 versus the Impact of the weapon fired and consult the Disabled Vehicle Table.

## 2

### Disabled Vehicle Table

(Taken vs. the Impact of the weapon)

# PASSED D6	RESULT
Pass 2d6	Vehicle will roll over and is irreparable. All inside or on will roll on the Ranged Combat Damage Table versus an Impact 3 weapon.
Pass 1d6	Vehicle rolls to a stop reducing speed normally for type. The vehicle is inoperable but repairable. All inside or on are safe.
Pass 0d6	No effect. Driver takes Received Fire test.

## DRIVER DISABLED

If the driver of a vehicle becomes disabled for any reason then immediately take a Lose Control test but with only 1d6.

## ATTRACTING ZOMBIES

Vehicles make noise and noise attracts zombies. When a vehicle is running it can possibly attract zombies. This is done as follows.

- Mark the spot where a running vehicle starts the turn.
- Mark the spot that the running vehicle finishes the turn.
- Place 1d6 *representing 6 shots* on each spot.
- If attempting to start a vehicle and failing, place 1d6 *representing 6 shots* on the spot.

### CAR ALARMS

In addition there may be times when a car alarm goes off. In these cases place 1d6 *representing 6 shots* on the spot.

## ALL THINGS ZOMBIE – “BETTER DEAD THAN ZED!”

### ZOMBIES

Now that we've explained humans let's talk about zombies or as they are also called, *zeds*.

The first rule of All Things Zombie is - know your enemy.

He may have been your friend or even a relative. You have to put that in the past because that person no longer exists. That person has been replaced. The creature that has replaced him is a fearless foe never panicking and always moving relentlessly forward. He has only one goal and that's to feed on the living. That's all. Remember that.

So let us tell you about All Things Zombie.

Oh one more thing. Some folks have asked the question “Where do zombies come from?”

Does it really matter? Just deal with it!

#### ED SEZ

*Wedged in and around this section will be an “Ed Sez” box with advice about dealing with zombies. Lessons of life learned the hard way and passed on to you.*

### DEFINING ZOMBIES

There are a few things that define a zombie besides being dead men walking.

- What is its *Reputation*?
- What type of *weapon* does it have?

#### REPUTATION

All zombies have a Reputation of 4.

#### WEAPONS

Zombies do not use weapons. They can only inflict damage in melee and will count as having an Impact of 1.

### HOW ZOMBIES APPEAR

Zombies will appear at three times during the game. They are-

- When the game starts.
- During the game when they are attracted by the sound of gunfire and other noises.
- During the game when they can be found when entering buildings. This is explained in the section called Buildings – Occupied or Not (page 43).

Let's explain them in detail.

#### WHEN THE GAME STARTS

At the start of the game each human is moved one full move onto the table from any edge you desire. This may be a normal move or a Fast Move.

Next check for zombies by the area it is in.

- If you are playing in an urban area then there will be 1 + 1d6 zombies per human.
- If you are playing in the suburbs then there will be 1d6 zombies per human.
- If you are playing in a rural area then there will be 1/2d6 zombies per human.

*Example – In a suburban adventure Double Tall, Nicholas, and Stepho enter the table from the lower table edge. After they have moved, each of them rolls 1d6 and score a 2, 3 and 6. This is a total of 11 zombies placed on the board.*

See the section called Placing The Zombies (page 30) to see where and how the zombies are placed on the table.

#### DURING THE GAME

During the game zombies may be encountered in two ways.

#### ATTRACTION BY GUNFIRE AND NOISE

This is the most common way that the zombies will be attracted to the table. Other ways similar to gunfire that attract zombies would be the noise of a vehicle being started (6 shots), a chain saw being used (6 shots), or an explosion of some sort (12 shots). All signal dinnertime for the walking dead. Here's how it's done.

# ALL THINGS ZOMBIE – “BETTER DEAD THAN ZED!”

- Each time a shot is fired *mark the spot that the shot was fired from* and how many shots were fired. Or if it isn't gunfire then mark the spot that the noise originated from.
- After the both sides have completed their activation roll 1d6 for each shot fired. Note that some other noises may attract more zombies and require more d6 to be rolled.
- If playing in an urban area a zombie is generated on a score of 4, 5, or 6.
- If playing in the suburbs a zombie is generated on a score of 5 or 6.
- If playing in a rural area a zombie is generated on a score of 6.
- Be sure to remember which shot generated a zombie and the spot it was fired from. That determines where the zombie is placed. I suggest rolling for each “spot” separately, so if several shots come from one spot you can roll several d6 at the same time.

*Example- Jim Bob Joe started his turn by firing his shotgun. He moved four inches then fired again. At the end of the turn he counts the number of shots he fired. The total of six shots were fired but using the shotgun counts double for zombie generation as explained in the List Of Weapons (page 16). He now rolls 12d6. As Jim Bob Joe is in the suburbs he will generate one new zombie for each 5 or 6 he rolled.*



Courtesy of Mega Minis

## PLACING THE ZOMBIES

Zombies are placed as follows. This procedure is used both at the start of the game and during the game.

Roll 1d6 for each zombie generated. Consult the Zombie Placement Table for the location that the zombie will be placed. *Be sure to place the zombie facing the nearest human.*

### 1 Zombie Placement Table

*Location in relation to the zombie-generating event*

DIE SCORE	ZOMBIE IS PLACED...
1 or 2	12" from the player or spot towards the top table edge.
3	12" from the player or spot towards the right table edge.
4 or 5	12" from the player or spot towards the bottom table edge.
6	12" from the player or spot towards the left table edge.

Zombies can be placed in any type of terrain. If this is a building simply place the zombie on top of the building. This signifies that he will be exiting the building as soon as he activates.

It is common for zombies generated by a shot taken in a building to be placed outside the building. This is normal.

If this means the zombie is placed off the table simply move the spot clockwise until it can be placed on the table but still 12" away.

*Example- One zombie has been generated by a gunshot. I roll a four. This means that the zombie is placed 12" from the spot of the shot towards the bottom table edge. I measure from where the shot was fired to the spot the zombie will be placed. However, this would place it off the table so I move clockwise until it can be placed, yet still 12" from the spot that the shot was fired from.*

## ED SEZ

*Watch when and where you're shooting. I've pulled the trigger at the start of the turn and ran sixteen inches forward. When the turn ended and the zombies were generated they were placed twelve inches from where the shots were fired. Yep, you guessed it, almost on top of me.*

## ALL THINGS ZOMBIE – “BETTER DEAD THAN ZED!”

### ONE BIG FAMILY

Zombies are considered to belong to one large group. This is covered by the All Together Now rule.

#### ALL TOGETHER NOW

All zombies have a Reputation of 4. Unlike humans they all activate at the same time and in the following order.

1 – All zombies are moved towards the nearest human. It is easiest if the players closest to the zombie figures are responsible for moving them.

2 - All zombies that are charging will stop 4” from their target. The human takes a Being Charged test if needed, conducts any firing that may result from it, and the surviving zombies are moved into contact.

3 – All zombies in melee, including those locked in combat from previous activations, now fight.

*Example - Billy Pink is currently in melee with a zombie (A). Char is nearby and currently not in melee but has two zombies (B & C) close by and in sight.*

*The zombies activate.*

*Zombie B moves its full move forward towards Char and ends its move 6 inches away.*

*Zombie C charges Char and is stopped 4” from her. Char takes a Being Charged test, passes, and fires but misses. Zombie C now is placed next to Char and into melee.*

*Zombies A and C conduct their melees*

### ACTIONS

When a zombie is active it will perform the following actions in this order of priority.

1 - If it has a LOS to a human it will move towards it at the maximum distance allowed. If this does not apply then...

2 – It will move in the direction of the most shots or equivalent up to 24” away. If this does not apply then...

3 - If it had an LOS to a human when last active but does not now because the human moved out of view it will move towards the spot it last saw the human. If this does not apply then...

4 – It will move in the direction that it is currently facing. If it runs into a dead end such as a wall it will move either to the left (1-3) or right (4-6). If it reaches the edge of the table it will not leave the table. In this case the table edge is treated as a dead end.

*Example – Billy Pink is active and ducks around the corner out of sight of two zombies.*

*The zombies now activate. They do not have a LOS to any human. There is a vehicle going by but it is 30” away so they ignore it. This means they will move towards where they last saw Billy.*

### ZOMBIE FEASTING

Here's another action that the zombies will do. It's called Zombie Feasting.

Where do zombies go when they are hungry? To the closest stunned, out of the fight or obviously dead human. Any zombie not currently in melee, within 12” and sight of a downed human will move to it. When the first active zombie reaches the downed human roll 1d6. That is the number of turns the human will occupy the zombies. Once the last turn has been completed the zombies will move on. There is no limit to the number of zombies that will be attracted to the feast, just keep piling them on.

# ALL THINGS ZOMBIE – “BETTER DEAD THAN ZED!”

## MOVEMENT

Zombies will always move their maximum allowable distance, which is 6". They cannot fast move. However they are subject to the following movement restrictions-

- **Knocked Down** – Zombies that are knocked down will regain their feet on their next activation. They will face the nearest human but may not move.
- **Entering and Exiting Doors** – When a zombie reaches a door, whether open or not, it will stop its move.
  - It may then enter or exit through the unlocked door at normal speed when next active.
  - Zombies encountering locked doors will spend one additional turn of activation before moving through it.
  - Those encountering barricaded doors will *fight the door in melee* counting the door as Rep 4. When a result of out of the fight or worse is scored on the door it has been cleared to enter. Any result of out of fight or worse on the zombie is ignored. There is no limit to the number of zombies that can try and break down the door.

*Example – One zombie arrives at a barricaded door. He immediately fights a round of melee, 1d6 vs. 4d6. The melee ends with the door scoring more successes than the zombie so the barricade holds. Next turn three more zombies arrive and join the melee. The four zombies fight a round of melee, 4d6 vs. 4d6. The melee ends with the zombies scoring more successes than the door. In effect, the door has been beaten down. The next turn of activation the zombies go through the door.*

- **Entering and Exiting Windows** – Zombies may only break through and enter or exit door size windows.
  - When a zombie reaches a door sized window whether open or not, it will stop its move. It may then enter or exit through the

open window at normal speed when next active.

- Zombies encountering closed windows will spend one additional turn of activation busting it out.
- Those encountering barricaded windows will *fight the window in melee* counting the window as Rep 3. When a result of out of the fight or worse is scored on the window it has been cleared to enter if door sized.
- Zombies may not enter smaller than door size windows but can reach through them
- Up to two zombies can reach through smaller windows at the same time and conduct melee with a person at the window.
- There is no limit to the number of zombies that can try and bust out any size window.
- **Moving In Buildings** – When moving in a building, zombies may only move 4" per activation. This represents the difficulty the zombie has in navigating around furniture and going from room to room.
- **Impassable Rock Formations** - Movement not allowed and treated as a dead end.
- **Wooded Area Or Rough Terrain** - Movement reduced to 3" through these areas. Visibility penalties inside these terrain features do not apply to zombies. Those at the edge of these terrain features count as in *concealment and can see and be seen*. Those 1" or farther inside from the edge cannot.
- **Definite Road** - Move on roads normally.
- **Hills** - Move on hills normally.
- **River And Other Bodies Of Water** – Zombies move into and through water at the rate of 3" per turn. They walk on the bottom of the water maintaining their current direction and are not attracted by noise or gunfire. Humans that may be in the water will attract them. They can only exit the water if the ground under it slopes upwards. Zombies in a pool are unable to walk out of the water and will stay on the bottom. If encountering a net, rope or anchor chain in the water they will climb up it.



# ALL THINGS ZOMBIE – “BETTER DEAD THAN ZED!”

## ED SEZ

*Don't let the Zombies fool you. They may be slow but it only takes a few bad activation rolls to have them on you like white on rice. What may seem to be a good spot to be in can turn south real quick. Like staying in a building too long!*

## ED SEZ

*Hey! Are you paying attention? If a zombie charges you from behind and you haven't got an LOS to him you're toast. You don't get a chance to run or shoot. Instead you go mano y mano with dead boy and at a penalty in melee. So watch your back and I have news for you. That's being against the wall not against a friend!*

**RALLY** – Humans cannot take this test if within 6” of a zombie whether the zombie is standing, prone, facing the human or not.

## REACTIONS

Zombies do not take reaction tests. However they do affect how humans will take them and in some cases inspire some new ones.

## AFFECTED REACTIONS

Here are the human reactions that zombies affect.

**IN SIGHT** – Humans may not take an In Sight test on any zombie that they have LOS to when it is first placed on the table at the beginning of the game or placed by gunfire or noise. This also applies to those placed by the Wandering Zombie rule (page 29).

In short, zombies placed on the table as outlined above do not trigger an In Sight test while those that move into sight do.

*Example – Two zombies are generated at the end of the turn. One zombie (A) is placed 6” from Billy Pink and Billy has a LOS to it. Billy cannot take an In Sight test against zombie A.*

*The other zombie (B) is placed behind a building and Billy does not have an LOS to it. The zombies activate and the zombie B moves into sight. Billy now takes the In Sight test on zombie B.*

**BEING CHARGED** – Humans that are charged to their rear by zombies do not take the Being Charged test.

## NEW HUMAN REACTION TESTS

Here are some new Reaction tests that humans will take in All Things Zombie.

**ZED OR NO ZED?** – Taken by a *first responder* such as a fireman, police officer or EMT the very first time he is within 6” of a zombie. Also taken by other humans the very first time they come within 3” of a zombie. After this test has been taken once and a zombie is discovered the test is never taken again.

- Taken when active or inactive.

*Example – Dez (Rep 4) is in the library when another person steps out from behind a wall and into sight within 3”. Dez takes the test and passes 2d6 with a 3 and 3. She sees that it is a threat (zombie). But because she passed with doubles it is also someone she knows so she counts as passing 1d6 instead. The zombie charges and Dez takes the Being Charged test.*

**SEE THE FEAST** – Taken by all humans within 6” and LOS of zombies feasting on a human.

- Taken when active or inactive.

*Example – Dez (Rep 4) comes running out of the library after evading the zombie and sees two people hunched over another person. In horror she realizes that the two people are ripping the downed person to shreds. Dez takes the test and passes 1d6 with a 5 and 3. In horror, Dez ducks back inside the library.*

**SANITY TEST** – Can only be taken as a result of a failed See The Feast test.

- Taken when active or inactive.

# ALL THINGS ZOMBIE – “BETTER DEAD THAN ZED!”

*Example – Horrified at what she’s just seen, Dez (Rep 4) leans against the wall. She takes the test and passes 2d6 with a 3 and 4. She stays in place and after awhile she takes action and heads back outside.*

## SHOOTING

Zombies cannot use ranged weapons of any type. However, ranged weapons will affect them in the following ways.

### LINE OF SIGHT

You still need to see the zombie to hit it. But the good news is that zombies aren’t smart enough to use cover. So this means they never count it on the Ranged Combat Table.

But they do count concealment.

*Example - Billy Pink sees a zombie walking on the edge of the woods. Although the zombie isn’t smart enough to get behind a tree he still is concealed and harder to hit. Billy fires with his BA pistol and scores a net result of 8 (miss due to concealment) and 9 (hit as the zombie cannot count cover).*

### DETERMINING DAMAGE

Once you’ve scored a hit on the zombie you have to see what kind of damage you inflict. They are a little bit different than humans. After all, they are already dead.

### OUT OF THE FIGHT

Any result of out of the fight, whether from shooting or melee, is treated as a result of obviously dead.

### KNOCK DOWN

Any result of knock down means the zombie is knocked down. The zombie is laid prone in the spot that it occupies. It must spend one full turn of activation regaining its feet.

## ED SEZ

*Bring the right tool for the job. Fighting Zombies? Be sure to pack at least an Impact 2 weapon. Shotguns are good. Otherwise you may find yourself pumping round after round of light stuff into “friendly Freddy” and he keeps bouncing back up.*

*But when fighting humans, go for the “outgun”. Machine pistols are great and a BA pistol back up is the best.*

## EASY TO HIT RULE

Zombies are pretty easy to hit with a ranged weapon. I mean think about it. Slow walking target usually coming straight towards you.

To reflect how easy it is to hit them in the head we have the Easy to Hit Rule.

- When firing at a zombie at anytime, *except when the shooter is being charged*, use the Rep of the shooter to score a result of obviously dead instead of the Impact of the weapon.

*Example – Billy Pink (Rep 5) sees a zombie and shoots his BA pistol (Impact 2). He scores a hit then rolls for damage. He rolls a 4 and the zombie is obviously dead. Later in the turn he shoots and scores a hit on a zombie that is charging him. He rolls a 4 again but this time the zombie is only knocked down.*

## AUTO-KILL

If an active human normal moves adjacent and behind a zombie or adjacent to a prone zombie he can declare that he is “popping the weasel”.

- The human rolls the minimum number of d6 allowed for the weapon.
- Any result is an automatic obviously dead.
- The human does count any ones rolled for out of ammo purposes.
- If desired the human may fight a round of melee with the zombie not fighting back.
- In either case, the human can continue any movement he may have left.

## ALL THINGS ZOMBIE – “BETTER DEAD THAN ZED!”

### ED SEZ

*Shooting is the preferred way to kill a zombie. Hand to hand is for chumps. But if you really want to go toe-to-toe with a zombie read on.*



Courtesy of Mega Minis

## MELEE

When zombies come into contact with you they enter into melee or hand-to-hand combat.

### HAND-TO - HAND WEAPONS

Zombies cannot use any type of weapon in melee. This includes improvised weapons as well. Zombies will melee by grabbing their opponents, biting and ripping them to pieces.

### HOW TO MELEE

Zombies are handled a bit differently in melee.

- They only roll 1d6 in melee.
- They have an Impact rating of 1.
- They do count the -2d6 for being prone or attacked from the rear. If a zombie has less than 1d6 to use in melee it cannot melee. The human still must roll to melee, as he may score zero successes.
- All results of out of the fight are treated as obviously dead instead.

*Example – Billy Pink (Rep 5) and two zombies (A & B) are in melee.*

- *Billy starts with 5d6 for his Rep. No modifiers apply as he is not using a melee weapon so he rolls 5d6. However he must divide them between the two zombies. He decides to use 3d6 versus zombie A and 2d6 versus zombie B.*
- *Both zombies are allowed to roll 1d6.*
- *Billy rolls 3d6 against zombie A and scores 1, 4 and 5 for one success. He rolls 2d6 and scores a 5 and 6 versus zombie B for zero successes.*
- *Zombie A rolls 1d6 and scores a 5 for zero successes.*
- *Zombie B rolls 1d6 and scores a 4 for zero successes.*
- *Billy has scored 1 more success than zombie A, so scores a result of out of the fight which means the zombie is obviously dead.*
- *Billy and zombie B have scored zero successes so are evenly matched. They remain in melee.*
- *If Billy activates first he can break off or continue the melee.*

### “HARRY, ARE YOU OKAY?”

If a human is knocked out of the fight while in melee with a zombie there is a chance that he will become infected. This test is taken after the game is over.

At that time the human must roll 1d6. Add his Rep to the score and if the total is 9 or higher he is okay. If the total is 8 or less then the human is infected and will *turn* into a zombie. Zombies are not your friends so a decision must be made as to what to do with your character.

### ED SEZ

*Don't fool yourself. If a human “turns” it's best just to “cap” him and move on. Antidote? The “Cure”? Yeah, it exists but good luck finding it!*

## YOUR FIRST ENCOUNTER

Now that you have read the basic rules for ATZ it's time to take you through your first encounter. Encounters are what we call the battles that you will play.

Then after that we'll cover campaigns, where ATZ truly excels. First things first, we have to determine what kind of terrain there will be on the table and that means starting with the area represented by the table.

### WHERE DOES THE ENCOUNTER TAKE PLACE?

Encounters take place in one of three areas. They are:

- **URBAN** – Large cities such as New York, Los Angeles, or Austin for example. Urban areas are defined by the presence of lots of buildings. These range from multi-story apartments to convenience stores. If using the basic 4' x 4' table an urban encounter would have  $\frac{3}{4}$  of the table covered with buildings and up to 6 + 1d6 vehicles.
- **SUBURBS** – These are the typical smaller satellite communities that surround large urban areas. Also known as the 'burbs they will usually have one or two story buildings, some houses, and a variety of businesses. "Box" stores such as Wal-Mart are often found here. If using the basic 4' x 4' table a suburbs encounter would have at least  $\frac{1}{4}$  of the table but no more than half the table covered with buildings and up to 3 + 1d6 vehicles.
- **RURAL** – These are the lightest populated areas away from the cities. They range from small towns to roadside diners and truck stops. All the buildings are single story and if using the basic 4' x 4' table a rural encounter would have up to  $\frac{1}{4}$  of the table covered with buildings and half the time no more than 1/2d6 buildings. There may be 1/2d6 vehicles on the table.

## TERRAIN & SCENERY

This section describes terrain and what effects it may have on your figures.

*Here's a word of advice. Use whatever terrain you already have and place it on the table the way you want. It's easier that way.*

Each terrain piece should be represented by at least a 12" by 12" or 6" x 24" area. The boundary of the terrain area should be easy to distinguish. A piece of felt works well for this purpose. Upon this can be laid trees, rocks, scrub, etc., with the edge of the felt outlining the terrain boundaries. It is also possible to blend terrain, such as a wooded hill. No matter what, make the terrain work for you with whatever you have. The types of terrain are as follows:

**Clear terrain:** Open, empty area with perhaps low-lying bushes that provide concealment but not cover if in the suburbs or rural areas. In urban area clear terrain will be paved.

**Woods:** Either a park if in urban or suburban areas or actual woods when occurring in rural areas. Movement reduced to half speed through this terrain. Visibility inside this terrain is limited to 12" in the daytime and 6" at night. Those at the edge of this terrain feature count as in cover and *can see and be seen*. Those 1" or farther inside from the edge cannot.

**Definite road:** Although not on the Terrain Generator Table there will always be at least one road on the table.

- In urban areas there will be two well-maintained paved roads intersecting in the center of the table. Each road will have two lanes running in each direction.
- In the suburbs there is one well-maintained paved road running the length of the table. The road will have two lanes running in each direction.
- In a rural area there is one paved road running the length of the table (1-4) or ending at a small group of buildings (5-6). The road will have one lane running in each direction.
- Moving on roads allow for normal movement when placed over and running through other terrain types such as a road going through the woods. Roads run either from left to right (1-3) or up to down (4-6) through the center of the table.

## ALL THINGS ZOMBIE – “BETTER DEAD THAN ZED!”

**Hills:** Sight blocking elevations that slope down in two directions from a high point (1-3) or ridge (4-6). Movement towards the high point (uphill) is at a reduction of 2” from movement.

### BUILDINGS IN ENCOUNTERS

Now that you have a general idea of how many buildings should be on your table let's find out what kind they are.

*Here's a word of advice. Use whatever buildings you already have and place them on the table the way you want. It's easier that way.*

#### COMMONLY FOUND BUILDINGS BY AREA

Here's an easy to use list of commonly found buildings by area.

##### COMMONLY FOUND BUILDINGS

URBAN	SUBURBS	RURAL
Apartments	Clinic	Clinic
Church	Church	Church
Dock/Shipyard	Gas Station	Gas Station
Gas Station	House	House
Hospital	Military Base	Military Base
Office Buildings	Police Station	Retail Store
Police Station	Restaurant	Restaurant
Restaurant	Retail “Box” Store	School
Retail Store	Retail Store	Supermarket
School	School	
Supermarket	Supermarket	
Warehouse	Warehouse	

#### BUILDING DESCRIPTIONS

ATZ groups and categorizes buildings mainly by type and function. Most are self-explanatory but here's all the info you'll need to set your cities up.

**Apartments** – These would be multi-family dwellings of various heights.

**Church** – Any house of worship.

**Clinic** – These are small medical facilities.

**Dock/Shipyards** – Places where boats and ships arrive and depart. Range from large industrial sites to small local marinas and boat launches.

**Gas Station** – Place to obtain fuel and may have food as well.

**Hospital** – These are large medical facilities.

**House** – These are single-family dwellings with a variety of floor plans from palatial mansions to rustic cabins depending upon the area they are found.

**Military Base** – Military structures that may include armories, medical facilities, and housing.

**Office Buildings** – Usually high-rise buildings that housed white collar office workers in the past.

**Police Station** – Includes anything from large urban precincts to small Sheriff offices in the rural areas. Could substitute a Fire Station or Post Office.

**Restaurant** – Includes everything from large plush restaurants to local fast-food joints. Also includes the typical roadside diner and bars.

**Retail “Box” Store (Think Wal-Mart)** – Large one-stop retail barns.

**Retail Store** – Small and mid-size non-food stores from convenience stores to clothing shops.

**School** – Any building of education from college down to primary schools. Can be from a small one-room building up to a large sprawling campus anything in between.

**Supermarket** – Places that sell food and a variety of other items.

**Warehouse** – Large buildings used to store items to be shipped elsewhere. Also includes self-storage facilities.

### VEHICLES IN ENCOUNTERS

As mentioned earlier there are also vehicles in encounters.

*Here's a word of advice. Use whatever vehicles you already have and place them on the table the way you want. It's easier that way.*

#### COMMONLY FOUND VEHICLES BY AREA

Here's an easy to use list of commonly found vehicles by area.

##### COMMONLY FOUND VEHICLES

URBAN	SUBURBS	RURAL
Big Rig	Big Rig	ATV
Bus	Bus	Big Rig
Motorcycle	Motorcycle	Motorcycle
Pickup Truck	Pickup Truck	Pickup Truck
Sedan	RV	RV
Sports car	Sedan	Sedan
SUV	Sports car	SUV
	SUV	

# ***ALL THINGS ZOMBIE – “BETTER DEAD THAN ZED!”***

Now that you have all the tools to build your encounters let's get you started with a few scenarios to familiarize yourself with the game mechanics.

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## **SCENARIOS**

We have provided you with three very easy scenarios. Three scenarios; about ordinary people that find themselves in extraordinary times.

---

### **FIRST CONTACT**

In this scenario we follow two humans as they have their first contact with zombies.

Kenny and Eddie are two maintenance men that work at an apartment complex. They use a golf cart for their job and are riding on it when the scenario starts. As they round a corner they see two residents bent over a third, prone on the ground.

“Looks like Mrs. Johnson has fallen down again,” Eddie says.

“Ah crap!” Kenny replies. “Another incident report.”

They stop the cart and walk over to the group.

#### **AREA**

- This encounter takes place in a suburb. Played on a 4'x4' table.

#### **FORCES**

- Kenny (Rep 3) and Eddie (Rep 3). Both are unarmed and will react as Civilians.
- Only the two zombies.

#### **DEPLOYMENT**

- Kenny and Eddie start with the cart twelve inches from the residents.
- The two zombies start in the center of the table.

## **SPECIAL INSTRUCTIONS**

- Kenny and Eddie turn off the cart and move to 3" from the zombies and must immediately take the Zed or No Zed Test (page 33).
- After that activation is rolled normally.
- The golf cart contains a toolbox that will provide them with improvised one-hand weapons (Impact 1) if needed.
- The golf cart requires using the “The Car Won't Start!” rule (page 24).
- Kenny and Eddie must escape with the cart or it will come out of their check.

## **GOAL**

- Kenny and Eddie must escape to win.

---

### **ATM ADVENTURE**

In this scenario we follow two humans, Megan and Jimmy, as they try to leave town. Jimmy has decided it may be safer to get out of town and stay somewhere else until things quiet down.

Already packed, they decide to stop at an ATM and grab some cash in case of emergencies.

“Here's one!” Jimmy yells as he stops the car.

“I'll be right back,” Megan yells as she grabs her purse and jumps out of the car.

Suddenly Maverick and Saphie, their two dogs, leap from the back seat and follow Megan. Both begin to bark and growl towards a small group of people coming down the sidewalk towards the car.

Jimmy reaches behind the seat and grabs a baseball bat as Megan slides her card into the ATM.

#### **AREA**

- This encounter takes place in a suburb. Played on a 4'x4' table.

#### **FORCES**

- Jimmy (Rep 4) and Megan (Rep 4) will react as Civilians. Jimmy has a baseball bat and Megan a purse. The bat counts as an improvised two-handed melee weapon (Impact 2) while the

## ***ALL THINGS ZOMBIE – “BETTER DEAD THAN ZED!”***

purse counts as an improvised one-handed weapon (Impact 1). Maverick is a Pit Bull (Rep 4) counting as an improvised two-handed weapon (Impact 2) and Saphie is a Rep 3 that does not count as a melee weapon.

- Only the three zombies.

### ***DEPLOYMENT***

- The car is parked in the center of the table six inches from the ATM. Jimmy starts in the driver seat while Megan is at the ATM. The two dogs are three inches from the car on the sidewalk facing the small group of zombies
- Three zombies are 12” from the car on the sidewalk and heading towards the couple.

### ***SPECIAL INSTRUCTIONS***

- Activation is rolled normally.
- Megan must spend one turn of activation at the ATM to get the cash.
- Neither Megan nor Jimmy need take the Zed or No Zed Test.
- The dogs will melee, move, and take Reactions like survivors.
- The car requires using the “The Car Won’t Start!” rule (page 24).

### ***GOAL***

- Jimmy and Megan must get the cash and escape. Note that if the dogs run away Jimmy and Megan will retrieve them after the scenario.

---

## ***THE BLEENS***

In this scenario we follow a soccer Mom and her kids. Jayne has three kids. Aidan is a precocious 5-year-old boy while Lucas and Ethan are twin three-year olds. Collectively the three kids are referred to as “the Bleans”.

Jayne’s heard about the zombies and decided it’s time to go. She’s packed the van and the boys but now is stuck in traffic on the interstate.

“Mom.” Aidan says.

“Not now honey.”

“Mom” Aidan continues.

“I’m busy sweetie, make it quick.”

“Is that a zombie?”

### ***AREA***

- This encounter takes place in a suburb on the interstate. Played on a 4’x4’ table.

### ***FORCES***

- Jayne (Rep 4) reacts as a Civilian. She has a baseball bat that counts as an improvised two-handed melee weapon (Impact 2), a purse that counts as an improvised one-handed weapon (Impact 1), and two good size chef knives counting as a one-hand melee weapon (Impact 2).
- No other humans may enter the scenario.
- Five zombies.

### ***DEPLOYMENT***

- The van is stuck in traffic and cannot move. Jayne starts outside the van while the Bleans start in the back seat.
- All other vehicles are only there to immobilize the mini-van. All of them are placed to form 1” gaps between the others.
- Three zombies are 12” from the van and heading towards it from the front while two more are 12” from the van and heading towards it from the rear.

### ***SPECIAL INSTRUCTIONS***

- Activation is rolled normally.

## ALL THINGS ZOMBIE – “BETTER DEAD THAN ZED!”

- The Bleens must spend one turn of activation exiting the mini-van and will always count as one group centered on Jayne.
- Jayne need not take the Zed or No Zed Test.
- The Bleens never take any reaction tests.
- Special Bleens rule. The zombies can never catch the Bleens. If charged they will simply dodge past the zombie, up to 2" away, always towards Jayne, laughing all the while. To them it's a game of "tag". However, the zombies will always try and charge the Bleens if they are the closet target.
- Jayne uses the "protective Mother" rule. During the scenario she will always roll 3d6 for any Reaction test taken if within sight of any of the Bleens.

### GOAL

- Jayne and the Bleens must escape.

## ENCOUNTERS

Now that you have read the rules and played the scenarios let's go to the encounters that you will be using during the campaign.

- **Discover** – Your group searches the table to discover what resources or humans can be found.
- **Raid** – Your group must raid an opposing human settlement and rescue a member of the group.
- **Take Back** – Your group must clear all building of zombies and hostile humans to build a base of operations.

But regardless of what type of encounter you choose they are all presented in the same way and share common features. Let's go into more detail about each encounter.



*Courtesy of Mega Minis*



# ALL THINGS ZOMBIE – “BETTER DEAD THAN ZED!”

## DISCOVER

In this encounter your group will search the board to determine what and who may be found. This is the “basic” encounter that is great for introducing players to ATZ.

### AREA

- This encounter can take place in an urban area, the suburbs, or in a rural area.

### FORCES

- You can use a part of or your entire group.
- Your primary enemies will be zombies.
- Your secondary enemy could be humans that you may run into. When you run into humans roll 1d6 on the Discover: Who They Are table to determine what class they are. Then roll them up on the appropriate lists (page 7).

### 1 DISCOVER: WHO THEY ARE

+1 if after the one-year anniversary of the outbreak  
+2 if after the two-year anniversary of the outbreak

#	RURAL	SUBURB	URBAN
1	Civilians	Civilians	Civilians
2	Civilians	Civilians	Military
3	Civilians	Military	Survivors
4	Military	Gangers	Survivors
5	Survivors	Survivors	Gangers
6	Survivors	Survivors	Gangers

### DEPLOYMENT

- You can enter the board from any direction.
- Zombies are generated normally.
- Humans are generated normally.

### SPECIAL INSTRUCTIONS

- To convince any humans that you meet to join your group you will need to use the Meet & Greet Table (page 46).

## RAID

In this encounter your group must raid an opposing human settlement and rescue a member of the group. This is also a way to gain resources without them being counted against the available resources of the area (page 54).

### AREA

- This encounter can take place in an urban area, the suburbs, or in a rural area.

### FORCES

- You can use a part of or your entire group.
- Your primary enemies will be humans. Before the Raid roll 1d6 on the Raid: Who They Are table to determine what class the settlement will have. Then roll them up on the appropriate lists (page 7). It is easier to generate around ten prior to the encounter so when the fighting starts you can easily grab them.
- Your secondary enemy will be zombies.

### 1 RAID: WHO THEY ARE

+1d6 if after the one-year anniversary of the outbreak

#	RURAL	SUBURB	URBAN
1	Military	Military	Military
2	Gangers	Gangers	Survivors
3	Survivors	Gangers	Survivors
4	Survivors	Gangers	Gangers
5	Survivors	Survivors	Gangers
6	Survivors	Survivors	Gangers

### DEPLOYMENT

- You can enter the board from any direction.
- Zombies are deployed as per the Special Instructions in this section
- Enemy humans are deployed as per the Special Instructions in this section

### SPECIAL INSTRUCTIONS

- There will not be any zombies found in any building on the board.
- Zombies are not generated at the start but can only be generated from shooting.

## ALL THINGS ZOMBIE – “BETTER DEAD THAN ZED!”

- There will be 2 + 1d6 buildings on the table. Your group member can be held in any one of them.
- When you enter a building roll 1d6. On a result of “1” your group member is there. If you do not find your group member before searching the last building then the group member will be there.
- The captured group member is unarmed and may not activate until contacted by a member of your group.
- Anytime you enter a building roll 2d6 on the following Raid Occupants Table.

### 1 RAID OCCUPANTS TABLE

-1 if in Daytime  
+1 if Evening  
+2 if Night Time

#	RESULT
1 to 5	• Building is empty.
6	• There is one human inside.
7	• There is one less human inside than entering but no less than one.
8	• There is the same number of humans inside as you have entering the building.
9	• There is the same number of humans inside as you have entering the building.
10	• There is the same number of humans inside as you have entering the building.
11	• There is one more human inside as you have entering the building.
12+	• There are twice as many humans inside as you have entering the building.

### 1 AWARENESS TABLE

+1 if in Daytime  
-1 if Evening  
-2 if Night Time

#	RESULT
1	• Ambushed! The enemy does not need to take the In Sight test and are allowed a free turn of activation.
2	• The enemy takes the In Sight test with an additional d6.
3	• The enemy takes the In Sight test normally.
4	• The enemy takes the In Sight test normally.
5	• Activation is rolled normally.
6	• The enemy is caught unaware and you are allowed a free turn of activation.

- Once the shooting starts roll on the Raid Occupants Table for each building that has not been entered counting as if one figure has entered the building. All hostile humans in these buildings will exit and attack your group.



Courtesy of Mega Minis

### ENEMY AWARENESS

When you enter a building occupied by hostile humans roll 1d6 on the Awareness Table.

Once the shooting starts all the enemies are assumed to be fully aware and the test is no longer taken.

## ALL THINGS ZOMBIE – “BETTER DEAD THAN ZED!”

### TAKE BACK

In this encounter your group must clear the table of zombies and hostile humans to build a base of operations.

#### AREA

- This encounter can take place in an urban area, the suburbs, or in a rural area.

#### FORCES

- You can use a part of or your entire group.
- Your primary enemies will be zombies.
- Your secondary enemy will be humans.

**1**

#### TAKE BACK: WHO THEY ARE

+1d6 if after the one-year anniversary of the outbreak

#	RURAL	SUBURB	URBAN
1	Gangers	Gangers	Survivors
2	Survivors	Gangers	Survivors
3	Survivors	Gangers	Gangers
4	Survivors	Survivors	Gangers
5	Survivors	Survivors	Gangers
6	Survivors	Survivors	Gangers

#### DEPLOYMENT

- You can enter the board from any direction.
- Zombies are generated normally.
- Humans are generated normally.

#### SPECIAL INSTRUCTIONS

- Just clear the board baby! Once all the buildings have been searched and there are no hostile humans or zombies on the table the encounter is over. Not all the humans you meet may be hostile so this is a good chance to recruit new members using the Meet & Greet Table (page 46).

### ENCOUNTER TOOLS

In the encounters you were asked to find resources and recruit humans. Now we will provide the tools to do these things and more.

#### WHAT TIME OF DAY

You have the choice of going on your encounters in any of the following Day Parts.

- **Daytime** – This is the safest time to go into the urban areas. Good chance of meeting humans during the day.
- **Pre-Dawn** – Not a bad time to go out as the zombies may be winding down.
- **Evening** – Not so good as the zombies are stirring and humans are holing up for the night.
- **Night Time** – It's zombie time. Better to hole up somewhere instead.

#### BUILDINGS- OCCUPIED OR NOT?

Each time you go on an encounter zombies or hostile humans may occupy the buildings you come across. When you enter a building roll 2d6, add the scores together, modify the total by circumstances, and consult the What's Inside Table. When conducting a raid be sure to use the Raid Occupant Table instead (page 42).

**2**

#### WHAT'S INSIDE?

-2 if in rural area  
-1 if in Daytime  
+2 if Night Time  
+2 if in urban area

#	RESULT
3 or less	• Building vacant.
4 to 7	• Chance of 1/2d6 humans, with a result of "1" counting as zero humans.
8 to 10	• Chance of 1/2d6 zombies, with a result of "1" counting as zero zombies.
11+	• Zombies! 1 + 1/2d6 zombies.

- **Building vacant** – There is no chance of humans or zombies being inside the building. There may be resources that you can search for on your next turn of activation. Rolling on the Resources Table does this (page 48).

## ALL THINGS ZOMBIE – “BETTER DEAD THAN ZED!”

- **Chance of humans** – There is a chance that there may be humans in the building. Roll 1/2d6 counting a result of “1” as zero humans present.
- **Chance of zombies** - There is a chance that there may be zombies in the building. Roll 1/2d6 counting a result of “1” as zero zombies present.
- **Zombies!** – The building contains 1 + 1/d6 zombies.



Courtesy of Mega Minis

## CONTACT! ZOMBIES

Zombies are always hostile and are handled in a pretty straightforward way.

### MEETING ZOMBIES

After you have determined how many zombies are in the building use the following procedure.

- The humans and the zombies will now have combat. Be sure to divide the zombies equally against the humans.
- Next roll 1d6 and add this score to the total number of zombies. This is called the Zombie Surprise Total.
- Next roll 1d6 for each human and add the score to its Rep. This is called the Human Surprise Total.
- Compare the Surprise Totals against the each other.
- If the human score is greater than the zombie score then the human may immediately fire or move away.
  - If the humans fire any surviving zombies will now melee them.
  - If the humans choose to move away from the zombies instead, they may immediately move up to 4" away from the zombies and end facing them. The humans may choose to active fire if desired. The zombies will move 3" directly after them.
- If the human score is equal or lower than the zombie score then the human may not fire. The zombies will now melee the humans.

### Extended Example

*Jim Bob Joe (Rep 5) and Ken (Rep 4) enter a building in an urban area. A “5” is rolled on the Number Of Zombies Table. This means there are three zombies in the building. Two zombies will attack Ken and one will attack Jim Bob Joe.*

*The zombies roll 1d6 and score a five. Five plus three (the number of zombies) gives them a Zombie Surprise Total of eight.*

*Ken rolls 1d6 and scores a three. Added to his Rep he has a total of seven. As this is lower than the zombie total Ken is surprised and may not fire.*

*Jim Bob Joe rolls 1d6 and scores a six. Added to his Rep he has a total of eleven. As this total is higher he is allowed to shoot at the zombie that was charging him and takes him out.*

*Ken and the two zombies enter melee. Ken divides his four d6 in half. This means he will have an advantage of 2d6 to 1d6 versus each zombie.*

## ALL THINGS ZOMBIE – “BETTER DEAD THAN ZED!”

### CONTACT! HUMANS

Meeting zombies is easy; you know that they are all alike and always hostile. No so with humans. Before we can deal with them we have to find out a bit more about them. Let's start with how many of them there are.

### WHO THEY ARE

Now that you know how many of them there are, you need to find out who they are. This is easy. Just consult the appropriate Who They Are table for the encounter that you are having and then on the appropriate lists (page 7).

### MEET & GREET

After you determine who the humans are use the following procedure to see if they are friendly or hostile.

- The two opposing groups will now match up against each other in case there is a chance of combat. Be sure to divide the hostile group equally against your group. After each figure has one hostile then you can double up on individual figures.
- Next determine the leader of the hostile group by picking the figure with the highest Rep and best weapon.
- The hostile leader and your leader now go to the Meet & Greet Table. This is your chance to Talk the Talk and try and convince them to join your group.
- Both leaders roll 1d6 for each point of Rep.
- Add 1d6 for each figure that one side has more than the other.
- Roll all the d6 and save any successes. That would be a result of 1, 2, or 3.
- Discard any result of 4, 5, or 6.
- Re-roll all successes until only one side has any successes remaining or both sides have ended up with zero successes.
- Read the result on the Meet & Greet Table.

#### REP

#### MEET & GREET TABLE

*(Counting successes)*

*+1d6 for each figure you have more than the other side  
-2d6 if you're a ganger or survivor and they aren't*

*Each die score of 1, 2, or 3 = Success*

*Each die score of 4, 5, or 6 = Failure*

*Discard all failures and keep rolling.*

# OF SUCCESSSES	PLAYER	HOSTILE LEADER
Score two or more successes than the other side.	Other side will join your group under your control.	Time to Walk the Walk. Both leaders roll 1d6. Add the scores to their Reps. The highest total leader gets to fire first. After the winner fires and any reactions to his firing are resolved, roll Activation normally.
Score one more success than the other side.	Other side will join your group, under your control, for the remainder of the game only. May barter for resources. Then they will leave peacefully.	Other side will not join your group. May barter for resources. Then you can leave peacefully. Building may not be searched.
Both sides score zero successes.	The side with the highest failed die score, of the final roll, will count as if passed 1d6.	The side with the highest failed die score, of the final roll, will count as if passed 1d6.

## ALL THINGS ZOMBIE – “BETTER DEAD THAN ZED!”

*Example- Jim Bob Joe (Rep 5) and Harry (Rep 4), the NPC hostile leader, have met in a building. Jim Bob Joe rolls on the Meet and Greet table. He will roll 5d6. Harry will roll 4d6.*

- Jim Bob Joe scores a 1, 2, 3, 4 and 5 for three successes and will re-roll 3d6.
- Harry scores a 1, 1, 4, and 6 for two successes and will roll 2d6.
- Both leaders re-roll and Jim Bob Joe scores 2 successes while Harry rolls zero.
- This means that Harry's group will join Jim Bob Joe's group.

### CHOOSING TO WALK THE WALK

Stars may choose not to Meet & Greet but instead decide to roll for Activation and start the gunfight!

To do this each leader will roll 1d6. Add the scores to their Reputations. The highest total gets to fire first. After the winner fires roll Activation normally.

The gunfight will continue until one side eliminates the other or one side runs away.

If the player recovers an out of fight hostile human, at the end of the encounter the hostile human and the player will roll 1d6. Add the score to the Reps of each character. If the player total is equal or more than the hostile human total that human will join the player. If the hostile human total is greater then he will not join the player's group and slips away during the night.

*Example - Tonya and Ambi enter a building. They have found one hostile human in the building, Jumbo. Tonya will roll on the Meet & Greet Table.*

- Jumbo is a Rep 4. Jumbo rolls 4d6 on the Meet & Greet Table.
- Tonya is a Rep 5 so rolls 5d6 and an additional 1d6 for outnumbering Jumbo two to one.
- Jumbo rolls a one, three, four, and four. Jumbo keeps the one and three while discarding the four and four. He will now roll 2d6.
- Tonya scores a one, one, three, six, six, and a six. She keeps the one, one, and three while discarding the six, six, and six. She will now roll 3d6.

- Jumbo now rolls 2d6 and scores a three and a four. He keeps the three while discarding the four. He will now roll 1d6.
- Tonya scores a three, four, and six. She keeps the three while discarding the four and six. She will now roll 1d6.
- Jumbo now rolls 1d6 and scores a four.
- Tonya now rolls 1d6 and scores a five.
- Neither side had any successes but as Tonya had the highest failed d6 score she counts as if scoring one more success than Jumbo.
- Jumbo will join Tonya and Ambi but only for the game.

### AT THE MERCY OF THE ENEMY

Sometimes things don't work out quite like you planned. Somehow you (or a group member) find yourself out of the fight with an enemy standing over you. What happens next? Simply roll 2d6 versus the Rep of the hostile leader and consult the Mercy Table.

**2**

#### MERCY!

*(Taken versus the Rep of the Hostile Leader)*

*-1d6 if you fired first*

# OF D6 PASSED	RESULT
2	Takes all your weapons and items but let's you live. The game continues and on your first activation you must leave the building.
1	If you're a ganger or survivor and he isn't then count as if passing 0d6. Otherwise count as if passed 2d6.
0	Takes all your weapons and items and kills you. Game over!

# ALL THINGS ZOMBIE – “BETTER DEAD THAN ZED!”

## FINDING LOOT

Okay, so you’ve entered a building and found some loot. We call them *resources* in ATZ. Maybe the building was empty of humans. Maybe they joined your group (add their resources to yours). Or maybe you had to take them out. Whatever.

In any case, after you’ve cleared out a building you have a chance to find resources.

Another way of finding loot is by taking them from other humans. Get over it; it’s a fact of life in ATZ.

## SEARCHING THE BUILDINGS

After you have cleared the building, or if the building was empty to begin with, you can choose to immediately search then building. Here’s how you do it.

- Roll 2d6 for each character searching.
- Modify the total by the area type.
- Check the Resources Table to see if you found anything.
- If the result is an item that you could not find in the type of building you are searching then you have found nothing.
- Buildings may only be searched once but by multiple characters.
- If playing a campaign be sure to deduct whatever if found from the resources available to the area (page ##).

### AREA MODIFIERS

-2 if in rural area  
+2 if in urban area

BUILDING TYPE	NOTES
Apartments	Food, weapons, luxury items, and keys only.
Church	Keys only.
Clinic	Keys, luxury items, or medical supplies only.
Dock/Shipyards	Food, weapons, and keys only.
Gas Station	Food, fuel, luxury items, and keys.
Hospital	Food, keys, luxury items, medical supplies and the “Cure” only.
House	Food, weapons, luxury items, and keys only.
Military Base	All items including flash-bang grenades and the “Cure”. Substitute Assault Rifle for Bolt-action Rifle and SAW for Assault Rifle on Weapons Table.
Office Buildings	Pistols, BA pistols, and keys only.
Police Station	All possible including flash-bang grenades except for the “Cure”. Substitute Shotgun for Bolt-action Rifle.
Restaurant or Bar	Food, weapons, luxury items, and keys only.
Retail “Box” Store	Food, keys, Pistols, BA pistol, Shotgun, Bolt-action Rifle, fuel, luxury items, and medical supplies only.
Retail Store	Pistols, luxury items, and keys only.
School	Food and keys only.
Supermarket	Food, medical supplies, luxury items, and keys.
Warehouse	Pistols and keys only.

# ALL THINGS ZOMBIE – “BETTER DEAD THAN ZED!”

**2**

## RESOURCE TABLE

(2d6 added together)

Modified by area and subject to building type

#	RESOURCE FOUND...
7 or less	No resources found
8	If building was vacant then no resources found. If building was occupied then food.
9	Food
10 (1-2)	Keys to a vehicle
10 (3-6)	Luxury items
11 (1-2)	Fuel
11 (3-6)	Medical supplies
12 to 13	Weapons
14+	The “Cure”

**2**

## WEAPONS TABLE

(2d6 added together)

#	RESULT
2	Assault Rifle
3	Body Armor
4	Machine Pistol
5	Bolt Action Rifle
6	Pistol
7	BA Pistol
8	Pistol
9	Shotgun
10	Semi-Automatic Rifle
11	Submachine Gun
12	Flash Bang Grenade

## SEARCHING LARGE BUILDINGS

The following buildings can be broken up into multiple areas that can be searched individually *if desired*. Just use the Building Area table.

Characters must physically enter new areas of the building, roll for chance of contact with zombies or humans, clear the area, and then search it normally.



Courtesy of Mega Minis



Courtesy of Mega Minis



## ALL THINGS ZOMBIE – “BETTER DEAD THAN ZED!”

### BUILDING AREA

*For large buildings with multiple areas*

BUILDING	# OF AREAS	NOTES
Apartments	Various	These are usually duplexes and larger. May have multiple floors. Each floor counts as an area. Count each apt as a separate area.
Church	2 – 3	Count where the ceremony is performed and the residence of the pastor. The third area would be the bell tower or similar.
Dock Or Shipyard	Various	Each pier and building should be a separate area.
Gas Station	2	Office and garage or repair bays
Hospital	Various	May have multiple floors. Count each floor as three areas called left, right, and center.
House	1- 2	Count a second floor or garage as another area.
Military Base	Various	Each building counts as an area. Each floor counts as an area. In hospital size buildings count as three areas called left, right, and center.
Office Building	Various	Count each floor as an area. In hospital size buildings count as three areas called left, right, and center.
Police Station	2	Front area and back area where cells actually are.
Restaurant or Bar	2	Count the dining area and the “back of the house” where the kitchen and office are.
Retail “Box” Store	Various	Count each floor as an area. In hospital size buildings count as three areas called left, right, and center.
Retail Store	2	Count the front area that customers would be able to access and the rear area reserved for the office and employees.
School	Various	Each building counts as an area. Each floor as an area. In hospital size buildings count as three areas called left, right, and center.
Supermarket	Various	Each building counts as an area. Each floor as an area. In hospital size buildings count as three areas called left, right, and center.
Warehouse	Various	Each building counts as an area. Each floor as an area. In hospital size buildings count as three areas called left, right, and center.

### ENCUMBRANCE

The obvious question is, how much loot, stuff, whatever, can one character carry. Here’s how it’s figured out.

- A character can carry twice his Rep in *cargo value*. Cargo value is what we use to measure how difficult it is to carry resources.

### VEHICLE ENCUMBRANCE

Vehicles can carry cargo value equal to the number of seats they have x 12.

*Example – A Big Rig could carry 46 x 12 or 552 cargo value.*

### HAVING A BASE

You may only have what you can carry unless you have a base. To get a base you must successfully complete a Take Back encounter (page 43).

Once you have a base you may stockpile excess resources and replenish them after each encounter.

# ALL THINGS ZOMBIE – “BETTER DEAD THAN ZED!”

## CARGO VALUES

ITEM	CARGO VALUE PER ITEM OR UNIT
Assault Rifle	2
BA Pistol	1
Body Armor	1
Bolt Action Rifle	2
Chain Saw	3
Flash Bang Grenade.	1/2
Food	1
Fuel	2
Keys to a vehicle	1/4
Luxury Items	1/2
Machine Pistol	1
Medical supplies	1/2
Melee weapon (1 hand)	2
Melee weapon (2 hand)	2
Pistol	1
Semi-Automatic Rifle	2
Shotgun	2
Submachine Gun	2
The “Cure”	1/4

## RESOURCES

There are a variety of resources in ATZ and each plays an important role. Here they are.

Note that anything that you find during an encounter can be immediately used or saved until a later time. If playing a campaign, simply keep track of what you have found and use it when you need it!

### BODY ARMOR

Body armor used by military and law enforcement personnel. Using body armor helps keep you alive if you’ve been shot or wounded in melee.

### FOOD

It keeps you alive. It takes 1 unit of food to feed one character for 1 month. In an emergency two figures can share one unit of food. At the end of a month doing so their Rep will be reduced by two points. Having enough food for the group affects if the group stays together.

## FUEL

One unit of fuel equals 1 point of Bash Value. Vehicles will burn their Bash Value in fuel to go from one area to the next.

## KEYS

These may be able to start vehicles found on the table. Keys will be for any vehicle adjacent to the building they are found in (1-4) or another vehicle on the table (5-6). To see if this is the case requires the use of the “Car Won’t Start!” rule (page 24).

Vehicles are useful for getting the group from one area to the next. See the Area Travel section (page 55)

## LUXURY ITEMS

You know what we’re talking about. Those things that make life worth living but you really don’t need the, Booze, toilet paper, and cigarettes, are some examples of luxury items.

## MEDICAL SUPPLIES

Medical supplies are used to help you recover from wounds. One unit of medical supplies counts as having a nurse or similar when rolling the Recovery Tests (page 22). Once it is used it is discarded whether it helped or not.

## THE “CURE”

It *may* be possible that the “Cure” can be found during an adventure. One dose of the “Cure” will save one human from “turning” to a zombie if it is used immediately after the human takes the “Harry Are You Okay?” test (page 35 ). Once used it is discarded.

## WEAPONS

These are pistols, submachine guns, shotguns, etc. These weapons are always loaded and ready for immediate use.

## STOCKPILING LOOT

As players advance in the game it is important to keep track of whatever items and loot they find during their encounters. There is a Group Record Sheet in the rear of the book designed just for that.

### LOOT FROM THE LOSERS

As mentioned previously there are two ways to find things. The first is by searching buildings. The other is taking it from someone else. After a fight occurs you may find yourself with the upper hand over another figure whether non-player or not. There may be a chance that you can recover valuable items from that person. Here's how it's done.

1 – You can take whatever weapon or body armor he has.

2 – You can spend one turn searching him for keys and medical supplies as well. A result of keys means you found his car keys and its location after the encounter.

3 – Only one figure may search someone and only once.



Courtesy of Mega Minis

## CHALLENGES

You can try anything you want in ATZ. I've played games where survivors have –

- Tipped over a water tower with a bulldozer.
- Leapt across an alley.
- Climbed a three-story building.
- Made Molotov cocktails.

They have also-

- Blown up their friends by mistake.
- Broken a leg and ended up moving slower than zombies.
- Crashed a seaplane into the ocean.

So the question would be, “How did they do that?”

“By using the Challenge System” is the answer.

### USING THE SYSTEM

Here's how to use the Challenge System to try whatever you like while playing ATZ.

- 1 – Decide what you want to do.
- 2 – Decide how difficult it is.
- 3 – Decide the consequences of failure.
- 4 – Attempt the challenge.

### WHAT DO YOU WANT TO DO?

Just word what you want to do in a simple sentence.

*Example – I want to jump out of the door over the group of zombies that are feasting on a ganger.*

### HOW DIFFICULT IS IT?

This is purely up to the players. If you think it is very difficult to complete the challenge successfully then it will be attempted at a –1 to your Rep. If it isn't then there's no penalty for trying.

*Example – Making that jump is pretty hard to do. It will be attempted at a –1 penalty to my Rep.*

### WHAT ARE THE CONSEQUENCES?

The consequences you suffer must be well defined.

*Example - If you fail you will end up on top of the zombies. If they activate first they will melee you and you will suffer a –2d6 melee penalty.*

# ALL THINGS ZOMBIE – “BETTER DEAD THAN ZED!”

## ATTEMPT THE CHALLENGE

So how do you do it? Roll 2d6 versus the Rep of each character that is attempting the challenge and check the Challenge Table.

<b>2</b>	<b>CHALLENGE TABLE</b> (Taken vs. Rep) -1 from Rep if the Challenge is very difficult to do
----------	---

# DICE PASSED	RESULT
Pass 2d6	Challenger successfully accomplishes the Challenge.
Pass 1d6	If passing 1d6 for the first time the Challenger may decide not to attempt the Challenge or immediately attempt it again. If passing 1d6 for the second time the Challenger fails and suffers the consequences.
Pass 0d6	Challenger fails and suffers the consequences.



Courtesy of Mega Minis

## RANDOM EVENTS

Things do not always go according to plans. Weapons break, accidents happen, and before you know it things get tough. To reflect this possibility, whenever the activation dice come up double “six” or “box cars” there may occur a random event.

It could be good.

It could be bad.

It may not happen.

In any case, roll 2d6 on the Random Occurrence Table and check the result, Note that some results may require an additional roll of 1d6.

<b>2</b>	<b>RANDOM OCCURRENCE TABLE</b> (2d6 added together) Some results require an additional 1d6 roll
----------	---

2D6	OCCURRENCE
2	Barking dog runs up to group pursued by 1d6 zombies 12” behind it.
3	The primary weapon of a character at random suddenly falls apart and is now useless.
4 (1-3)	One character at random has packed the wrong ammo for his primary weapon. It is now empty for the remainder of the game
4 (4-6)	If moving in a vehicle it will now run out of gas and roll to a stop.
5 (1-3)	Random vehicle on table has car alarm go off. Roll each turn to attract zombies. May be disconnected by successfully “hotwiring” the vehicle. If a Raid encounter the enemy will now count as fully aware.
5 (4-6)	If moving in a vehicle you must turn left (1-3) or right (4-6) at the next intersection. 2d6 zombies follow you. After moving 12” you realize it is a dead end.
6	If using a vehicle and left it parked, you left the keys in the ignition.
7	Fire – A nearby building has caught fire attracting 2d6 zombies placed normally.
8	Random character opens fire at the nearest building at “shadows”.
9 (1-3)	If just finished searching a building a hidden zombie bursts out of a closet and charges one character at random.
9 (4-6)	If inside a vehicle there is a zombie in the back seat.
10 (1-3)	Weather turning bad. Inclement weather, reducing visibility, arrives in 1d6 rolls of activation. Remains that way rest of encounter.
10 (4-6)	Black chopper flies overhead and pulls zombies 12” away from any survivor.
11	Find a safe place to hunker down until morning. Able to immediately end encounter when reach the closest building.
12	Cell phone 1d6 inches from random character rings and attracts 1d6 zombies.

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## ATZ TIMELINE

Here's a little background on the outbreak in All Things Zombie.

### DAY 1 – 5

Sporadic reports of attacks begin coming in from all over. News feeds from other countries report similar attacks. Response is slow and only after a verified attack on a public figure occurs does the government intervene.

### DAY 6 – 9

Large areas are barricaded, cut off, and quarantined as the attacks increase dramatically. Riots break out as people try to enter and exit these areas. Civilians begin leaving the urban areas causing a run on banks forcing closures. This triggers more riots as power outages begin to occur. As local authorities are being overwhelmed the National Guard and military are placed on alert status.

### DAY 10 – 14

The National Guard and military are called in to restore order as well as quell the outbreak. They fail horribly as whole cities fall to the zombies. Power blackouts are the norm in large urban areas. No national updates as government becomes localized. The population makes one last exodus to the countryside abandoning the cities.

### DAY 15 – 21

Local governments are abandoned by the national authorities and forced to survive on their own. Urban areas totally abandoned to the zeds. Some local areas are “secured” but at the cost of individual freedom. Areas in between are totally lawless and gangs of individuals stake their claim to their own little part of the world.

### DAY 22 – 25

US Government unleashes the Lazarus Project to reclaim the country. Project fails with dire consequences. It's the end of the world, as we know it.

This is when the campaign begins.

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## THE ATZ CAMPAIGN

So you've played every encounter and scenario in the book, maybe some twice. Is that it? Heck no, it's time to try a Campaign.

### OBJECTIVES

You have four objectives in ATZ. They are-

- 1) Find useful resources.
- 2) Find new recruits for your group.
- 3) Keep your group intact.
- 4) Increase the Reps of you and your group.

If you notice killing zombies is not an objective, as you can *never* kill all the zombies.

## TIME IN THE CAMPAIGN

Time in ATZ is counted in months. Day to day living in ATZ would be tedious if not impossible to cover. It's assumed that mundane things are happening on a daily basis but an encounter isn't a mundane thing. The area you are in will determine the number of encounters you will have per month.

- There will be four encounters per month in an urban area. Two encounters per month in the suburbs, and one encounter per month in rural areas. Deduct one unit of Food for each group member you had that month *including those that were lost*.

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## AVAILABILITY OF RESOURCES

The quantity of resources that are available to you depends on the area that you explore. Usually the denser the population of the area was prior to the outbreak the higher chance of finding resources.

# ALL THINGS ZOMBIE – “BETTER DEAD THAN ZED!”

## BASIC RESOURCE TABLE

TYPE	URBAN	SUBURBS	RURAL
Body armor	12	5	1
Food	60	35	10
Fuel	30	15	5
Luxury items	50	25	10
Medical supplies	20	8	3
Vehicles	50	20	5
Weapons	50	20	15

- Each time you enter a new area roll 2d6 of different colors. Nominate one as positive and one as negative.
- Add results together. This will give you a result of a positive number, negative number, or zero.
- Adjust the number of each resource by this number with a positive number giving you more of the resource and a negative number less of the resource.
- Note these values on the Current Area Resources Available Table on your Group Record Sheet.

## TRACKING YOUR RESOURCES

You will need to track the resources your group finds and uses. This is done by adding and subtracting them on your Group Record Sheet as you lose or gain them.

- Each time you find a resource in an area subtract it from the Current Area Resources Available Table. Do not subtract it if you have gained it from another human.
- Each time you gain a resource add it to your Current Group Resources Table.
- Each time you use or lose a resource deduct it from your Current Group Resources Table.
- Here is how the resources are used or lost.
  - One Food unit per group member per month.
  - Medical supplies as they are used.
  - Fuel units burned when traveling from area to area.

- Weapons or body armor lost or broken.
- Vehicles that break down and cannot be repaired or those left behind or lost.

## OVER FISHING

Each time you find something in the area that you are exploring it reduces the odds of what may yet be found. You have to remember that not only are you searching for loot so are other groups. This over fishing of an area, as we call it, is handled as follows.

- Each time a resource is found reduce its availability value on your Current Area Resources Available Table. This does not include those found on other humans.
- When the available value reaches zero you cannot find this resource in that area unless it is from another human.

## BARTERING FOR RESOURCES

There may be times when you will need to barter to gain resources. Like when you meet a larger group that doesn't kick your butt outright and they have something you want but you would rather not fight over it.

In these cases you will use the Meet & Greet Table (page 46) to barter with them.

## HOW TO BARTER

To barter for resources do the following.

- The other side will always have what you are looking for except for assault rifles, flash-bang grenades, machine pistols, submachine guns or the “Cure”.
- Decide what you would like to barter for.
- The maximum number of items that you can trade for is equal to twice the number of figures in the other group.
- The exchange rate is always one for one except for luxury items that will count as two!
- You may barter away assault rifles, flash-bang grenades, machine pistols, submachine guns or the “Cure”.

# ALL THINGS ZOMBIE – “BETTER DEAD THAN ZED!”

- Decide what you would like to barter away.
- Each leader will roll 1d6 for each point of Rep they have.
- Modify by circumstances.
- Roll d6 looking for successes (1, 2, or 3).
- Discard all results of 4, 5, or 6.
- Both sides re-roll successes until only one side has successes or both sides do not have any.
- Consult the Barter Table for the results.

REP	BARTER TABLE
	(Counting successes)
	+2d6 if you offer an item that cannot be found in this area
	+2d6 if offering a luxury item
	+1d6 if you are offering an assault rifle or other item you cannot barter for
	-2d6 if you want an item that cannot be found in this area
	-2d6 if bartering for a luxury item
	-1d6 if you're a ganger or survivor and they aren't
	Each die score of 1, 2, or 3 = Success
	Each die score of 4, 5, or 6 = Failure
	Discard all failures and keep rolling.

# OF SUCCESSES	PLAYER	NPC LEADER
Score two or more successes than the other side.	Other side will barter. Exchange as desired up to the maximum amount of items.	No deal made.
Score one more success than the other side.	Other side will barter. Exchange as desired up to the maximum amount of items.	Will barter up to half the maximum amount of items. Will not barter away any items that cannot be found in this area.
Both sides score zero successes	The side with the highest failed die score, of the final roll, will count as if passed 1d6.	The side with the highest failed die score, of the final roll, will count as if passed 1d6.

## AREA TRAVEL

You can move from one area to another at any time during the campaign, even between encounters. Area movement is done in the following way.

- If you are in an urban area you may choose to move to a suburban area.
- If you are in a suburban area you may choose to move to an urban or rural area.
- If you are in a rural area you may choose to move to a suburban or rural area.
- There may be an unlimited number of rural areas between suburbs.

*Example – I decide to use where I live in Texas as a basis for my campaign. I decide that Austin is an urban area. I choose to leave Austin and head south to the suburban area. I then decide to head west towards West Texas, which is a rural area. Having driven through West Texas I decide that there are four rural areas to travel through before I hit another suburban area just outside of the urban area of El Paso.*

Keep in mind that the time to travel between areas is solely subjective and not tied into actual mileage. It does not replace an encounter unless there is a Random Road Encounters (page 56).

## TRAVEL TIME AND VEHICLES

For gaming purposes moving into a new area will cause the vehicle to burn fuel equal to its Bash Value. Each unit of fuel that can be found during an encounter is worth an arbitrary number of Bash Value points. See the section called Working Or Not? (page 24).

Players can travel as far as they want in one campaign month. It's not time but fuel that will constrain how far you go.

## TRAVEL TIME AND WALKING

If the only vehicles you have are *Chevro-legs* then it will take one month to move from one area to the next.

# ALL THINGS ZOMBIE – “BETTER DEAD THAN ZED!”

## RANDOM ROAD ENCOUNTERS

Whether you are walking or riding there is always a chance of a random encounter. Roll 2d6 each time you enter a new area and check Random Road Encounter Table.

### 2 RANDOM ROAD ENCOUNTER (2d6 added together)

2D6	ENCOUNTER
2 to 5	No encounter.
6 or 7	Encounter except if in rural or suburban area.
8	Encounter except if in rural area.
9 to 12	Encounter.

To determine whom you have met, roll 2d6 on the Who You Encountered Table.

### 2 WHO YOU ENCOUNTERED (2d6 added together) Some results require an additional 1d6 roll

2d6	GROUP	HUMANS POSSIBLY ENCOUNTERED
2	A	Med staff
3	A	Lost children
4 (1-3)	A	Dazed survivors
4 (4-5)	A	Refugees.
4 (6)	A	News media.
5	B	Looters
6	B	Gangers
7	B	Gangers
8	B	Gangers
9	C	Random sniper
10	D	Religious cultists
11	D	Escaped prisoners
12	D	Rogue police.

## GROUP A

**MED STAFF** - Handful of dedicated medical staff trying to evacuate ill, injured, mentally incompetent, or elderly patients to safety. There are 1/2d6 medical staff and twice their number patients.

**Goal** - The Med Staff will use the Meet & Greet Table if possible.

### MED STAFF

2D6	TYPE	REP
2 or 3	Doctor	5
4 to 6	Experienced nurse	4
7 to 12	Medical assistant	3

- React as Civilians unless told differently.
- Use the Civilian list to determine weapons.

### PATIENTS

RECRUIT	TYPE	REP
2 or 3	Ill	3
4 to 6	Elderly	2
7 to 9	Mentally incompetent	2
10 to 12	Injured	3

- Ill and elderly can only move at normal movement.
- Mentally incompetent will scream if see zombies counting as if 6 shots for attracting more. Can move normally.
- Injured patients count as out for the fight and must be helped along as covered in the Retrieving Wounded section (page 22)
- Ill and injured patients are allowed to possibly recover outlined in the Recovery section (page 22)



# ALL THINGS ZOMBIE – “BETTER DEAD THAN ZED!”

**LOST CHILDREN** – Varying ages and Rep that may (1-4) or may not (5-6) be siblings. There are ½ d6 children.

**Goal** - The Lost Children will try and run away (1-3) or remain in place (4-6) and use the Meet & Greet Table.

CHILDREN		
RECRUIT	TYPE	REP
2 or 3	Big kid	3
4 to 6	Littler one	3
7 to 12	Small child	2

- React as Civilians unless told differently.
- Use the Civilian list to determine if Big Kids have weapons.
- Big kid functions like a normal character.
- Littler one will move 2” slower than normal. Will scream if see zombies counting as if 3 shots for attracting more until Rallied once.
- Small child will move 3” slower than normal. Will scream if see zombies counting as if 3 shots for attracting more.

**DAZED SURVIVORS** – Civilians that for the most part are overwhelmed by events and drift along waiting for help and order from the authorities. Not armed and on the edge of total exhaustion. There are 1d6 Dazed Survivors.

**Goal** - Dazed Survivors will try and run away (1-2) or remain in place (3-6) and use the Meet & Greet Table.

DAZED		
RECRUIT	TYPE	REP
2 or 3	Survivor	4
4 to 6	Civilian	3
7 to 12	Basket case	2

- React as Civilians unless told differently.
- Use the Civilian list to determine weapons.
- Survivor will test Reactions, as Civilian until confronted by zombies, then will revert to survivor.
- Civilians act as normal characters.
- Basket case will remain in place until Rallied. Will scream if see zombies counting as if 6

shots for attracting more until rallied. Can move normally.

**REFUGEES** – Civilians that are escaping the cities. They may be hostile (1-3) or not (4-6) depending upon events and previous experience. If hostile will shoot first but if not they will talk the talk on the Meet and Greet Table (page 46). There are 2d6 refugees.

**Goal** - Refugees will try and run away (1), remain in place (2-4) and use the Meet & Greet Table, or become hostile (5-6).

REFUGEES		
RECRUIT	TYPE	REP
2 to 5	Survivor	4
6 to 9	Refugee	3
10 to 12	Shell shocked	2

- React as Civilians unless told differently.
- Use the Civilian list to determine weapons.
- Survivor will react as a Survivor
- Refugee will react as Civilian.
- Shell shock will only roll 1d6 if trying to Rally, Charge, or Being Charged.

**NEWS MEDIA** – Trapped in the situation trying to escape while still getting the “story of a lifetime”. There are 1/2d6 news media types.

NEWS MEDIA		
RECRUIT	TYPE	REP
2 to 5	Anchor	3
6 to 9	Cameraman	4
10 to 12	Reporter	3

**Goal** - News Media will remain in place (1-5) and use the Meet & Greet Table or become hostile (6).

- React as Civilians unless told differently.
- Use the Civilian list to determine weapons.

# ALL THINGS ZOMBIE – “BETTER DEAD THAN ZED!”

## GROUP B

**LOOTERS** — Just interested in grabbing anything they can from anyone they can. Determined not to go to jail or share what they have. But they will share yours! There are 2d6 looters.

- React as Civilians unless told differently.
- Use the Ganger list to determine weapons.

**Goal** - Looters will become hostile unless outnumbered 2:1 or more by the player group. If they are then they will attempt to run away.

**GANGERS** — Want to rob and kill those that resist. There are 2 + 1/2d6 gangers.

- React as Gangers unless told differently.
- Use the Ganger list to determine weapons.

**Goal** - Gangers will become hostile unless outnumbered 2:1 or more by the player group. If they are then they will use the Meet & Greet Table.

## GROUP C

**RANDOM SNIPER** — Random sniper that feels it's better to get you before you get him. There is one sniper.

**Goal** - The sniper will fire at one figure in the player's group, picked at random, and then disappear.

- React as Military unless told differently.
- Use the Military list to determine weapons.

## GROUP D

**RELIGIOUS CULTISTS** — It is the end of the world as foretold in Scriptures. And they are the *chosen ones* that have been appointed to inherit the world. They will either recruit or kill you. It's your choice. There are 2+1d6 cultists.

CULTISTS		
RECRUIT	TYPE	REP
2 to 3	Leaders	5
4 to 8	Brothers	4
9 to 12	Followers	3

- React as Gangers unless told differently.
- Use the Civilian list to determine weapons.
- Leaders will test Reactions as a Star.
- Brothers act as Gangers.
- Followers act as Civilians.

**Goal** - Cultists will become hostile unless outnumbered 2:1 or more by the player group. If they are then they will use the Meet & Greet Table. They would rather capture than kill but will do so if need be.

**ESCAPED PRISONERS** — Just interested in grabbing anything they can from anyone they can and killing those that resist. No way they're going back to the "Big House". For them "it's a wonderful life!" There are 2 + 1/2d6 prisoners.

- React as Gangers unless told differently.
- Use the Ganger list to determine weapons.

**Goal** — Prisoners will become hostile unless outnumbered 2:1 or more by the player group. If they are then they will use the Meet & Greet Table.

**ROGUE POLICE** — They've set themselves up as local or roving "authorities" whose main goal is survival at any cost. Before the outbreak they were the law. They still are except they are also judge, jury, and executioner. There are 2 + 1/2d6 rogue policemen.

- React as Gangers unless told differently.
- Use the Police list to determine weapons.

**Goal** — Rogue police will become hostile unless outnumbered 2:1 or more by the player group. If they are then they will use the Meet & Greet Table.

## SETTING UP TERRAIN

After you know whom you will encounter set up the terrain on the table as previously outlined (page 36). Place a road down the center of the table extending from the table edge that the player will enter on to the opposite table edge.

Now we will determine where on the table they will be encountered.

## WHERE THEY ARE ENCOUNTERED

Once you know whom you've encountered its time to find out where you encountered them. Rolling 2d6 on the Where Encountered Table does this. The table will list the humans by their Group as found on the Who You Encountered Table (page 56).

### 2 WHERE ENCOUNTERED *2d6 added together*

2D6	WHERE ENCOUNTERED
2 or 3	• All – Off road.
4	• A – Off road. • B – Building. • C – Off road. • D – Off road.
5	• A – Off road. • B – Building. • C – Off road. • D – Off road.
6	• A – Building. • B – On the road. • C – Off road. • D – Building.
7	• A – Building. • B – On the road. • C – Building. • D – On the road.
8	• A – On the road. • B – On the road. • C – Building. • D – On the road.
9	• A – On the road. • B – On the road. • C – Building. • D – On the road.
10 to 12	• All - On the road.

## OFF THE ROAD

When encountered off the road it will be:

- (1-2) In a vehicle.
- (3-4) In a house. There is a chance of a vehicle being present (1-3).
- (5-6) In a campground with tents. There is a chance of a vehicle being present (1-3).

These will be placed in the center of the board to the left (1-3) or right (4-6) of the road and 12 +1d6" from it.

## ON THE ROAD

When encountered on the road it will be:

- (1-3) In a working vehicle heading towards the group from the opposite direction.
- (4-6) If Groups A, C or D it will be on the road working on a broken down (1-3) or out of gas (4-6) vehicle.
- (4 -6) If Group B it will be behind a vehicle blocking the road.

## BUILDING

When encountered near a building it will be located in the center of the board to the left (1-3) or right (4-6) of the road and 12 +1d6" from it. The building will be a:

- (1-4) Gas station. There is a chance of a vehicle being present (1-3).
- (5-6) Gas station and small diner. There is a chance of a vehicle being present (1-4).

## WHEN THEY ARE NOTICED

When the humans are encountered is determined as follows.

- The player chooses the speed the group is moving if in a vehicle.
- Move the player's group onto the table edge and down the road 6" whether in a vehicle or on foot.
- Compare the Reps of the leader of the opposing groups.
- If the player Rep is higher, then add the difference to the 2d6 roll.
- If the enemy Rep is higher, then subtract the difference from the 2d6 roll.

## ALL THINGS ZOMBIE – “BETTER DEAD THAN ZED!”

- Roll 2d6 on the On The Road Awareness Table modified by circumstances and any Rep difference between leaders.
- Note that neither side is considered to be active at this time.

### 2 ON THE ROAD AWARENESS TABLE

+1 if in Daytime  
-1 if Pre-Dawn  
-1 if Evening  
-2 if Night Time

#	RESULT
2 to 3	<ul style="list-style-type: none"> <li>The enemy does not need to take the In Sight test and is allowed a free turn of activation. Once complete roll activation normally.</li> </ul>
4	<ul style="list-style-type: none"> <li>The enemy takes the In Sight test with an additional d6. Once all firing and reactions are resolved roll activation normally.</li> </ul>
5	<ul style="list-style-type: none"> <li>The enemy takes the In Sight test normally. Once all firing and reactions are resolved roll activation normally.</li> </ul>
6 to 8	<ul style="list-style-type: none"> <li>Activation rolled normally.</li> </ul>
9	<ul style="list-style-type: none"> <li>The player takes the In Sight test normally. Once all firing and reactions are resolved roll activation normally.</li> </ul>
10	<ul style="list-style-type: none"> <li>The player takes the In Sight test with an additional d6. Once all firing and reactions are resolved roll activation normally.</li> </ul>
11 to 12	<ul style="list-style-type: none"> <li>The player does not need to take the In Sight test and is allowed a free turn of activation. Once complete roll activation normally.</li> </ul>

### EVADING AND RUNNING AWAY

If desired the player may decide to run away. Sorry, I'm not going to sugar coat it.

They won't even chase after you. But of course this counts as a failed encounter. See Improving Rep page 61.

## KEEPING IT TOGETHER

Grunts will join you for a variety of reasons. Maybe for mutual defense, the promise of much-needed supplies or perhaps because man is a social animal and nobody wants to be alone.

But for each reason that there is for a Grunt to join you there's a reason that he will leave. So to see if the group splits up this test is to be taken after each encounter.

Roll 1d6 per each point of your Rep while each group member rolls 1d6 per each point of their Rep. Compare the number of successes scored by the Star to each Grunt individually and consult the Keeping It Together Table.

### REP KEEPING IT TOGETHER

(Taken versus the Rep)

+2d6 to the Star if group has established a base  
-1d6 to the Star if any group member was lost this month  
-1d6 to the Star if not enough food for the group  
+1d6 to the Grunt if he is a ganger or survivor & you're not  
-1d6 the Grunt for each 3 consecutive months has been in the group.

Each die score of Rep or less = Success

Each die score greater than Rep = Failure

# OF SUCCESSSES	STAR	GRUNT
Score twice as many successes than the other side.	Grunt remains in the group and does not take this test after the next encounter.	Mutiny! Grunt and the Star roll 1d6. Add the scores to their Reps. The highest total gets to shoot first. After the winner shoots roll Activation normally.
Score more successes than the other side.	The Grunt remains in the group	The Grunt sneaks away from the Group at night.
Both sides score zero successes	The affected Grunt and Star subtract 1d6 and re-take the test.	The affected Grunt and Star subtract 1d6 and re-take the test.

---

## IMPROVING REP

Yes sir. If you're playing a campaign then follow these simple rules. After each successful encounter it is possible that a character can raise his or her Rep. All of the following requirements must be met for the encounter to be considered a success. It is possible that an encounter may be a success for one character and not another!

- Have killed at least one zombie.
- Did not receive a result of out of the fight.
- Did not hunker down.
- The character found a resource.

If the encounter was a success then the character will roll 1d6.

- If the score is higher than the current Rep then the Rep will go up one level.
- If the score is a “6” the Rep will always go up one level regardless of the current level. Your character can grow to as high a Rep as desired as there isn't a maximum. There is, however, Obviously Dead.

Rep can go up when you have a successful encounter. It can also go down if the encounter was a failure. So if you didn't meet all the requirements for a successful encounter you had a failure. When you fail roll 1d6.

- If the score is a “1” the Rep will always go down one level regardless of the current level. This can be attributed to stress, illness, or anything else you decide it to be. You can never have a Rep lower than “1”.

---

## How Do I Win?

When it comes right down to it that's up to you. Sometimes finding the “Cure” means you win. Maybe killing a boatload of zombies makes you the winner. Or maybe just getting off the board alive will do. Me? If I had a good time playing the game, that's good enough.

So that's all the rules. Here's a little overview to get you started.

---

## ATZ OVERVIEW

Here's an overview of ATZ from creating your Star to through your first encounter.

### GETTING STARTED

Begin with a Star (Defining Characters page 4)

Choose your class (Character Classes page 5)

Choose your weapons (List of Weapons page 16)

Choose two Attributes (Attributes page 6)

Build Your Group (Building Your Group page 8)

Recruit Your Grunts (Grunts page 4)

Determine the Attributes of each Grunt (Attributes page 6)

Define your Grunts, Rep, etc. (The Lists page 7)

### FIRST ENCOUNTER

Decide which area you will start in (Where Does The Encounter Take Place page 36)

Decide what the encounter will be (Encounters page 40)

Decide what time of day you will go (What Time Of Day page 43)

Enter the table as per the Deployment section of the encounter (Encounters page 40)

Generate zombies if called for (When The Game Starts page 29)

Random events occur when “box cars” come up on the activation roll (page 52)

Generate zombies when shots are fired or noise made (Attraction By Gunfire page 30)

Search buildings (Entering and Exiting Buildings 23)

See what's inside (Buildings – Occupied or Not page 43)

If you meet zombies (Meeting Zombies page 44)

If you meet humans (Contact! Humans page 45)

Find out who they are (Who They Are page 45)

Interact with the humans (Meet & Greet page 45)

Hostile means walk the walk (Walk The Walk page 46)

## ALL THINGS ZOMBIE – “BETTER DEAD THAN ZED!”

Friendly means maybe join (Meet & Greet Table page 46)

Maybe barter resources (How to Barter page 54)

Maybe find resources in the buildings (Finding Loot page 47)

What kind of loot? (Resource Table page 48)

How much loot can you carry? (Encumbrance page 49)

Want to do something not covered in the rules? (Challenges page 51)

After the encounter see if the group stays together? (Keeping It Together – page 60)

Did you have a successful encounter? (Improving Rep page 61)

Check to see if anyone's Rep increases (Improving Rep page 61)

Was your encounter a failure? (Improving Rep page 61)

Check to see if anyone's Rep decreases (Improving Rep page 61)

That's all. Repeat as desired and check out the campaign section (The ATZ Campaign page 53)

Oh yeah, one more thing before you get started...

# DAY ONE

## TOP SECRET

**DO NOT READ THIS SECTION UNTIL YOU ARE READY TO PLAY! OTHERWISE YOU WILL DECREASE THE ENJOYMENT FACTOR.**

### LET'S GET STARTED!

Hopefully you haven't read this section yet and if you're reading it now you have decided to sit down and play.

Good, that's the best way to do it. Ready? Got your figures and rules out? Great, then let's go.

*Everyone likes to think that when the outbreak comes they'll be a cool, calm, and collected "bad ass". But what if you're just a regular guy? I mean, we won't really know until it happens, now will we?*

*But to give you some idea of what it could be like we've given you...*

## DAY ONE

It's Day One of the outbreak and where are you?

*Where exactly are you as you read this?*

But before we get to that we have a little questionnaire for you to fill out to get a better idea of who you are in the world of All Things Zombie. This will help to establish your priorities and objectives in the game.

And you can be as truthful as you like. ☺

### WHO YOU ARE

How old are you?

Single?

Married?

Maybe a significant other whose welfare you are concerned with?

Have any children?

Where are your loved ones right now?

Home?

# ***ALL THINGS ZOMBIE – “BETTER DEAD THAN ZED!”***

School?

Work?

We're trying to establish where you may go when you realize that there's a real danger present.

- If your spouse is at work you may choose to go there first.
- If your children are at school you may choose to go there first.
- Or maybe you'll choose somewhere else.

## ***OCCUPATIONS***

---

What do you do for a living?

Is it a sedentary job or is it one that requires physical exertion on a regular basis?

How about exercise?

Just trying to see what shape you may be in.

- If you have a sedentary job you will be a Rep 3 and use the Civilian Reaction Tests.
- If you are in peak physical shape you will be a Rep 4 and use the Civilian Reaction Tests.

## ***EXPERIENCE***

---

Are you currently in or have you served in the military?

Law enforcement?

Maybe you're a student?

Ever fired a gun?

These questions will help in determining your Reputation and how you may react when placed in stressful situations.

- If you are currently in the military you will be a Rep 4 and use the Military Reaction Tests. If you're a member of an elite force then add 1 to your Rep.
- If you are currently in law enforcement you will be a Rep 4 and use the Military Reaction Tests. If you're a SWAT Team member then add 1 to your Rep.
- If you have had previous military or law enforcement experience you will be a Rep 3 and use the Military Reaction Tests.

## ***WHERE YOU LIVE***

---

Do you live in an urban area?

Or maybe you live in the suburbs?

Perhaps you live in a rural area?

Do you live in a house?

Maybe it's an apartment or similar?

This will influence where you start the game, the chance of zombie activity, and how much competition and cooperation you can expect from other humans.

## ***SUPPLIES***

---

How much food and water do you have on hand?

How about canned goods and what about perishables have you in stock?

Do you have any materials that you can use to barricade your dwelling?

Do you have a generator in case the power goes out?

This is a way to see how prepared you are for the outbreak.

- Take an inventory of food. If you have a good supply of food then count yourself as having 1 food unit per family member. If not then count as having half as much.
- If you are low on food you may choose to go to a supermarket or similar first.

## ***WEAPONS***

---

What do you have for weapons?

Firearms?

Type?

Any real edged weapons like machetes, knives, hatchets, and swords?

How about improvised weapons like baseball bats?

Improvised weapons like hand tools?

- If you are without adequate weapons you may choose to go to a retail "box" store or, if you live in Texas, your neighbor's house first. 😊

## ***VEHICLES***

---

Do you rely on public transportation?

Do have a car or similar vehicle?

RV?

Trailer?

Watercraft?

# ALL THINGS ZOMBIE – “BETTER DEAD THAN ZED!”

ATV?

Are they close by and easily accessible?

How much fuel?

This section deals with your ability to move about the town or even leave the area if need be.

- If your vehicle is fully gassed then you have fuel units equal to its' Bash Value.
- Anything less, just reduce it proportionately.

*Example – A half full SUV would have 3 fuel units.*

## LUXURY ITEMS

Do you a supply of luxury items?

Cigarettes?

Booze?

Cash?

Jewels?

Any of life's little luxuries that can be traded in a pinch?

This is a way to gather lightweight items that can help you out when bartering.

- Be sure and check the Barter section (page 54) to see what may be a luxury. You'll look at toilet paper in a whole different light!

## NOW WHAT?

Decide where you will go from the following options and in what order, from 1 to 10.

- Spouse's workplace.
- Your workplace.
- The children's school. If you have children in two or more schools be sure to specify in which order you will go to them.
- The military base.
- Police station.
- Your home.
- Retail "box" store for weapons.
- Supermarket or similar for food.
- To get your vehicle if it's not with you.
- To the bank or closest ATM for cash.

You may change your order of locations anytime during the game, as circumstances require.

## THEN...

Read the Rules For Day One.

## RULES FOR DAY ONE

DO NOT read the description for a location until you have reached your objective. See the Setting Up The Table section to better explain the objectives and how to reach them.

### SETTING UP THE TABLE

All games are played on a 3' x 3' square.

Set up applicable terrain as outlined in the Terrain & Scenery section (page 36).

Be sure to match up the correct buildings (page 37) to the location that you have your encounter in.

Mark a 6" by 6" square in the center of the table. This is where your objective, what you are searching for, may be found. Once you have reached your objective you must exit with it off of any table edge.

### GETTING FROM PLACE TO PLACE

This isn't a "peaceful day on the roads" so when you move from one location to the other roll 2d6 versus your Rep and consult the Getting There Table.

**2**

### GETTING THERE TABLE

*(Taken versus Rep)*

# OF D6 PASSED	BY VEHICLE	ON FOOT
2	Arrive there normally.	Arrive there normally.
1	If Rep is greater than location number then count as pass 2d6. Otherwise count as passing 0d6.	Treat as if arriving one location later.
0	Treat as if arriving one location later.	Treat as if arriving two locations later.



# ALL THINGS ZOMBIE – “BETTER DEAD THAN ZED!”

## GENERATING ZOMBIES

As this is early in the outbreak count urban areas as suburban, suburban as rural, and rural as rural for generating zombies

Anytime a “7” is rolled on the activation dice there is a chance of zombies being generated. Use the procedure outlined in the section called When The Game Starts (page 29).

No zombies are placed on the table at the start of the encounter nor will they appear in buildings.

## ZED OR NO ZED TEST

The Zed Or No Zed test (page 33) must be taken each time you enter a new location.

## POLICE

Police are still in control. On any result of “11” on the activation dice a police officer will approach you. Roll from the Police list.

- If you are unarmed he will tell you to leave the area.
- If you are visibly armed he will draw his gun and order you to surrender your weapon.
- Handle it as you wish. If you become out of the fight he will arrest you and take you to jail. Your encounter is over. Have fun playing the campaign.

## TERRIFIED CIVILIANS

During the first days of the outbreak there will be widespread panic amongst the population. The Terrified Civilians rule represents these panicked crowds.

- The following locations will start with 2d6 Terrified Civilians already on the table.
  - Spouses’ workplace.
  - Your workplace.
  - Children’s school.
  - Retail “Box” store
  - Supermarket
- On any result of doubles on the activation dice there will be an additional 1d6 Civilians.
- You must fight all of them, one at a time, in melee to represent you having to “fight your way through the crowd”. Line them up one after the other and have at it!

- Civilians will only use 2d6 in melee.
- Any result of out of the fight or obviously dead that you score on them means that they have run by you.
- Any result of out of the fight or obviously dead they score on you means you have been rendered unconscious and this location is over for you. Move to the next one.

## FYI –ACTIVATION SCORE OF

“7” = Zombies!

“11” = Police

“Doubles” = Terrified Civilians

## LOCATIONS

**DO NOT READ THE LOCATION DESCRIPTIONS STARTING ON THE NEXT PAGE UNTIL YOU HAVE FOUND THE OBJECTIVE FOR THAT LOCATION!**



# ***ALL THINGS ZOMBIE – “BETTER DEAD THAN ZED!”***

## ***SPOUSE’S WORKPLACE***

---

Your spouse or significant other is your objective.

### ***IF YOU CAME HERE FIRST:***

You have found your spouse or significant other (1-4) or your spouse or significant other is gone (5-6).

If she is gone someone tells you she went home (1-3) or to the school to get the children (4-6) if you have any. This location is over for you.

### ***IF YOU CAME HERE SECOND OR LATER:***

You have found your spouse or significant other (1-2) or your spouse or significant other is gone (3-6).

Your spouse or significant other is gone. Someone tells you she went home (1-3) or to the school to get the children (4-6) if you have any. This location is over for you.

## ***YOUR WORKPLACE***

---

Whatever you came here for will be your objective.

### ***IF YOU CAME HERE FIRST:***

You have found what you were looking for.

### ***IF YOU CAME HERE SECOND:***

You have found what you were looking for (1-4) or the place has been looted of anything of worth (5-6).

If looted this location is over for you.

### ***IF YOU CAME HERE THIRD:***

You have found what you were looking for (1-2) or the place has been looted of anything of worth (3-6).

If looted this location is over for you.

### ***IF YOU CAME HERE FOURTH OR LATER:***

The place has been looted of anything of worth. This location is over for you.

## ***CHILDREN’S SCHOOL***

---

Your children are your objective. If you have more than one in the same school they will be together.

### ***IF YOU CAME HERE FIRST:***

You have found your children (1-5) or your children are gone (6).

If they are gone someone tells you they were picked up (1-3), were evacuated (4), or “I think they already left.” (5-6). This location is over for you.

### ***IF YOU CAME HERE SECOND:***

You have found your children (1-3) or your children are gone (4-6).

If they are gone someone tells you they were picked up (1-3), were evacuated (4), or “I think they already left.” (5-6). This location is over for you.

### ***IF YOU CAME HERE THIRD:***

You have found your children (1) or your children are gone (2-6).

If they are gone someone tells you they were picked up (1-3), were evacuated (4), or “I think they already left.” (5-6). This location is over for you.

### ***IF YOU CAME HERE FOURTH OR LATER:***

Your children are gone. Someone tells you they were picked up (1-3), were evacuated (4), or “I think they already left.” (5-6). This location is over for you.

## ***MILITARY BASE***

---

Whatever you came here for will be your objective.

### ***IF YOU CAME HERE FIRST OR LATER:***

If you are returning to duty you will be admitted and rejoin your unit.

If you are not military you will be denied entrance. Two soldiers guard the gate and will instruct you to leave.

In either case this location is over for you.

# ***ALL THINGS ZOMBIE – “BETTER DEAD THAN ZED!”***

## ***POLICE STATION***

---

Whatever you came here for will be your objective

### ***IF YOU CAME HERE FIRST OR LATER:***

If you are returning to duty you will be admitted and assigned.

If you are not a member of the department you will be denied entrance. Two officers guard the front door:

- If you are unarmed they will tell you to leave the area.
- If you are visibly armed they will draw their weapons and order you to surrender your gun.
- Handle it as you wish. If you become out of the fight they will arrest you and take you to jail. Your encounter is over. Have fun playing the campaign.

This location is over for you.

## ***HOME***

---

Whatever you came here for will be your objective.

### ***IF YOU CAME HERE FIRST:***

It is deserted unless you have started the game with family members already home.

### ***IF YOU CAME HERE SECOND:***

It is deserted unless you have started the game with family members already home.

### ***IF YOU CAME HERE THIRD:***

It is deserted unless you have started the game with family members already home.

### ***IF YOU CAME HERE FOURTH OR LATER:***

All family members have made it home safely. This location is over for you.

## ***RETAIL “BOX” STORE***

---

Whatever you came here for will be your objective.

### ***IF YOU CAME HERE FIRST:***

You have found what you were looking for. You may search using the Finding Loot section (page 47).

### ***IF YOU CAME HERE SECOND:***

You have found what you were looking for (1-5) or the place has been looted or destroyed (6).

If the place is not looted you may search using the Finding Loot section (page 47).

If the place has been looted then this location is over for you.

### ***IF YOU CAME HERE THIRD:***

You have found what you were looking for (1-3) or the place has been looted or destroyed (4-6).

If the place is not looted you may search using the Finding Loot section (page 47).

If the place has been looted then this location is over for you.

### ***IF YOU CAME HERE FOURTH:***

You have found what you were looking for (1) or the place has been looted or destroyed (2-6).

If the place is not looted you may search using the Finding Loot section (page 47).

If the place has been looted then this location is over for you.

### ***IF YOU CAME HERE FIFTH OR LATER:***

The place has been looted or destroyed. This location is over for you.

## ***SUPERMARKET***

---

Whatever you came here for will be your objective.

### ***IF YOU CAME HERE FIRST:***

You have found what you were looking for. You may search using the Finding Loot section (page 47).

# ***ALL THINGS ZOMBIE – “BETTER DEAD THAN ZED!”***

## ***IF YOU CAME HERE SECOND:***

You have found what you were looking for (1-4) or the place has been looted or destroyed (5- 6).

If the place is not looted you may search using the Finding Loot section (page 47).

If the place has been looted then this location is over for you.

## ***IF YOU CAME HERE THIRD:***

You have found what you were looking for (1-3) or the place has been looted or destroyed (4-6).

If the place is not looted you may search using the Finding Loot section (page 47).

If the place has been looted then this location is over for you.

## ***IF YOU CAME HERE FOURTH:***

You have found what you were looking for (1) or the place has been looted or destroyed (5-6).

If the place is not looted you may search using the Finding Loot section (page 47).

If the place has been looted then this location is over for you.

## ***IF YOU CAME HERE FIFTH OR LATER:***

The place has been picked over and everything of worth has been looted or destroyed. This location is over for you.

## ***RETRIEVE YOUR VEHICLE***

---

Your vehicle will be your objective.

### ***IF YOU CAME HERE FIRST:***

You have found your vehicle.

### ***IF YOU CAME HERE SECOND:***

You have found your vehicle.

### ***IF YOU CAME HERE THIRD:***

You have found your vehicle.

### ***IF YOU CAME HERE FOURTH:***

Your vehicle has been looted and must be hot-wired (page 47) to start.

## ***IF YOU CAME HERE FIFTH OR LATER:***

Your vehicle is gone. This location is over for you.

## ***BANK OR ATM***

---

Whatever you came here to get will be your objective.

### ***IF YOU CAME HERE FIRST:***

You can grab three units of luxury items.

### ***IF YOU CAME HERE SECOND OR LATER:***

The bank is closed or the ATM is empty. This location is over for you.

# ***ALL THINGS ZOMBIE – “BETTER DEAD THAN ZED!”***

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# ALL THINGS ZOMBIE – “BETTER DEAD THAN ZED!”

## GROUP ROSTER

NAME	REP	CLASS	RANGED WEAPONS	MELEE WEAPONS	BODY ARMOR	ATTRIBUTES #1	ATTRIBUTES #2	SEEN FEAST

## RESOURCE MANAGEMENT

TYPE	LEFT IN AREA	OWNED BY GROUP
Body armor		
Food		
Fuel		
Luxury items		
Medical Supplies		
Vehicles		
Weapons		

## GROUP INFO

FRIENDS	ENEMIES	VEHICLES

## HISTORY

# ALL THINGS ZOMBIE – “BETTER DEAD THAN ZED!”

## GROUP ROSTER

NAME	REP	CLASS	RANGED WEAPONS	MELEE WEAPONS	BODY ARMOR	ATTRIBUTES #1	ATTRIBUTES #2	SEEN FEAST

## RESOURCE MANAGEMENT

TYPE	LEFT IN AREA	OWNED BY GROUP
Body armor		
Food		
Fuel		
Luxury items		
Medical Supplies		
Vehicles		
Weapons		

## GROUP INFO

FRIENDS	ENEMIES	VEHICLES

## HISTORY





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# ALL THINGS ZOMBIE – “BETTER DEAD THAN ZED!”

## RANGED COMBAT

WEAPONS TABLE

RANGED WEAPONS	RANGE	TARGETS	IMP
Assault Rifle	48	1 or 3	3
BA Pistol	12	1 or 2	2
Bolt Action Rifle	48	1	3
Flash Bang Grenade	6	12" blast circle	NA
Machine Pistol	12	3	1
Pistol	12	1 or 2	1
Semi-Automatic Rifle	48	1 or 2	3
Shotgun	12	3 (6)	2
Squad Automatic Weapon	48	4	3
Submachine Gun	24	3	1

### Target Ranged Combat

(1d6 + Rep)

A result of two or more “ones” means out of ammo.

1D6 + REP	RESULT
3 to 7	Miss.
8	Target concealed – miss. Target in cover – miss. Target prone – miss. Target moved fast – miss. Shooter moved fast – miss. Shooter is snap firing – miss. Second or higher target – miss. Otherwise – hit.
9	Target in cover – miss. Shooter moved fast – miss. Shooter is snap firing – miss. Third or higher target – miss. Otherwise – hit.
10+	Hit.

### 1 Ranged Combat Damage Table

(1d6 per each hit)

SCORE	RESULT
“1”	Target Obviously Dead
Impact or less but not a “1”	Target is Out of the Fight.
Higher than Impact	Target is knocked down and immediately takes Recover From Knock Down Test.

## MELEE COMBAT

### Rep

### Melee Combat

(Taken vs. Rep)

+1d6 if have higher Impact weapon than opponent

-2d6 if prone or attacked to rear

-2d6 if retrieving wounded

A score of 1, 2, or 3 is a success

A score of 4, 5, or 6 is a failure.

When fighting multiple attackers must divide d6

Continue rolling until one side has any successes or all sides have zero successes.

# SUCCESSES	RESULT
Score 2+ more successes	Enemy Obviously Dead.
Score 1 more success	Enemy Out of the Fight
No successes scored	Evenly matched. Remain in melee and when active may either break off the melee or continue the melee.

## WHERE CAN I FIND THE...

Attributes (page 7)

Barter Table (page 55)

Challenge Test (page 52)

Flash-Bang Damage (page 20)

Grenade Toss (page 19)

Lists (page 8)

Outgunned (page 16)

Recovery (page 22)

Vehicle Bash Tables (page 27)

Vehicle List (page 25)

Wounded (page 22)

Zombie Placement (page 30)



# ALL THINGS ZOMBIE – “BETTER DEAD THAN ZED!”

## VEHICLE REACTION TESTS TABLE

\* = Star May choose to pass 2d6, 1d6, or 0d6.

REASON	PASS 2d6	PASS 1d6	PASS 0d6
<b>IN SIGHT</b> <i>Taken by driver</i>	<ul style="list-style-type: none"> <li>Move up to half current speed veering up to 45 degrees if desired.</li> <li>Or do above and stop.</li> </ul>	<ul style="list-style-type: none"> <li>Move up to half current speed veering up to 45 degrees if desired.</li> <li>Or do above and stop.</li> </ul>	<ul style="list-style-type: none"> <li>Do nothing.</li> </ul>
<b>RECEIVED FIRE *</b> <i>Taken by driver</i>	<ul style="list-style-type: none"> <li>Move up to half current speed veering up to 45 degrees if desired.</li> <li>Or do above and stop.</li> </ul>	<ul style="list-style-type: none"> <li>Vehicle moves forward half current speed then will veer away from danger 3”.</li> </ul>	<ul style="list-style-type: none"> <li>Vehicle moves forward half current speed then will veer away from danger 3” Take Lose Control test.</li> </ul>
<b>VEHICLE CHARGE *</b> <i>Taken by driver</i>	<ul style="list-style-type: none"> <li>Success! Move to within 3” of the target and target takes Being Run Down test.</li> </ul>	<ul style="list-style-type: none"> <li>Success! Move to within 3” of the target and target takes Being Run Down test at +1 to Rep.</li> </ul>	<ul style="list-style-type: none"> <li>Target fires at driver then dodges out of path going prone. Move vehicle remaining distance.</li> </ul>
<b>VEHICLE CHARGED *</b> <i>Taken by driver</i>	<ul style="list-style-type: none"> <li>If charged by characters <i>carry on</i>.</li> <li>If charged by vehicle may choose to Bash or take Lose Control test.</li> </ul>	<ul style="list-style-type: none"> <li>If charged by characters <i>carry on</i>.</li> <li>If charged by vehicle must take Lose Control test.</li> </ul>	<ul style="list-style-type: none"> <li>If charged by characters will <i>maintain</i> speed and course.</li> <li>If charged by vehicle must take Lose Control test at –1 to Rep.</li> </ul>
<b>BEING RUN DOWN</b> <i>Taken by target</i>	<ul style="list-style-type: none"> <li>Target fires at driver then dodges out of path going prone. Move vehicle remaining distance.</li> </ul>	<ul style="list-style-type: none"> <li>If driver has higher Rep or if the target is prone, then treat as if passed 0d6.</li> <li>If target has equal or higher Rep then treat as if passed 2d6.</li> </ul>	<ul style="list-style-type: none"> <li>Vehicle smashes into target and driver must take Lose Control test</li> <li>Pedestrian will roll on the Ranged Combat Damage Table counting the Bash Value of the vehicle as the Impact.</li> </ul>
<b>LOSE CONTROL</b> <i>Taken by driver</i>	<ul style="list-style-type: none"> <li>If running down a pedestrian or no Bash then <i>carries on</i>.</li> <li>If Bash driver avoids collision by swerving by the object and <i>carries on</i>.</li> </ul>	<ul style="list-style-type: none"> <li>If running down a pedestrian or no Bash then <i>carries on</i>.</li> <li>If Bash driver avoids collision by swerving by the object but vehicle slides to a stop. Must restart with the “Car Won’t Start!” rule.</li> </ul>	<ul style="list-style-type: none"> <li>If running down a pedestrian or no Bash driver loses control. Vehicle rolls over and is irreparable. Occupants will roll on the Ranged Combat Damage Table vs. Impact 3 weapon.</li> <li>If Bash driver fails to avoids collision. Go to Bash Table.</li> </ul>
<b>DRIVER TEST</b> <i>Taken by driver</i>	<ul style="list-style-type: none"> <li><i>On-road</i> – Up to 2 X speed. Take Lose Control test *.</li> <li><i>Cross country</i> – Up to full speed. Take Lose Control test.</li> </ul>	<ul style="list-style-type: none"> <li><i>On-road</i> – Up to 1 ½ X speed.</li> <li><i>Cross country</i> – Up to ¾ speed.</li> </ul>	<ul style="list-style-type: none"> <li><i>On-road</i> – Up to full speed.</li> <li><i>Cross country</i>– Up to 1/2 speed.</li> </ul>

\*Driver may choose to move at 1 ½ X speed instead and not take Lose Control test.





# ATZ – BETTER DEAD THAN ZED

## SURVIVOR REACTION TESTS

\* = Star May choose to pass 2d6, 1d6, or 0d6.

REASON	PASS 2d6	PASS 1d6	PASS 0d6
<b>FAST MOVE (LDR)</b>	<ul style="list-style-type: none"> <li>Move up to 2X normal distance.</li> </ul>	<ul style="list-style-type: none"> <li>Those in cover move normal speed.</li> <li>Others move up to 1.5X normal distance.</li> </ul>	<ul style="list-style-type: none"> <li>Those in cover remain in place instead.</li> <li>Others move up to normal distance.</li> </ul>
<b>IN SIGHT</b>	<ul style="list-style-type: none"> <li>Hold fire against zombies at over 6".</li> <li>If out of ammo or range will Duck Back.</li> <li>Otherwise fire.</li> </ul>	<ul style="list-style-type: none"> <li><i>Snap fire.</i></li> <li>If out of ammo or range will <i>halt</i> in place.</li> </ul>	<ul style="list-style-type: none"> <li>All may not fire.</li> </ul>
<b>RECEIVED FIRE (LDR) *</b>	<ul style="list-style-type: none"> <li>Chargers <i>carry on</i>.</li> <li>Retrieving wounded <i>carry on</i>.</li> <li>Others <i>outgunned</i> will <i>Duck Back</i></li> <li>Others return fire.</li> </ul>	<ul style="list-style-type: none"> <li>Chargers <i>snap fire</i>.</li> <li>Retrieving wounded <i>carry on</i>.</li> <li>Those in cover <i>snap fire</i>.</li> <li>Others will <i>Duck Back</i>.</li> </ul>	<ul style="list-style-type: none"> <li>All will <i>retire</i>.</li> </ul>
<b>WANTING TO CHARGE (LDR)*</b>	<ul style="list-style-type: none"> <li>All will charge into melee.</li> </ul>	<ul style="list-style-type: none"> <li>Those in cover <i>snap fire</i> instead.</li> <li>Others will charge into melee.</li> </ul>	<ul style="list-style-type: none"> <li>All <i>halt</i> and may not fire.</li> </ul>
<b>BEING CHARGED (LDR)*</b>	<ul style="list-style-type: none"> <li>Those that can will fire and melee normally.</li> <li>Those that cannot fire will melee normally.</li> </ul>	<ul style="list-style-type: none"> <li>Those charged to the rear will melee but with penalties.</li> <li>All cannot fire but will melee normally.</li> </ul>	<ul style="list-style-type: none"> <li>All will <i>retire</i>.</li> </ul>
<b>RALLY (LDR)*</b>	<ul style="list-style-type: none"> <li><i>Carry on</i>.</li> </ul>	<ul style="list-style-type: none"> <li>If figure in cover will <i>carry on</i>.</li> <li>Otherwise <i>retire</i>.</li> </ul>	<ul style="list-style-type: none"> <li>All will Hunker Down.</li> </ul>
<b>MAN DOWN *</b>	<ul style="list-style-type: none"> <li><i>Carry on</i>.</li> </ul>	<ul style="list-style-type: none"> <li>If no others <i>carrying on</i> within 4" then <i>duck back</i>.</li> <li>Otherwise <i>carry on</i>.</li> </ul>	<ul style="list-style-type: none"> <li>All will <i>retire</i>.</li> </ul>
<b>LEADER LOST*</b>	<ul style="list-style-type: none"> <li><i>Carry on</i>. New Leader immediately <i>steps up</i>.</li> </ul>	<ul style="list-style-type: none"> <li><i>Halt</i>. New Leader chosen when next active.</li> </ul>	<ul style="list-style-type: none"> <li>All will <i>retire</i>.</li> </ul>
<b>RECOVER FROM KNOCK DOWN</b>	<ul style="list-style-type: none"> <li>All are <i>stunned</i>.</li> </ul>	<ul style="list-style-type: none"> <li>If wearing body armor then <i>stunned</i></li> <li>Others are <i>out of the fight</i>.</li> </ul>	<ul style="list-style-type: none"> <li>All are <i>obviously dead</i>.</li> </ul>
<b>ZED OR NO ZED?</b>	<ul style="list-style-type: none"> <li>All realize the threat, if any, and <i>carry on</i>. If doubles were scored then the zombie is a friend or relative. Count as if passed 1d6 instead.</li> </ul>	<ul style="list-style-type: none"> <li>Zombie charges and Being Charged test is taken.</li> </ul>	<ul style="list-style-type: none"> <li>Zombie charges into melee adding 2d6.</li> </ul>
<b>SEE THE FEAST</b>	<ul style="list-style-type: none"> <li>All <i>carry on</i> and never have to take this test again.</li> </ul>	<ul style="list-style-type: none"> <li>All will <i>duck back</i> and take the Sanity test.</li> </ul>	<ul style="list-style-type: none"> <li>All will <i>retire</i> and take the Sanity test.</li> </ul>
<b>SANITY</b>	<ul style="list-style-type: none"> <li>All are <i>stunned</i>. Will take See The Feast Test again when called upon.</li> </ul>	<ul style="list-style-type: none"> <li><i>Hunker down</i>. Will take See The Feast Test again when called upon.</li> </ul>	<ul style="list-style-type: none"> <li><i>Hunker down</i>. May never rally, ever.</li> </ul>



# ATZ – BETTER DEAD THAN ZED

## MILITARY REACTION TESTS

\* = Star May choose to pass 2d6, 1d6, or 0d6.

REASON	PASS 2d6	PASS 1d6	PASS 0d6
<b>FAST MOVE (LDR)</b>	<ul style="list-style-type: none"> <li>Move up to 2X normal distance.</li> </ul>	<ul style="list-style-type: none"> <li>Others move up to 1.5X normal distance.</li> </ul>	<ul style="list-style-type: none"> <li>Move up to normal distance.</li> </ul>
<b>IN SIGHT</b>	<ul style="list-style-type: none"> <li>Hold fire against zombies at over 6".</li> <li>If out of ammo or range will Duck Back.</li> <li>Otherwise fire.</li> </ul>	<ul style="list-style-type: none"> <li>Snap fire.</li> <li>If out of ammo or range will halt in place.</li> </ul>	<ul style="list-style-type: none"> <li>All may not fire.</li> </ul>
<b>RECEIVED FIRE (LDR) *</b>	<ul style="list-style-type: none"> <li>Chargers carry on.</li> <li>Retrieving wounded carry on.</li> <li>Others outgunned will Duck Back</li> <li>Others return fire.</li> </ul>	<ul style="list-style-type: none"> <li>Chargers carry on.</li> <li>Retrieving wounded carry on.</li> <li>Those in cover fire.</li> <li>Others will Duck Back.</li> </ul>	<ul style="list-style-type: none"> <li>All will Duck Back.</li> </ul>
<b>WANTING TO CHARGE (LDR)*</b>	<ul style="list-style-type: none"> <li>All will charge into melee.</li> </ul>	<ul style="list-style-type: none"> <li>All will charge into melee.</li> </ul>	<ul style="list-style-type: none"> <li>Those in cover snap fire instead.</li> <li>Others halt and may not fire.</li> </ul>
<b>BEING CHARGED (LDR)*</b>	<ul style="list-style-type: none"> <li>Those that can will fire and melee normally.</li> <li>Those that cannot fire will melee normally.</li> </ul>	<ul style="list-style-type: none"> <li>Those charged to the rear will melee but with penalties.</li> <li>All cannot fire but will melee normally.</li> </ul>	<ul style="list-style-type: none"> <li>All will retire.</li> </ul>
<b>RALLY (LDR)*</b>	<ul style="list-style-type: none"> <li>Carry on.</li> </ul>	<ul style="list-style-type: none"> <li>Carry on.</li> </ul>	<ul style="list-style-type: none"> <li>If figure in cover will carry on.</li> <li>Others Hunker Down.</li> </ul>
<b>MAN DOWN *</b>	<ul style="list-style-type: none"> <li>Carry on.</li> </ul>	<ul style="list-style-type: none"> <li>If no others carrying on within 4" then duck back.</li> <li>Otherwise carry on.</li> </ul>	<ul style="list-style-type: none"> <li>All will retire.</li> </ul>
<b>LEADER LOST*</b>	<ul style="list-style-type: none"> <li>Carry on. New Leader immediately steps up.</li> </ul>	<ul style="list-style-type: none"> <li>Carry on. New Leader immediately steps up.</li> </ul>	<ul style="list-style-type: none"> <li>Halt. New Leader chosen when next active.</li> </ul>
<b>RECOVER FROM KNOCK DOWN</b>	<ul style="list-style-type: none"> <li>All are stunned.</li> </ul>	<ul style="list-style-type: none"> <li>If wearing body armor then stunned</li> <li>Others are out of the fight.</li> </ul>	<ul style="list-style-type: none"> <li>All are obviously dead.</li> </ul>
<b>ZED OR NO ZED?</b>	<ul style="list-style-type: none"> <li>All realize the threat, if any, and carry on. If doubles were scored then the zombie is a friend or relative. Count as if passed 1d6 instead.</li> </ul>	<ul style="list-style-type: none"> <li>Zombie charges and Being Charged test is taken.</li> </ul>	<ul style="list-style-type: none"> <li>Zombie charges into melee adding 2d6.</li> </ul>
<b>SEE THE FEAST</b>	<ul style="list-style-type: none"> <li>All carry on and never have to take this test again.</li> </ul>	<ul style="list-style-type: none"> <li>All will duck back and take the Sanity test.</li> </ul>	<ul style="list-style-type: none"> <li>All will retire and take the Sanity test.</li> </ul>
<b>SANITY</b>	<ul style="list-style-type: none"> <li>All are stunned. Will take See The Feast Test again when called upon.</li> </ul>	<ul style="list-style-type: none"> <li>Hunker down. Will take See The Feast Test again when called upon.</li> </ul>	<ul style="list-style-type: none"> <li>Hunker down. May never rally, ever.</li> </ul>



# ATZ – BETTER DEAD THAN ZED

## CIVILIAN REACTION TESTS

\* = Star May choose to pass 2d6, 1d6, or 0d6.

REASON	PASS 2d6	PASS 1d6	PASS 0d6
<b>FAST MOVE (LDR)</b>	<ul style="list-style-type: none"> <li>Move up to 2X normal distance.</li> </ul>	<ul style="list-style-type: none"> <li>Those in cover move normal speed.</li> <li>Others move up to 1.5X normal distance.</li> </ul>	<ul style="list-style-type: none"> <li>Those in cover remain in place instead.</li> <li>Others move up to normal distance.</li> </ul>
<b>IN SIGHT</b>	<ul style="list-style-type: none"> <li>If out of ammo or range will <i>halt</i> in place.</li> <li>Otherwise <i>snap fire</i>.</li> </ul>	<ul style="list-style-type: none"> <li>All may not fire</li> <li>If out of ammo or range will <i>halt</i> in place.</li> </ul>	<ul style="list-style-type: none"> <li>All will <i>retire</i>.</li> </ul>
<b>RECEIVED FIRE (LDR) *</b>	<ul style="list-style-type: none"> <li>Chargers <i>carry on</i>.</li> <li>Retrieving wounded <i>carry on</i>.</li> <li>Others <i>outgunned</i> will <i>Duck Back</i></li> <li>Others <i>snap fire</i>.</li> </ul>	<ul style="list-style-type: none"> <li>Chargers <i>Duck Back</i>.</li> <li>Retrieving wounded <i>carry on</i>.</li> <li>Those in cover <i>snap fire</i>.</li> <li>Others will <i>Duck Back</i>.</li> </ul>	<ul style="list-style-type: none"> <li>All will <i>retire</i>.</li> </ul>
<b>WANTING TO CHARGE (LDR)*</b>	<ul style="list-style-type: none"> <li>All will charge into melee.</li> </ul>	<ul style="list-style-type: none"> <li>Those in cover <i>snap fire</i> instead.</li> <li>Others will charge into melee.</li> </ul>	<ul style="list-style-type: none"> <li>All <i>halt</i> and may not fire.</li> </ul>
<b>BEING CHARGED (LDR)*</b>	<ul style="list-style-type: none"> <li>Those that can will fire and melee normally.</li> <li>Those that cannot fire will melee normally.</li> </ul>	<ul style="list-style-type: none"> <li>Those charged to the rear will melee but with penalties.</li> <li>All cannot fire but will melee normally.</li> </ul>	<ul style="list-style-type: none"> <li>All will <i>retire</i>.</li> </ul>
<b>RALLY (LDR)*</b>	<ul style="list-style-type: none"> <li><i>Carry on</i>.</li> </ul>	<ul style="list-style-type: none"> <li><i>Retire</i>.</li> </ul>	<ul style="list-style-type: none"> <li>All will Hunker Down.</li> </ul>
<b>MAN DOWN *</b>	<ul style="list-style-type: none"> <li><i>Carry on</i>.</li> </ul>	<ul style="list-style-type: none"> <li>If no others <i>carrying on</i> within 4" then <i>duck back</i>.</li> <li>Otherwise <i>carry on</i>.</li> </ul>	<ul style="list-style-type: none"> <li>All will <i>retire</i>.</li> </ul>
<b>LEADER LOST*</b>	<ul style="list-style-type: none"> <li><i>Halt. New Leader chosen when next active.</i></li> </ul>	<ul style="list-style-type: none"> <li><i>Halt. New Leader chosen when next active.</i></li> </ul>	<ul style="list-style-type: none"> <li>All will <i>retire</i>.</li> </ul>
<b>RECOVER FROM KNOCK DOWN</b>	<ul style="list-style-type: none"> <li>All are <i>stunned</i>.</li> </ul>	<ul style="list-style-type: none"> <li>If wearing body armor then <i>stunned</i></li> <li>Others are <i>out of the fight</i>.</li> </ul>	<ul style="list-style-type: none"> <li>All are <i>obviously dead</i>.</li> </ul>
<b>ZED OR NO ZED?</b>	<ul style="list-style-type: none"> <li>All realize the threat, if any, and <i>carry on</i>. If doubles were scored then the zombie is a friend or relative. Count as if passed 1d6 instead.</li> </ul>	<ul style="list-style-type: none"> <li>Zombie charges and Being Charged test is taken.</li> </ul>	<ul style="list-style-type: none"> <li>Zombie charges into melee adding 2d6.</li> </ul>
<b>SEE THE FEAST</b>	<ul style="list-style-type: none"> <li>All <i>carry on</i> and never have to take this test again.</li> </ul>	<ul style="list-style-type: none"> <li>All will <i>duck back</i> and take the Sanity test.</li> </ul>	<ul style="list-style-type: none"> <li>All will <i>retire</i> and take the Sanity test.</li> </ul>
<b>SANITY</b>	<ul style="list-style-type: none"> <li>All are <i>stunned</i>. Will take See The Feast Test again when called upon.</li> </ul>	<ul style="list-style-type: none"> <li><i>Hunker down</i>. Will take See The Feast Test again when called upon.</li> </ul>	<ul style="list-style-type: none"> <li><i>Hunker down</i>. May never rally, ever.</li> </ul>



# ATZ – BETTER DEAD THAN ZED

## GANGER REACTION TESTS

\* = Star May choose to pass 2d6, 1d6, or 0d6.

REASON	PASS 2d6	PASS 1d6	PASS 0d6
<b>FAST MOVE (LDR)</b>	<ul style="list-style-type: none"> <li>Move up to 2X normal distance.</li> </ul>	<ul style="list-style-type: none"> <li>Those in cover move normal speed.</li> <li>Others move up to 1.5X normal distance.</li> </ul>	<ul style="list-style-type: none"> <li>Those in cover remain in place instead.</li> <li>Others move up to normal distance.</li> </ul>
<b>IN SIGHT</b>	<ul style="list-style-type: none"> <li>If out of ammo or range will Duck Back.</li> <li>Otherwise fire.</li> </ul>	<ul style="list-style-type: none"> <li>Snap fire.</li> <li>If out of ammo or range will <i>halt</i> in place.</li> </ul>	<ul style="list-style-type: none"> <li>All may not fire.</li> </ul>
<b>RECEIVED FIRE (LDR) *</b>	<ul style="list-style-type: none"> <li>Chargers <i>carry on</i>.</li> <li>Retrieving wounded <i>carry on</i>.</li> <li>Others <i>outgunned</i> will <i>Duck Back</i></li> <li>Others <i>snap fire</i>.</li> </ul>	<ul style="list-style-type: none"> <li>Chargers <i>snap fire</i>.</li> <li>Retrieving wounded <i>carry on</i>.</li> <li>Those in cover <i>snap fire</i>.</li> <li>Others will <i>Duck Back</i>.</li> </ul>	<ul style="list-style-type: none"> <li>All will <i>retire</i>.</li> </ul>
<b>WANTING TO CHARGE (LDR)*</b>	<ul style="list-style-type: none"> <li>All will charge into melee.</li> </ul>	<ul style="list-style-type: none"> <li>Those in cover <i>snap fire</i> instead.</li> <li>Others will charge into melee.</li> </ul>	<ul style="list-style-type: none"> <li>All <i>halt</i> and may not fire.</li> </ul>
<b>BEING CHARGED (LDR)*</b>	<ul style="list-style-type: none"> <li>Those that can will <i>snap fire</i> and melee normally.</li> <li>Those that cannot fire will melee normally.</li> </ul>	<ul style="list-style-type: none"> <li>Those charged to the rear will melee but with penalties.</li> <li>All cannot fire but will melee normally.</li> </ul>	<ul style="list-style-type: none"> <li>All will <i>retire</i>.</li> </ul>
<b>RALLY (LDR)*</b>	<ul style="list-style-type: none"> <li><i>Carry on</i>.</li> </ul>	<ul style="list-style-type: none"> <li>If figure in cover will <i>carry on</i>.</li> <li>Otherwise <i>retire</i>.</li> </ul>	<ul style="list-style-type: none"> <li>All will Hunker Down.</li> </ul>
<b>MAN DOWN *</b>	<ul style="list-style-type: none"> <li><i>Carry on</i>.</li> </ul>	<ul style="list-style-type: none"> <li>If no others <i>carrying on</i> within 4" then <i>duck back</i>.</li> <li>Otherwise <i>carry on</i>.</li> </ul>	<ul style="list-style-type: none"> <li>All will <i>retire</i>.</li> </ul>
<b>LEADER LOST*</b>	<ul style="list-style-type: none"> <li><i>Halt. New Leader chosen when next active.</i></li> </ul>	<ul style="list-style-type: none"> <li><i>Halt. New Leader chosen when next active.</i></li> </ul>	<ul style="list-style-type: none"> <li>All will <i>retire</i>.</li> </ul>
<b>RECOVER FROM KNOCK DOWN</b>	<ul style="list-style-type: none"> <li>All are <i>stunned</i>.</li> </ul>	<ul style="list-style-type: none"> <li>If wearing body armor then <i>stunned</i></li> <li>Others are <i>out of the fight</i>.</li> </ul>	<ul style="list-style-type: none"> <li>All are <i>obviously dead</i>.</li> </ul>
<b>ZED OR NO ZED?</b>	<ul style="list-style-type: none"> <li>All realize the threat, if any, and <i>carry on</i>. If doubles were scored then the zombie is a friend or relative. Count as if passed 1d6 instead.</li> </ul>	<ul style="list-style-type: none"> <li>Zombie charges and Being Charged test is taken.</li> </ul>	<ul style="list-style-type: none"> <li>Zombie charges into melee adding 2d6.</li> </ul>
<b>SEE THE FEAST</b>	<ul style="list-style-type: none"> <li>All <i>carry on</i> and never have to take this test again.</li> </ul>	<ul style="list-style-type: none"> <li>All will <i>duck back</i> and take the Sanity test.</li> </ul>	<ul style="list-style-type: none"> <li>All will <i>retire</i> and take the Sanity test.</li> </ul>
<b>SANITY</b>	<ul style="list-style-type: none"> <li>All are <i>stunned</i>. Will take See The Feast Test again when called upon.</li> </ul>	<ul style="list-style-type: none"> <li><i>Hunker down</i>. Will take See The Feast Test again when called upon.</li> </ul>	<ul style="list-style-type: none"> <li><i>Hunker down</i>. May never rally, ever.</li> </ul>





# ATZ – BETTER DEAD THAN ZED

## BUILDINGS- OCCUPIED OR NOT?

### 2 WHAT'S INSIDE?

-2 if in rural area  
-1 if in Daytime  
+2 if Night Time  
+2 if in urban area

#	RESULT
3 or less	• Building vacant.
4 to 7	• Chance of 1/2d6 humans, with a result of "1" counting as zero humans.
8 to 10	• Chance of 1/2d6 zombies, with a result of "1" counting as zero zombies.
11+	• Zombies! 1 + 1/2d6 zombies.

## CARGO VALUES

ITEM	CARGO VALUE PER ITEM OR UNIT
Assault Rifle	2
BA Pistol	1
Body Armor	1
Bolt Action Rifle	2
Chain Saw	3
Flash Bang Grenade.	1/2
Food	1
Fuel	2
Keys to a vehicle	1/4
Luxury Items	1/2
Machine Pistol	1
Medical supplies	1/2
Melee weapon (1 hand)	2
Melee weapon (2 hand)	2
Pistol	1
Semi-Automatic Rifle	2
Shotgun	2
Submachine Gun	2
The "Cure"	1/4

## MEET & GREET

### REP MEET & GREET TABLE

(Counting successes)

+1d6 for each figure you have more than the other side  
-2d6 if you're a ganger or survivor and they aren't

Each die score of 1, 2, or 3 = Success

Each die score of 4, 5, or 6 = Failure

Discard all failures and keep rolling.

# OF SUCCESSSES	PLAYER	HOSTILE LEADER
Score two or more successes than the other side.	Other side will join your group under your control.	Time to Walk the Walk. Both leaders roll 1d6. Add the scores to their Reps. The highest total leader gets to fire first. After the winner fires and any reactions to his firing are resolved, roll Activation normally.
Score one more success than the other side.	Other side will join your group, under your control, for the remainder of the game only. May barter for resources. Then they will leave peacefully.	Other side will not join your group. May barter for resources. Then you can leave peacefully. Building may not be searched.
Both sides score zero successes.	The side with the highest failed die score, of the final roll, will count as if passed 1d6.	The side with the highest failed die score, of the final roll, will count as if passed 1d6.



# ATZ – BETTER DEAD THAN ZED

## FINDING LOOT

### AREA MODIFIERS

-2 if in rural area  
+2 if in urban area

BUILDING TYPE	NOTES
Apartments	Food, weapons, luxury items, and keys only.
Church	Keys only.
Clinic	Keys, luxury items, or medical supplies only.
Dock/Shipyards	Food, weapons, and keys only.
Gas Station	Food, fuel, luxury items, and keys.
Hospital	Food, keys, luxury items, medical supplies and the "Cure" only.
House	Food, weapons, luxury items, and keys only.
Military Base	All items including flash-bang grenades and the "Cure". Substitute Assault Rifle for Bolt-action Rifle and SAW for Assault Rifle on Weapons Table.
Office Buildings	Pistols, BA pistols, and keys only.
Police Station	All possible including flash-bang grenades except for the "Cure". Substitute Shotgun for Bolt-action Rifle.
Restaurant or Bar	Food, weapons, luxury items, and keys only.
Retail "Box" Store	Food, keys, Pistols, BA pistol, Shotgun, Bolt-action Rifle, fuel, luxury items, and medical supplies only.
Retail Store	Pistols, luxury items, and keys only.
School	Food and keys only.
Supermarket	Food, medical supplies, luxury items, and keys.
Warehouse	Pistols and keys only.

2

### RESOURCE TABLE

(2d6 added together)  
Modified by area and subject to building type

#	RESOURCE FOUND...
7 or less	No resources found
8	If building was vacant then no resources found. If building was occupied then food.
9	Food
10 (1-2)	Keys to a vehicle
10 (3-6)	Luxury items
11 (1-2)	Fuel
11 (3-6)	Medical supplies
12 to 13	Weapons
14+	The "Cure"

2

### WEAPONS TABLE

(2d6 added together)

#	RESULT
2	Assault Rifle
3	Body Armor
4	Machine Pistol
5	Bolt Action Rifle
6	Pistol
7	BA Pistol
8	Pistol
9	Shotgun
10	Semi-Automatic Rifle
11	Submachine Gun
12	Flash Bang Grenade





# BETTER DEAD THAN ZED

## *What's All Things Zombie – Better Dead Than Zed?*

It's a fast paced, get you in the action quickly, game about real life in an unreal world.

Better Dead Than Zed picks you up and sticks you right in the middle of a catastrophic zombie outbreak. Who you are when the outbreak occurs is just as important as where you are. Because unlike other zombie games, where the zombies have been around for awhile, you won't be able to tell the survivors from the zombies until maybe it's too late. Because it's all happening to you just like it would on Z Day. Confusion, chaos, and lack of information are just some of the challenges you'll face when the world starts to crumble. Will you have what it takes to survive the first 30 days?

Then what?

ATZ takes you to where no other zombie game ever has before. It starts on the first day of the outbreak and goes forward from there through the terrifying first 30 days. It's a game where every detail has been covered as you first escape the soulless creatures that threaten you to when you're hunting them down and taking back what's yours.

On the way you'll also find out that maybe your most dangerous enemies aren't the zombies but maybe your old neighbors or even your friends. ATZ can be played solo, cooperatively with everyone on the same side, or competitively with everyone against one another. ATZ can be played as a one up game or part of an ongoing campaign.

But it doesn't matter which way you play it, as the goal of ATZ is to rebuild the world, as you knew it; except maybe this time with you in charge. ☺

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*We've taken the best parts of an RPG with the best parts of a miniatures game and blended them together. We like to call it RPG Lite – a miniatures game with elements of role-playing.*