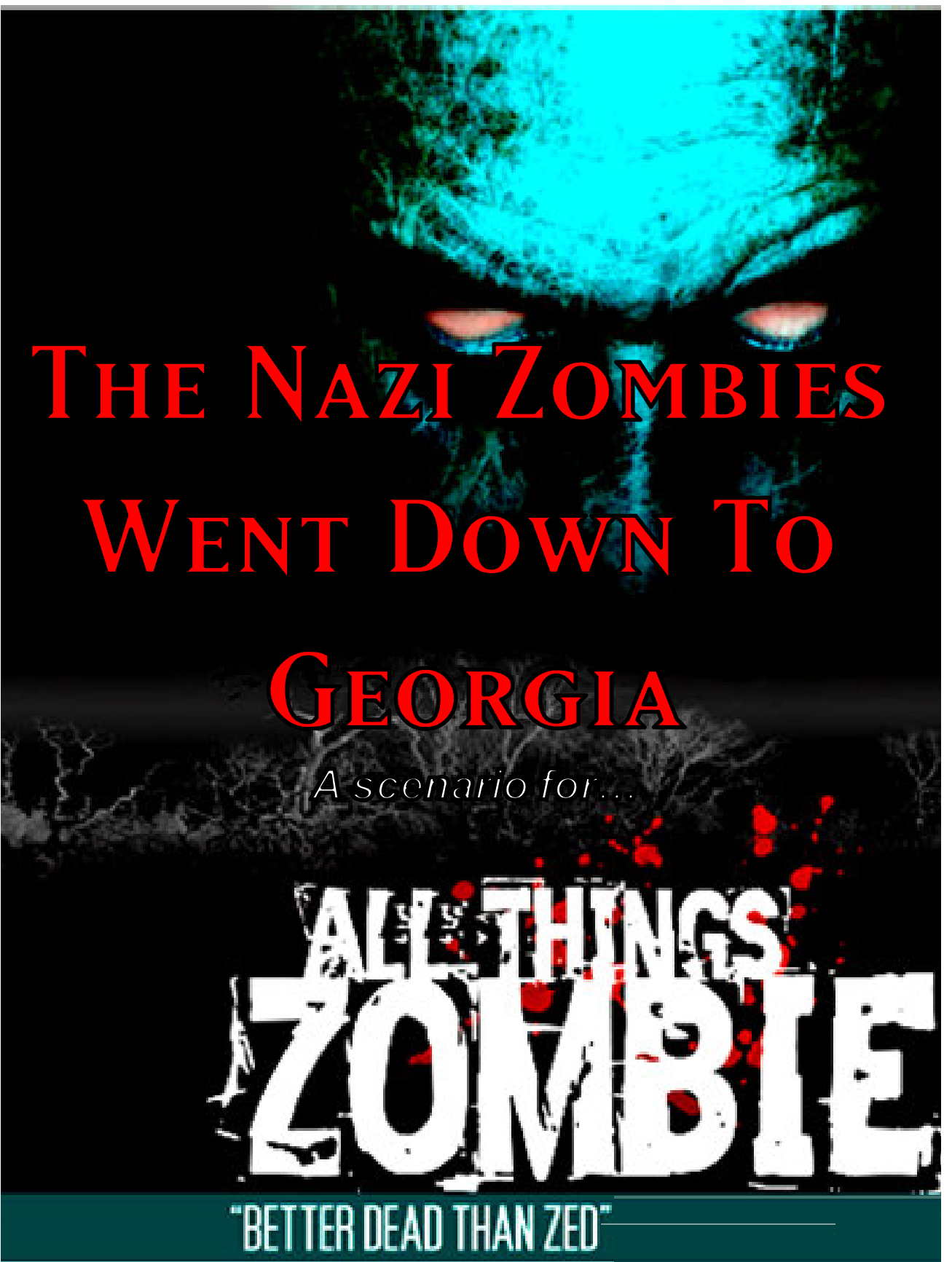




THE NAZI ZOMBIES WENT DOWN TO GEORGIA

A scenario for...

ALL THINGS ZOMBIE

"BETTER DEAD THAN ZED"

Written by Ed Teixeira

"THE NAZI ZOMBIES WENT DOWN TO GEORGIA" - A SCENARIO FOR ATZ - BETTER DEAD ZED

NAZI ZOMBIES IN GEORGIA?

"This is 911. What's your emergency?"

"There's zombies trying to get inside my house!"

"Excuse me sir?"

"I said, there's zombies trying to get inside my house.
Nazi zombies!"

<Sounds of gunfire in the background.>

"Sir, where are you?"

<More gunfire and screaming.>

"I'm at 31 Donkey Drive and you better hurry! I'm almost out of ammo!"

"Stay on the line sir."

<"Gawldurn zombies!" More gunfire and the line goes dead.>

"Sir, sir!"

"31 Donkey Drive? That's Jim Bob Joe's place," the officer replied. "Zombies? Nazi zombies?" Officer Anderson rolled his eyes.

"We're on our way. Over and out." Jonas looked over at his partner who was talking to a pretty young blond. "Wonder what Emmie Sue would say if she saw Larry talking to her". Jonas honked the horn and waved for him to come back to the car.

"Ah now Betty Lou, you know I ain't like that sugar," Officer Barnes replied. "You know me better than that."

Betty Lou glared at Barnes and repeated, "I know what I saw Larry. And it was Emmie Sue and you at the Piggly Wiggly store!"

"I'm telling you, it wasn't me," Barnes continued. "I gotta go okay? Call me later."

Barnes took off and jumped into the patrol car. "What's up?"

Jonas started the car and flipped on the siren.

"Got a 911 out at 31 Donkey Drive," he said.

Barnes shook his head. "Geez, what's got Jim Bob Joe going this time?"

"Zombies. Nazi zombies."

In this encounter you're a rural police officer. You and your partner are responding to a 911 call out at Jim Bob Joe's place. This wouldn't be the first time that you've

been out to Jim Bob Joe's place as either him or his wife is calling in a 911 every so often. Usually it's because Jim Bob Joe tends to dip into his moon shine too often but this time it's different. This time he says there's Nazi zombies trying to B&E his place.

Hey, wasn't there some kind of salvage crew out here looking to raise some sunken WW2 boat? Whatever.

When you get out of the cruiser you see the trailer. There are lights on but all of the blinds and curtains appear to be drawn.

The scenario starts with you and your partner at the front door of the mobile home. Victory in the scenario is based on investigating and taking care of whatever the disturbance may be.

AREA

- This encounter takes place in a rural area.

FORCES

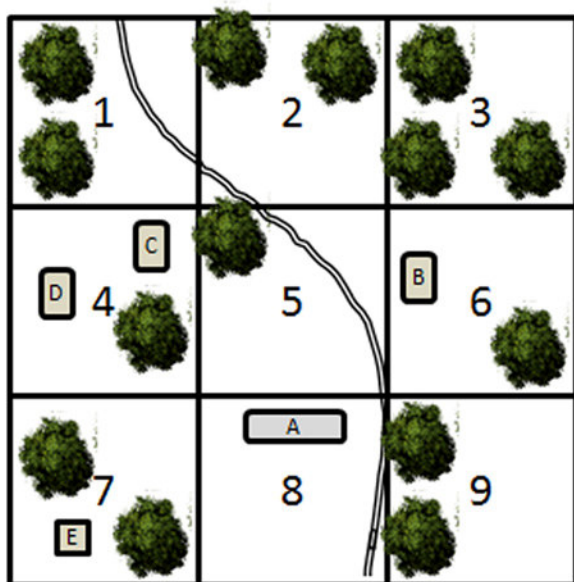
- You are Officer Jonas Anderson a Rep 5 Star.
- Your partner Officer Larry Barnes is accompanying you. He is a Rep 4 Grunt.
- Both of you are armed with a BAP. You personally also have a pistol for backup. There is a shotgun in your cruiser as well.
- Both of you also have handcuffs as well.
- Enemies, if any, will be discovered via the encounter.
- Here are stats for Jim Bob Joe and Cyndy the residents of 31 Donkey Drive.

WHO	REP	ATTRIBUTE	WEAPON
Jim Bob Joe	4	Born Leader. 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.	M Pistol Range 12 Target 3 Impact 1
Cyndy	3	Hot. Cyndy is very attractive. Whenever a male takes an In Sight Test against her it is at -2 to Rep. In addition, whenever a male takes the Halt Test against her it is at 1d6 less than normal.	Pistol Range 12 Target 1 or 2 Impact 1

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MAP

The following map is based on a 3x3 foot table with each foot outlined by the solid lines. 31 Donkey Drive is accessed by a dirt road entering on section 1 just off of Highway 3. The lot is a wooded area (page 36 ATZ) with only sections 5 and 8 counting as clear terrain.



A = 31 Donkey Drive is the home of Jim Bob Joe and his wife Cyndy. Jim Bob Joe doesn't seem to have any employment to speak of and Cyndy works down at the truck stop as a cashier.

B = Jim Bob Joe's F-150 classified as a pick up as found on page 25 of the ATZ - Better Dead Than Zed rules book referred to as ATZ for short.

C = An '85 Chrysler Sedan (page 25 ATZ) that has obviously been junked and cannot run.

D = An older model F-150 that may (1-2) or may not (3-6) run.

E = A metal storage shed.

DEPLOYMENT

- The police cruiser is parked on the road 3" from the entrance to the mobile home.
- No one is visible on the table.

SPECIAL INSTRUCTIONS

- Do not read the section entitled Encounter Descriptions until you have an encounter.
- If doubles occur when rolling activation consult the Random Events section on page 4 but only

read the appropriate event. The event will only occur once during the encounter. If the event is called for a second time simply ignore it.

- It is night time so LOS is reduced to 12" (page 17 ATZ)
- Both of you will start with your weapons holstered. It takes one turn of activation to draw your weapon and you may only snap fire on the same activation that it is drawn. The shotgun takes one turn of activation to unlock and access, so it may not be fired on the same activation.
- You and your partner are subject to the *Zed or No Zed* rule on page 33 of the ATZ rules book and found on the Military QRS.
- Zombie movement in the wooded sections is still 6" as if moving in clear.
- Any humans attempting to fast move will trip and fall to the ground ending their movement if *doubles* are rolled. They will immediately take a *Recover From Knock Down Test* but will use 3d6 instead of 2d6 and count the two best results.
- Due to the night time conditions when generating a zombie it is placed 6" from the spot instead of the normal 12" away. Any zombies generated are placed on the table as per page 30 of the ATZ rules book.
- You activate first. Roll 2d6 on the *What's Inside Table* at the start of the scenario.

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WHAT'S INSIDE?

(Taken to start the scenario)

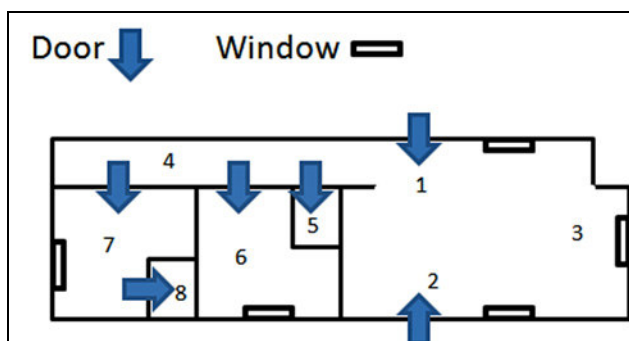
#	RESULT
2 to 4	No answer at the door. The door is closed.
5 to 7	No answer at the door. The door is open and you can see into the living room. Read "2" in the Encounter descriptions section.
8 to 10	Screams can be heard from inside. The door is closed.
11 or 12	Screams can be heard from inside. The door is open and you can see into the living room. Read "2" in the Encounter descriptions section.

- Jim Bob Joe** - If you meet Jim Bob Joe by rolling on the *Closer Look Table* on page 5 when

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he's just regained consciousness, he will try to run away. If you run into him on the property while he's conscious and armed immediately take the *Halt Test* on page 4 Jim Bob Joe likes the police less than he likes zombies.

- **Cyndy** - If you meet Cyndy by rolling on the *Closer Look Table* on page 5 when she's just regained consciousness, she will try to run away. If you run into her on the property while she's conscious and armed immediately take the *Halt Test* on page 4.



ENCOUNTER DESCRIPTIONS

31 DONKEY DRIVE - TRAILER

1 – Front door. It is either open or closed. If closed it is either locked (1-3) or unlocked (4-6). If you need to bust open the door you must take a *Challenge Test* as outlined on page 52 of the ATZ rule book. Failure means the door did not open and you may try it again when next active.

2 – Living Room. The living room lights are on and from here you can see into the dining area of the kitchen (3). From here you can see that the back door on the opposite wall is open. There are obvious signs of a struggle. To completely see into the kitchen you must enter it.

3 – Kitchen. The lights are on in the kitchen. There is a drawer that holds kitchen utensils on the floor. There is blood on the counter and on the floor. There is a body on the floor. It isn't Jim Bob Joe or Cyndy and you've seen enough WW 2 movies to recognize a German army uniform. You *must* inspect the body so go to page 5 and consult the *Closer Look* section.

4 – Hallway. There are two more German army bodies on the floor of the hallway. You *must* inspect the bodies so go to page 5 and consult the *Closer Look* section.

5 – Bathroom. The door to the bathroom is closed and you cannot see into it. You do see light under the door. If

you go into the bathroom you will find either another body (1-3), a live zombie (4-5) or Cyndy (6). You *must* inspect the body so go to page 5 and consult the *Closer Look* section. If you find Cyndy go to page 5 and consult the Cyndy section.

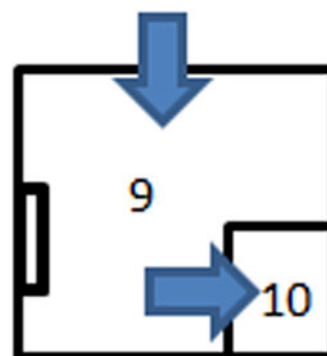
6 – Bedroom. The room is empty.

7 – Master bedroom. The door is open and you notice that it has bullet holes in it. Inside you will find two bodies (1-3) a live zombie (4-5), or Cyndy (6). You *must* inspect the bodies so go to page 5 and consult the *Closer Look* section. If you find Cyndy go to page 5 and consult the Cyndy section.

8 – Master bathroom. The door to the bathroom is open. There is a smattering of blood leading to the door from the bedroom. Inside you will find one body (1-3) a live zombie (4-5), or Cyndy. You *must* inspect the bodies so go to page 5 and consult the *Closer Look* section. If you find Cyndy go to page 5 and consult the Cyndy section.

SHED

You approach the shed and there's a light on but the window has been blackened out. The door is open and has been kicked in.



9 – Shed. The place is a mess. There's broken glass, tables, bags of corn, large tubs, and other pieces of hardware. There are three bodies in German army uniforms again on the floor. You *must* inspect the bodies so go to page 5 and consult the *Closer Look* section.

10– Office. The rumors are confirmed. This is Jim Bob Joe's moonshine operation. Inside you will find one body (1-2) a live zombie (3-4), Cyndy (5) or Jim Bob Joe (6). You *must* inspect the bodies so go to page 5 and consult the *Closer Look* section. If you find Cyndy go to page 5 and consult the Cyndy section. If you find Jim Bob Joe go to page 5 and consult the Jim Bob Joe section.

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FACE TO FACE

Whenever the Police and a human or zombie, come face to face, (within 6" and in sight of each other), both groups roll Rep d6 and consult the *Halt Table* to see what happens next.

REP	"HALT!" (Counting successes)
+1d6 for Jim Bob Joe +1d6 if a human and is armed. +1d6 for each additional figure more than the other side.	
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	CIVILIAN
Score two or more successes than the other side.	Zombie will halt. Armed Civilian will drop weapon and surrender. Unarmed Civilian will obey instructions.	Zombie will charge counting +3 to its Zombie Surprise Total* Armed Civilian will fire. Unarmed Civilian will charge.
Score one more success than the other side.	Zombie will halt. Armed Civilian will drop weapon and surrender. Unarmed Civilian will obey instructions.	Zombie will charge counting a +1 to its Zombie Surprise Total* Armed Civilian will fire. Unarmed Civilian will charge.
Both groups score zero successes.	Leader of each group rolls 1d6 and adds to Rep. High total counts as if scored one more success than the other side.	Leader of each group rolls 1d6 and adds to Rep. High total counts as if scored one more success than the other side.

* See the section called *Meeting Zombies* on page 44 of the ATZ rules.

MAKING AN ARREST

You may make arrests *as needed*. The person being arrested may surrender and come along peacefully or may resist as per the *Halt Table* result. If they resist they can be subdued by a round of melee where they are

knocked out of the fight. Count any result of Obviously Dead when attempting to make an arrest as Out of the Fight. Handcuffs may then be applied. Handcuffed characters may not move faster than 6" per turn of activation. Those that are arrested may try and escape (1) if the opportunity arises. Check each turn of activation to see if they attempt it. It takes one turn to load each prisoner into the cruiser. Once inside the prisoner will not attempt to escape.

RANDOM EVENTS

Read this section only when doubles are rolled on activation.

Double Sixes = 6 + 1d6 zombies are generated and placed 6" from the officers. If both officers are still on the table then roll 1d6 for each zombie. On a roll of 1, 2, or 3 the zombie is placed based on your location while a 4, 5, or 6 means the zombie is placed based on your partner's location.

Double Fives = You have run into Jim Bob Joe's pit bull. Place the dog 1d6 inches away from you (1-3) or your partner (4-6). The dog will immediately charge with the target taking the *Being Charged Test* at -1 to Rep. The dog is Rep 4 and will melee with 5d6 as it is considered to be *vicious* and has an Impact of 1. It only takes the *Recover From Knock Down Test* and no other Reaction Tests.

Double Fours = Uh oh! A car drives up the road to the house and out pops Betty Lou and Emmie Sue! Seems they got together and compared notes and want to take it out on Officer Barnes. The ladies are placed 6" from Officer Barnes or from you if Barnes is no longer alive. They both have pistols and will shoot on sight. Here are their stats.

WHO	REP	ATTRIBUTE	WEAPON
Betty Lou	3	Crappy Shot. Will count a -1 when firing her pistol.	Pistol Range 12" Target 1 or 2 Impact 1
Emmie Sue	2	Screamer. This means when approached by one or more zombies within 6" and sight she will scream counting as 3 shots. This occurs every turn.	Pistol Range 12" Target 1 or 2 Impact 1

Note that the girls will also take the *Zed or No Zed Test* on page 33 of the ATZ rule book.

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Double Threes = A Rep 3 adult male Civilian comes into sight 6" away. He appears to be wounded. Or perhaps he's a zombie? Immediately take the *Zed or No Zed Test* on page 33 of the ATZ rule book. After taking the test roll 1d6.

- On a score of 1, 2, or 3 it is a zombie.
- On a score of 4, 5, or 6 it is a wounded Civilian.

Double Twos = Three moonshiners come into view 6" from the officers. They were conducting business with Jim Bob Joe when the zombies showed up. Be sure to take the Halt Test on page 4. Here are their stats and use the Civilians QRS.

WHO	REP	ATTRIBUTE	WEAPON
Al	4	Brawler. Adds 1d6 when in melee.	BAP Pistol Range 12" Target 1 or 2 Impact 2
Bernie	3	Poser. Will only roll 1d6 when taking the Received Fire Test.	Pistol Range 12" Target 1 or 2 Impact 1
Cletus	4	Slow to React. -1 to Rep when taking the In Sight Test.	Pistol Range 12" Target 1 or 2 Impact 1

Note that the moonshiners will also take the *Zed or No Zed Test* on page 33 of the ATZ rule book.

Double Ones = If you have not found Jim Bob Joe you have now. If Jim Bob Joe has been found then you have found Cyndy instead. If you have already found both of them then this is a free ride.

CLOSER LOOK

Read this section only when you choose to take a *closer look* at a body. Roll 2d6 versus the Rep of the tester and consult the *Closer Look Table* on page 5.

2	CLOSER LOOK (Taken versus Rep)
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# D6 PASSED	RESULT
2	German body - One dead zed. Cyndy - She's still alive but unconscious. Jim Bob Joe - He's still alive but unconscious.
1	German body - Zed is still alive. Check for <i>Zombie Surprise</i> as outlined on page 44 of the ATZ rules book. Cyndy - She's still alive but unconscious. Jim Bob Joe - He's still alive but unconscious.
0	German body - Zed is still alive. Check for <i>Zombie Surprise</i> as outlined on page 44 of the ATZ rules book. Cyndy - She's a zed! Check for <i>Zombie Surprise</i> as outlined on page 44 of the ATZ rules book. Jim Bob Joe - He's a zed! Check for <i>Zombie Surprise</i> as outlined on page 44 of the ATZ rules book.

German soldier - They're zombies and that's about all that needs to be said.

Jim Bob Joe - You can meet Jim Bob Joe in three ways.

- **Dead** - That's easy,
- **Zombified** - That's easy too.
- **Unconscious** - When you find an unconscious Jim Bob Joe he will either be wounded and Out of the Fight (1-3) or stunned (4-6) and will regain consciousness when next active.

Cyndy - You can meet Cyndy in three ways.

- **Dead** - That's easy,
- **Zombified** - That's easy too.
- **Unconscious** - When you find an unconscious Cyndy she will either be wounded and Out of the Fight (1-4) or stunned (5-6) and will regain consciousness when next active.

THAT'S IT

Wait! Tell me how these Nazi Zombies got to Georgia.

Okay, here goes. Late in the war (that's WW2) Hitler launched project *Hölle auf Erden* - Hell On Earth*. Basically it was a project that allowed for the reanimation of dead German soldiers, a way to create zombies under their control. Long story short, it didn't work out.

But before the surrender four freighters were loaded with zombies. The plan was to deliver them to England and the United States. Two of them were sunk. One made it to England but you don't hear about that. The last one made it to the east coast of the US and was torpedoed by a submarine. It was a one in a million shot that sent the freighter to the bottom where it was stuck in the ocean floor to remain there until it was disturbed.

Fast forward to today where a salvage crew located the ship and went down to investigate. Rumors had it that the ship was full of gold bullion and it wasn't long before the ship was raised and the zombies released to make their way ashore.

Whoa, whoa, whoa. You expect me to believe this?

Well better this than the truth. ☺

**See the free PDF Hell On Earth available at the THW web page.*