



FINAL FADE OUT

ALL THINGS
ZOMBIE



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ALL THINGS ZOMBIE – FINAL FADE OUT

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INTRODUCTION

The first thing you should ask is...

WHAT'S ALL THINGS ZOMBIE: FINAL FADE OUT?

It's the final chapter of the original *All Things Zombie*, the Origins Award Winning Best Miniatures Game of 2006.

Final Fade Out 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 a while, 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?

Final Fade Out 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 you'll find that perhaps your most dangerous enemies aren't the zombies, but are your neighbors and sometimes your old 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 off 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 – *Final Fade Out*...Still THE Zombie game.

HOW IS THE GAME PLAYED?

Each player assumes the role of one or more humans that must survive the zombie outbreak. You start as a Citizen but once it's obvious that zombies are permanent you have to choose; Ganger (page 8) or Survivor (page 9).

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. ATZ is a complete game but if you want more detail you might want to check out *Haven* and *I, Zombie*, two ATZ supplements from THW.

Before we go into detail about the game let's explain the corner stone of all Two Hour Wargames, the Reaction System.

TRADITIONAL TURN SEQUENCE

All games are played in turns which dictates when players are allowed to perform certain actions.

Traditional games use a turn sequence known as "IGO, UGO." This means that I take my turn and when finished you take your turn. In wargames this usually means I move my figures, fire weapons, we do some melee and maybe you do a morale test or two. Then it's your turn to do the same.

THW uses what is called the *Reaction System*. In this system your side *activates* and you move part of your force. That triggers a *reaction* from parts 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 are out of sight* of each other.

- It's my turn and I move first.
- I move my figure around the corner and see your figure.
- 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 maybe you take a morale test or maybe you don't.
- Now it's your turn.
- If you stay where you are 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 maybe I take a morale test or maybe I don't.
- Now it's my turn again.

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The big thing is we alternate turns where I get to move and shoot at you when it's my turn and you can't do anything about it.

THW REACTION SYSTEM

Now let's go through the same scenario using the Reaction System. Our figures start on opposite sides of a building and *are out of sight* of each other.

- I *activate* and move first.
- I move my figure around the corner and your figure can see me.
- We *both* take an In Sight Reaction Test.
- Maybe you shoot first.
- Maybe I shoot first.
- Or maybe neither of us shoots but instead ducks back out of sight.
- If we do shoot at either of us could get hit and take damage.
- Or maybe neither of us gets hit.
- After the shooting is finished we take a Received Fire Reaction Test.
- Maybe we duck back from sight or even runaway. Maybe we continue to shoot at each other.
- If we continue to fire back and forth we will do so until either one of us gets hit, runs out of ammo, ducks back behind cover, or runs away.
- When all my actions and all reactions that they have caused are finished, it's your turn to activate.

The big thing is you immediately get to react to what I do, during my turn, just like in real life.

There are a variety of Reaction Tests in *All Things Zombie* but don't let that discourage you. 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

Be sure to read the rules one section at a time and follow the *stop sign* at the end of each section. If you have a question about the rules just keep reading as the answer will be coming along shortly.

But if you can't find the answer just check out the Two Hour Wargames Yahoo Group link below for answers to questions and free downloads.

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

With over 5400 members you can expect a response within 24 hours. Now let's get started.

NEEDED TO PLAY

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

- Six-sided dice, also called d6. It is best to have at least six of them. The more you have, the quicker games will play.
- One measuring device, ideally one per player. You may not be using it all the time but it's good to have it just in case!
- Any combination of metal, plastic or paper figures in a consistent scale of your choice.
- Something to represent buildings and other terrain features.
- Something to represent a figure that needs to reload its weapon. Cotton balls or chits work great for this but you can use anything.
- A flat surface at least 3'x3' but you can play with a larger or smaller one if desired.

DICE

During the game you will be required to roll dice (d6) in a variety of ways. They are:

- Passing Dice.
- Counting Successes.
- Possibilities.
- Reading and Adding the Dice.
- 1/2D6

PASSING DICE

To *pass dice* roll a number of d6 and compare each die score individually to the *Target Number*. The *Target Number* can be *Reputation* (page 6) or something entirely different.

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- If the score is *equal or lower* than the *Target Number* the d6 has been *passed*.
- If the score is *higher* than the *Target Number* the d6 has not been passed.
- You can pass 2, 1, or 0d6 when the dice are rolled in this manner.
- *Isn't passing 0d6 like failing 2d6?* No, because we are counting the number of *passed* d6.

Example - The Charge into Melee Table (page 30) is used by rolling 2d6 versus the Rep of the figure. The Ganger has a Rep of 4. I roll 2d6 and score a 5 and 2. The Ganger has passed 1d6 as only the 2 is equal or lower than the Rep of 4.

COUNTING SUCCESSES

Another way you will use d6 is to roll them and count *successes*.

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

Example - A Citizen is in melee and rolls a total of 6d6. He scores a 1, 2, 2, 3, 5, and 6. He has scored 4 successes, a result of 1, 2, or 3.

POSSIBILITIES

Sometimes there are numbers in parenthesis such as (1-2). Immediately roll 1d6. If the number is scored then that event has happened.

Example – I roll for the Day Part of the Encounter and there's a chance (1-2) that it will be at Night instead of Day Time. I roll a 5. The Encounter will take place during the Day Time.

READING AND ADDING THE DICE

Sometimes you simply read the result as rolled. When rolling 2 or 3d6 in this way you add the scores together to get a total.

Example – On the Attributes Table (page 8) I roll a 3, 4 and a 6 for a total of 13.

1/2 D6

Occasionally you will be asked to roll 1/2d6. Here's how we do it:

- Roll 1d6.
- Divide the score in half.
- Round up to the nearest whole number.

Example – I run into 1+1/2d6 Gangers. I roll 1d6 and score a 3. This becomes a 2. I have run into 3 Gangers.

HOW MANY D6

How many d6 do you roll? This is found by looking in the upper left corner of each table. When a number appears that tells you how many d6 to roll. When a word appears that means roll 1d6 for each point of whatever word.

Example - I establish Line of Sight (page 25) to a PEF (page 60). I must immediately resolve it. I look on the PEF Resolution Table (page 61) and see a 2 in the upper left hand corner. I roll 2d6.

Later I go into Melee. I see the word Rep in the upper left corner. I have a Rep 4 character so roll 4d6.

FIGURES AND TERRAIN

Literally hundreds of figures can be used with *All Things Zombie*.

You can choose from metal figures, plastic figures, or even paper figures. Sizes range from 6mm to 54mm and everything in between. The best part is that you can use any of them and still play *All Things Zombie*. If you don't 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.

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

Note that the rules are written for 28mm and if using a different scale adjust accordingly but you can use the existing measurements with 15mm figures if so desired.

BASING FIGURES

The easiest way to base figures for *All Things Zombie* is one figure on a round or square base. You can use different base sizes if need be as distances are measured from figure to figure.

Vehicles do not need to be based but if they are use the smallest base necessary.

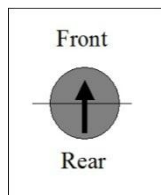
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DEFINING FACING

Charging onto or shooting on the rear of an enemy 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 rear facing of the target.

- The front facing is defined as 180 degrees to the front of the figure. Any figure, building, etc. within this facing is considered to be In Sight of the figure.
- The rear facing is defined as 180 degrees to the back of the figure. Any figure, building, etc. within this facing is considered to be Out of Sight of the figure and cannot be seen.
- The following illustration helps to define the front and rear facings.



TABLES

Wherever possible all the tables that you will *usually* use during the game have been grouped together in the back of the book on the *Quick Reference Sheets* also called the QRS. When reading a section it is recommended that you review the table in question.

WHY SO MANY?

Tables help to create the story.

Your games in *All Things Zombie* can be as simple or as detailed as you like. For those that want a quick pickup game, just use the basic Reaction Tables. If you want a realistic campaign then use the additional tables that are provided. Need to make up a scenario, use the tables. *All Things Zombie* is like a toolbox. You may not need all the tools but they are there when you do!

STOP!

All Things Zombie uses six-sided dice called d6. You will be asked to roll them in five different ways.

Passing Dice = Score equal of less than the Target Number.

Counting Successes = A score of 1, 2 or 3.

Possibilities = Numbers in parenthesis providing a chance of an occurrence.

Reading and Adding the Dice = Reading each die score individually and in some cases add the scores of 2d6 together.

1/2D6 = Used to get a result of from 1 to 3 cutting the score in half and rounding up.

Now let's move on to the Game Basics.

GAME BASICS

In *All Things Zombie* each player controls one band of figures. This will range in size from one to five figures and will change as the campaign moves along. Regardless of how many figures are in the band they all share some common traits that define how they behave during the game.

DEFINING FIGURES

Note that in *All Things Zombie* the terms character and figure are interchangeable.

Seven things define each figure. As a Star you can choose *most* of them. They are:

- Is it a *Star* or a *Grunt*?
- What is its *Reputation*?
- What are its *Skills*?
- Does it have any *Attributes*?
- What is its *Class*?
- What type of *Weapons* does it have?
- Is it wearing any *Protection*?
- What is its *Age*?

STARS AND GRUNTS

There are two types of characters, called *Stars* or Player Characters, those run by the player, and *Grunts* or Non-Player Characters, those run by the game mechanics.

STARS – This figure represents you, the player. We suggest your *Star* begin with a *Reputation* of 4 or 5. If desired feel free to create Co-Stars or other Non-Player Stars such as a local Gang Leader.

GRUNTS – These are the figures that do not represent a player. They may be friends or foes and will come and go as the game progresses. Grunts are controlled by the game mechanics. This allows players to play by themselves (Solo page 51) or cooperatively with their friends (Same Side page 51).

WHY USE STARS?

Note that the use of Stars is totally optional.

One question that may be asked is why do we use Stars in Two Hour Wargames? *It's to give you freedom of choice and personalize your character.*

All Grunts are controlled by the Reaction Tests. They will behave according to their quality and training but more importantly will respond to the situations that *you* put them in. *Grunts will behave in a realistic manner that balances a desire to stay alive with the desire to do what you ask of them.*

But Stars? That's you. You will see that you have much more freedom, as in real life, to do what you want, as well as some distinct advantages that separates you from the Grunts.

STAR ADVANTAGES

As a Star in *All Things Zombie* you have four important advantages. *Use all, some or none as you see fit.* They are:

- Star Power
- Larger Than Life
- Cheating Death
- Free Will

STAR POWER

Usually reserved for Stars but you can give them to some special Grunts or NPCs if you like. Star Power is the ability to reduce damage. Here's how we do it:

- Stars begin each game with Star Power equal to their Rep.
- Normally, whenever a figure with Star Power takes damage from any type of ranged fire or in melee (hand-to-hand combat) it immediately rolls a number of d6 equal to its *current* Star Power. Read each d6 as rolled:
 - Any result of 1, 2, or 3 reduces the damage by one level.
 - Any result of 4 or 5 means the damage stays and the d6 is retained for future use.
 - Any result of 6 means the damage stays but that die is removed from the figure's Star Power *for the rest of the Encounter.*

Damage is reduced in the following ways:

- An *Obviously Dead* (page 22) result becomes an *Out of the Fight* (page 22) result.
- An *Out of the Fight* result becomes a *Stunned* (page 22) result.
- A *Stunned* result becomes a *Carry On* (page 22) result.

It is possible to reduce damage by multiple levels if you roll several results of 1, 2, or 3.

Example - A Star with a Rep of 5 is hit by smallarms fire. He takes one Obviously Dead result. The player rolls one d6 per point current Star Power or 5d6 in this case.

The results are 2, 2, 3, 5, and 6.

He uses the first 2 rolled to reduce the Obviously Dead result to an Out of the Fight result. He further uses the second 2 to reduce the OOF result to Stunned. Next he uses his last success, the 3, to reduce the Stunned result to a Carry On but is still knocked down.

The 5 and 6 have no effect and the 6 also means the d6 is discarded. The Star now has only 4 points of Star Power for the remainder of the Encounter.

The Star has effectively reduced his damage from Obviously Dead to Stunned. Stunned damage is not cumulative.

ALL THINGS ZOMBIE – FINAL FADE OUT

LARGER THAN LIFE (LTL)

All Things Zombie 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. The worse result a Star could receive would be *Out of the Fight*.

Example- A Star (Rep 5) is shot by a Ganger (Rep 4). The Ganger scores an Obviously Dead result. The Star uses his Star Power but to no avail. The Star declares he is using his Larger than Life advantage and is Out of the Fight instead.

Note that Larger Than Life is applied after Star Power is used.

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*. He is immediately removed from the table and whisked to safety.

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

Example - A Ganger Star (Rep 5) is shot by a Survivor (Rep 5). The Survivor scores an Obviously Dead result. The Ganger Star uses his Star Power but to no avail. The Star declares he is Cheating Death and is whisked from the table to safety. He is still alive but is now reduced to Rep 4.

Note that Cheating Death is applied after Star Power is used.

FREE WILL

Each time a Star must take certain Reaction Tests he can choose which of the three possible results he wants to do without rolling dice. These are the following tests and are noted with an asterisk (*) next to it on the QRS:

- Received Fire (page 21).
- Man Down (page 21).
- Recover From Duck Back (page 22).

Free Will *does not* apply to the following two Reaction Tests.

- In Sight Test (page 16).
- Recover From Knock Down (page 21).

Example – Billy Pink (Rep 5) 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.

Later Billy is hit by fire and must take the Recover From Knock Down Test. He cannot choose his reaction so rolls 2d6. He passes 2d6 so is Stunned. He can now use his Star Power (page 5).

REPUTATION

Reputation (Rep) represents a combination of experience, morale, and motivation and is an expression of a figure's overall fighting quality. Below are brief descriptions of the Reputation levels used in the game.

- **REP 6:** People of exceptional quality; true Larger Than Life heroes.
- **REP 5:** People adept at surviving and experienced in life and death situations. Usually have combat experience.
- **REP 4:** Reliable people with some exposure to life and death situations.
- **REP 3:** Everyday people. Followers and not leaders. May not be long for this Brave New World.
- **REP 2:** Usually reserved for the extremely old or young or those who are sick or infirm and only used in specific scenarios.

There is no maximum Rep but there is Obviously Dead! Which brings us to...

STARS AND ZOMBIES

All these Star Advantages are pretty cool but they do have a downside. And that is:

- Star Power cannot be used when damaged by a zombie.
- Larger Than Life cannot be used when damaged by a zombie.
- Cheating Death cannot be used when damaged by a zombie.

In fact, there's a chance that you could turn into a zombie (page 45) when damaged by a zombie.

SKILLS

While Attributes (page 7) are traits and behaviors Skills are learned. Each character has two Skills. These Skills are used to round out the character, to help with their background and storylines as well as to make each character unique. The two Skills are:

PEOPLE (PEP)

The People Skill is a measure of how well a character relates and interacts with others. The People Skill is used when taking *People Challenges* (page 37).

SAVVY (SAV)

Not necessarily book Savvy but that is included. This Skill is a measure of how the person performs both job related tasks and those requiring common sense. Savvy is used when taking a *Savvy Challenge* (page 37).

REP AND PHYSICAL CHALLENGES

When a Physical Challenge is called for simply use the character's Rep.

HOW PROFICIENT IN THE SKILL

Now that you know the two Skills let's see how proficient your character is in each of them. Here's how we do it:

- All Skills start with a value of zero.
- Give one Skill a value equal to one point lower than their Rep.
- Give the other Skill a value equal to two points lower than their Rep.

Example - Here are four examples of characters that have been assigned Skills.

NAME	REP	PEP	SAV
Alyson	2	1	0
Barnes	5	3	4
Clack	4	3	2
Denzel	3	1	2

INCREASING A ZERO LEVEL SKILL

As mentioned previously it is possible that one of the three Skills will have a value of zero when the character is generated. Is it possible to increase the zero Skill to one or more? Yes, yes you can. Take a look at the section called Increasing a Zero Level Skill (page 72).

STOP!

Characters are either a Star or a Grunt. Stars are Player Characters (PC) and all Non-Player Characters (NPC) are Grunts.

All Grunts are controlled by the game mechanics.

Star Power can reduce damage levels.

Larger Than Life means Stars cannot be killed by anyone with a lower Rep.

Cheating Death can save a Star's life but at the cost of reducing its Rep by one level.

Free Will allows Stars to pass 2, 1 or 0d6 on certain Reaction Tests.

All figures have Rep which is used to take Reaction Tests, shoot and more.

Each character has two Skills used for specific Challenges. What are they and how are they assigned? What is used for Physical Challenges?

When you feel comfortable with what has gone on so far move on to Attributes.

ATTRIBUTES

Attributes are used to further define the different characters found in *All Things Zombie*. *Attributes will really make your characters unique but if you desire a simple skirmish wargame then do not use them.*

You are free to use these as you see fit. For example you might use them only for your Star, or for your Star's group, or for every figure in your games. The only caveat is that the more *attributes* you have in play, the longer a game may take to finish. Here's how Attributes are used:

- Stars will have two Attributes.
- Stars must roll their first Attribute at random.
- Stars will then choose their second Attribute.
- Grunts can only have one Attribute and must roll for it.
- When rolling to determine an Attribute roll 3d6, add the scores together, and consult the Attribute Table.

Example – I start off with a Rep 5 Ganger Star. I can have two Attributes but roll for the first one. I roll 3d6 and score a total of 14. This gives him the Free Spirit Attribute. As a Star I can choose one Attribute after rolling for the others. I choose Logical.

ALL THINGS ZOMBIE – FINAL FADE OUT

3 ATTRIBUTES	
#	ATTRIBUTE
3	Born Leader: Counts a +1d6 when taking the Keeping It Together Test if they are the Leader.
4	Medic: Those with the Medic Attribute can help other characters to recover from wounds. There are two levels of the Medic Attribute; level one (1-5) and level two (6). When a character rolls the After the Battle Recovery Test (page 34) if a Medic is present the Medic rolls 1d6 for each level of Medic Attribute he possesses. Each Medic Die works like a Leader Die, is compared to the Rep of the Medic, and is applied to the character taking the test. Medic Dice can be combined with Medical Supplies (page 55).
5	Attractive: Counts a +1 when taking a People Challenge against the opposite sex.
6	Brawler: Counts a +1d6 when in melee.
7	Fast: Normal move is now 10" and allowed to use 3d6 when taking the Fast Move Test counting all three results
8	Dim: Counts a -1 when taking a Savvy Challenge.
9	Rage: Counts a +1d6 when in melee. Counts a +1d6 when taking the Charge into Melee Test
10	Greedy: Empty structures, corpses, or anything that offers possibility of loot will delay him for 1d6 turns. A Leader can cut this short by moving to within 1".
11	Runt: Counts a -1d6 when taking the Charge into Melee Test.
12	Slow: Only rolls 1d6 when taking the Fast Move Test.
13	Poser: Will roll only 1d6 when taking the Received Fire and Man Down Tests.
14	Free Spirit: Counts a +1 when taking a People Challenge but counts a -1 when taking a Savvy Challenge.
15	Logical: Counts a +1 when taking a Science or mechanical related Savvy Challenge.
16	Agile: Counts a +1 when taking any Physical Challenge involving agility
17	Initiative: Counts one Rep higher for Activation purposes when operating alone.
18	Hard as Nails: Once during each Encounter the character treat its first human inflicted Obviously Dead result as a Knock Down result instead.

AMBIDEXTROUS

Can your character be Ambidextrous? Here's how we do it:

- After you have rolled your Attributes roll 2d6.
- If the score is "12" your character is ambidextrous.
- Any other result means has a Primary Hand (Melee Weapons or Ranged Fire, page 30).

CLASS

In *All Things Zombies* all player characters will be one of three Classes. Each Class has their Reaction Tables (QRS). Here are these Classes:

- Citizen.
- Ganger.
- Survivor.

In addition there are two Non-Player Classes called Military and Police.

AT THE START

During the first 20 days of the zombie outbreak all player characters are Citizens.

On day 21 you must now make a choice. You can choose to be a Ganger or a Survivor.

CITIZEN

This is your average person *before* the outbreak. You are only a Citizen until one of three things happens.

- You choose to become a *survivor*.
- You choose to become a *ganger*.
- You die.

GANGERS

Gangers only care about themselves and their gang. They believe in survival of the strongest with no mercy given and none taken. Gangers tend to inhabit the urban areas. Gangers prey on *citizens*, run from the *military*, and fight the *survivors*.

MILITARY

As the outbreak spreads 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*. The military will be the National Guard at first

then the Army. *Military characters are always Non-Player Characters run by the game mechanics.*

POLICE

At the beginning of the outbreak they are the law and order. But as time goes on their cohesion diminishes and the individuals go off on their own becoming *gangers* or *survivors*. *Police characters are always Non-Player Characters run by the game mechanics.*

SURVIVORS

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 usually inhabit the rural areas. Survivors avoid *citizens*, fight *gangers*, and don't trust the *military* as the first thing the military wants to do is take away their guns.

CITIZEN NO MORE

Previously we said that players are Citizens until the 21st day when they can choose to become a Ganger or Survivor. Usually that's the case but there are other ways to speed the process of choosing. After certain "milestones" are reached you can become a *Survivor* or *Ganger* if you desire. Here's how we do it:

- You have killed at least three zombies.
- You have had combat with an *armed* character and caused it damage. This can be either ranged combat or melee.
- You have taken and successfully passed the See the Feast Test (page 49).

By the time all three requirements are met you're as ready as you'll ever be; now choose between Ganger and Survivor.

WORKING TOGETHER

There may be times when unusual circumstances or threats may cause different Classes to work together. The classic example would be a Survivor working with a gang of Gangers fighting zombies. This can happen but when the threat or circumstance is removed, ending the Encounter, the Classes will revert back to their normal behavior.

Players may choose to continue to work with the opposite Class but they may choose not to, this being decided by the game mechanics!

WEAPONS

Most figures are assumed to have a ranged weapon. Some may have a second or even a third weapon. It's best to use the weapons that are on the figure but that's up to the player.

Weapons are covered in more detail in the appropriate sections.

YEAH, BUT WHERE'S THE...

In *All Things Zombie* we have grouped weapons into broad categories. If you don't see a weapon listed, use the stats for a weapon in the category that best fits it.

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 allows the protected character to counts Protected on the Recover From Knocked Down Test. This means passing 2d6 will knock him down but he will count as Carry On status as opposed to Stunned.

AGE

There are five age groups in *All Things Zombie* but we are only concerned with four of them. The four important age groups are:

- Teens (T) – Teenagers.
- Young (Y) – Young fully developed adults in their 20's and 30's.
- Mature (M) – Those in their 40's and 50's.
- Old – 60+.

Don't be confused by the age group. You can just as easily be killed by an old guy as by a young guy. What's the fifth age group? Little children. who are kept track of but do not function.

How Old?

How old is your character? That's for you to choose. Grunts have their age already generated for you. Can you get older? If you choose to keep track of your age then choose one of the listed groups and pick your age. For

each Campaign year (page 51) just add one year to your age.

EFFECTS OF AGING

That's a bit more detail than we want to add to the game. But if you want to add this to the game be sure to let us know what you're doing by giving us a shout on the THW Yahoo group.

STOP!

Attributes are used in *All Things Zombie* to further differentiate your characters.

Stars start with two Attributes, the first one rolled at random and the second one chosen.

Grunts have one Attribute rolled at random.

There are five Character Classes in ATZ. They are:

- Citizen – That's you for the first 20 days.
- Ganger – You can choose this Class on the 21st day.
- Military – These are NPCs only. What's a NPC?
- Police – These are NPCs only.
- Survivor - You can choose this Class on the 21st day.

Review the section called Citizen No More (page 9).

Most characters will have one or more weapons.

How many types of armor or Protection are there and what does it do?

What are the effects of Aging (page 9).

Now let's form your *band* of characters.

FORMING YOUR BAND

In *All Things Zombie* the game revolves around you and the other characters that make up your *band*. Let's define the band.

- All have a Leader. In your band you are the Leader.
- All have non-Leader members called Grunts.
- The Leader and the members join together to succeed at a common purpose, to survive.
- The members trust each other to stay together for protection, security and a common purpose. Those that violate this trust are expelled from the band. Those that feel they should be the Leader will often leave the band or try to take over the band.
- *Bands revolve around their Leaders. Remove or incapacitate the Leader and the band must find another or wither away.*

STARTING YOUR BAND

You will start the game with only you, the Star. You can recruit up to one Grunt to your band for each point of Rep that you have with one exception. *In the first 20 days you can only recruit Citizens.* If you like you can pretend they are family members, co-workers, or even people you have never met before but they can only be Citizens. Here's how we do it:

- Go to the appropriate pre-generated NPC Table (page 73). This may require a 1d6 die roll to determine which table to use when there is more than one option.
- Next roll 2d6, add the results, and read down the # column. This gives you a completely generated NPC Grunt.
- You cannot recruit a Grunt with a higher Rep than yours. If you roll a higher Rep Grunt just re-roll.

Now that you understand how to form your band let's talk about groups. A group is *not* the same as your band and it is defined during the game.

GROUPS

At the start of the Encounter (page 67) each player and NPC if applicable must deploy their figures into groups.

A *group* is any number of individual figures that will activate at the same time. The *smallest group is 1 figure, there is not a maximum.*

Figures that start the turn in the same *group* will activate at the same time.

GROUP REP

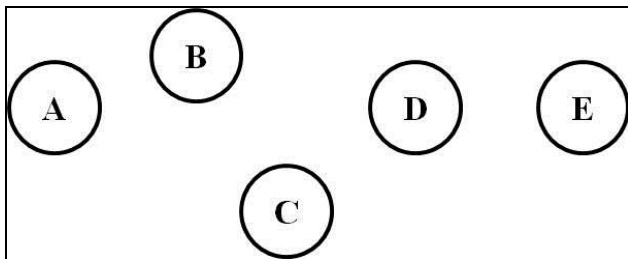
Figures in a group can have different Reps.

GROUP COHESION

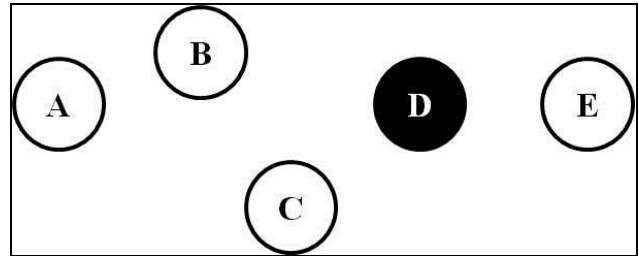
Groups will activate based on the Rep of their group Leader. For figures to be in the same group they must:

- Start or move to within 4" of one or more Carrying On figures in the group.
- Have a LOS to one or more Carrying On figures in the group and/or be in LOS of one or more Carrying On figures in the group.

If any of the above two requirements no longer apply, then the figures are in separate groups. Note that this can occur at any time during the turn!



Example - In the picture above we see a 5 figure group. All of the figures are within 4" and LOS of another figure.

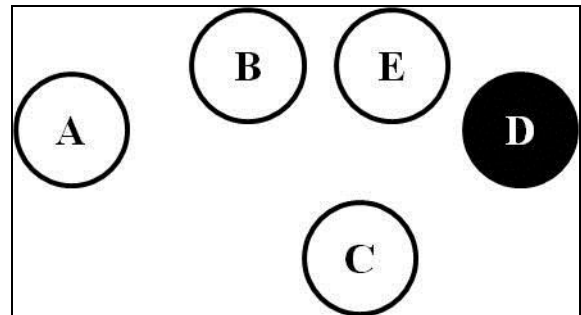


Example - In this picture one member of the group (D) has been hit and is no longer functioning. This could be stunned, out of the fight, or obviously dead but as he is not in carry on status the link between figures is broken. There are now two groups (A, B, and C are one group while E is another) and they will activate separately.

SPLITTING UP GROUPS

Groups are not permanent. You can form up or break apart your group into larger or smaller groups at any time during the turn when you are active or when forced to by reaction.

For activation purposes groups are defined at the *start* of the turn. You may combine groups during the turn to form a single group. These groups can now move, shoot, etc. as one group with the restriction that no figure may exceed their available movement for the turn.



Example - In the above picture E has activated and moved 4" to join the other group (A, B and C). Figure E can now move the remainder of its movement, including a Fast Move, taking A, B, and C with him. None of the figures may exceed their available movement for the turn.

LEADERS

There are two types of Leaders in *All Things Zombie*.

- *Star Leaders*. This is you and non-player Star Leaders, if you choose to use them. Also included in this category is the Leader of the side such as an Army Sergeant.
- *Temporary Leader*. This is the figure with the highest Rep in a group when it is not led by a Star.

Example – Billy Pink is the Star of a small group of Gangsters. He decides to move off 8" by himself to out flank a Survivor while the group moves forward. This effectively splits the group into two. The other group consists of three Gangsters, one Rep 4 and two Rep 3s. The Rep 4 is the Temporary Leader of that group.

STAR LEADERS

Star Leaders have two functions in *All Things Zombie*.

- A Star Leader determines when the group will activate based on *his* Rep.
- They are allowed to use Leader Die (page 12).

TEMPORARY LEADER

A Temporary Leader has one function in *All Things Zombie*.

- A Temporary Leader determines when the group will activate based on *his* Rep.

REPLACING THE LEADER

After the game if the original Leader is killed the Temporary Leader or another character will assume leadership of the band or it will disband.

Once the new Leader is chosen all Grunts will immediately take the Keeping It Together Test (page 73) to see if they agree with your choice!

LEADER DIE

Leader Die represents the ability of the Leader to lead his band and to guide them through tough situations. The Leader Die is an off color d6 that the Leader rolls in addition to his original d6, only when he is with a group and not when he is on his own! The result of the Leader d6 is used to influence the 2d6 each figure in his group rolls. Here's how we do it:

- The Leader Die is only used on tests that have (LDR) next to the test and does not appear on all tests for all Classes.
- To use the Leader Die roll 1d6 and compare the result to *the Rep of the Leader*.
 - If the score is equal or less than the Rep of the Leader it has passed 1d6.
 - If the score is higher than the Rep of the Leader it has passed 0d6.
- If the Leader Die is passed all the figures in the Leader's group will add one passed d6 to their own results.
- *The Leader Die is rolled even if the Leader does not qualify for the Reaction Test.*

Example – Sooze (Rep 5) is the Leader of a group of Gangsters composed of herself and two Grunts, one Rep 4 and one Rep 3. They run into a group of rival Gangsters and her Grunts come under fire. After all In Sight actions are resolved, the two Grunts that came under fire must now take the Received Fire Test (page 21). Sooze was not fired on so does not have to take the test.

I pick up 1d6 for my Leader Die. I roll 1d6 and score a 3 on the Leader Die meaning that I have passed, based on Sooze's Rep, and can now add this pass 1d6 result to however many d6 the Grunts pass.

Each Grunt now rolls their 2d6 individually. The Rep 3 scores a 5 and 4 so passes 0d6 on his own. He adds the pass 1d6 from the Leader Die for a net of pass 1d6.

The Rep 4 Grunt scores a 5 and 3 so passes 1d6 on his own. He adds the pass 1d6 from the Leader Die for a net of pass 2d6.

Note that because the two Grunts passed different numbers of d6 they may behave differently.

MEDIC DIE

The Medic Die is used when a Medic is present when a character must take the After the Battle Recovery Test (page 34). The Medic Die is rolled like the Leader Die and taken versus the Rep of the Medic. If the Medic passes the d6 it is added to the character taking the test.

Up to 2 Medic Dice can be rolled at the same time and only if the Medic is level two.

Medic Die can be combined with Medical Supplies.

STOP!

Here's a quick need to know and a short exercise for you to do:

All Things Zombie is a figure based game about Stars and Grunts.

Stars represent you the player and have four advantages over Grunts. What are they?

In addition to Reputation your Star and your band will have Attributes. How do you and they get these Attributes?

What are the five Classes found in *All Things Zombie*? How do they affect the way you recruit your group?

How many inches between figures can there be and still have group cohesion?

What's a Leader Die? How is it used? Who can use it?

How about a Medic Die? How do you get one? Two?

Take a few minutes to answer these questions then recruit your first band. Remember that the maximum size of your band is equal to your Rep.

You cannot recruit Grunts higher than your own Rep.

When you have finished move on to the next section, Rules of War.

RULES OF WAR

Now let's go over the rules in *All Things Zombie* as you will be exposed to them.

TURN SEQUENCE

All Things Zombie is played in turns with each turn divided into two phases of *activation*, one per side. Activation means that the active player can activate (movement and other actions) his groups. Although games, called Encounters, can last an unlimited number of turns, each turn follows a strict sequence.

- Before the game begins both sides choose a d6 of different colors.

Example - I choose a blue d6 for my side and a red one for the other.

- At the start of each turn both dice are rolled. This is called rolling for *activation*.
- If the die scores are the same (*doubles*) neither side will activate. But there could be a Random Event (page 59) and the Day Part could advance (page 66).
- If the die scores are not *doubles* then read each die individually. The higher score determines which side will activate its groups first. In some cases there may be PEFs activating instead of groups.

Example - The two dice are rolled and a blue 5 and a red 4 are rolled. I scored higher so I can activate my groups first.

- Only groups led by a Star Leader or Temporary Leader with a Rep equal to or higher than his activation die score can be activated.
- Groups are activated from highest to lowest Reps with ties activating in the order the player desires.

Example - A blue 5 and a red 4 were rolled. The blue d6 scored higher so I activate first. I can only activate groups that are led by a Rep 5 or higher Leader. I have a group with a Rep 4 Temporary Leader, it cannot activate but I don't worry as it can always react.

- After the first group has completed all its actions and any reactions it may have caused have been resolved, the active side is allowed to proceed to its next group.

ALL THINGS ZOMBIE – FINAL FADE OUT

- After the first side's groups have been activated the other side can activate one group at a time based on the result of its activation die roll.

Example -A blue 5 and a red 4 were rolled. I have finished activating all the groups I wanted to. It is now the red sides turn. Red can only activate groups that are led by a Rep 4 or higher Leader.

- After both sides have activated all of the eligible groups that they want to and all reactions have taken place the turn is over and the activation dice are rolled again signifying the start of a new turn.

This system will mean that many times lower Rep groups will not be able to move. This reflects their lack of confidence and hesitancy to engage the enemy. *It also stresses the importance of putting higher Rep Leaders with lower Rep groups!*

Now that you know the turn sequence we will explain the rules in the order that they will occur *during* the game turn.

MULTIPLE HUMAN PLAYERS

There may be times when there is more than one human side in the game. Here's how we do it:

- The players desire to play on opposite sides.
- The players decide during the game to play on opposite sides.
- The Police arrive (page 62).
- A PEF is resolved as NPCs (page 5).

When this occurs we handle activation with the following changes:

- Each human faction has their own activation d6. Be sure to make it a different color than any already being used.
- Humans will activate in the order based on their individual d6 rolled.
- If any ties are rolled simply roll off to determine the order of activation.
- Choose one of the human dice to be compared to the zombie die for the purposes of rolling doubles.

Example – The Police have arrived in the middle of an ongoing Ganger gunfight. I have to roll 1d6 for the player Gang, 1d6 for the NPC gang, 1d6 for the Police and 1d6 for the zeds. All the d6 are different colors. I choose the player Gang d6 for the purposes of doubling up with the zed d6. At the start of the new turn I score the following and the sides activate in this order, Police 5, NPC Gang 3, Player Gang 3 and Zeds 2. As the two gang factions have tied they roll off to see who activates first.

The following turn the a activation dice are rolled and the results come up Police 5, NPC Gang 3, Player Gang 2 and Zeds 2. As the Player Gang and Zed have doubled up no one can activate. I still must check for a Random Event (page 59).

ACTIONS

When a group is *active* the figures in the group can voluntarily do one of the following actions.

- Move up to full distance and fire at *any time* during its move. This can be before or after any In Sight Tests (page 16) have been triggered and resolved. A group can fire once when active, called active fire, only if it has not fired in reaction during an In Sight Test taken during the same turn. *This is different than many other THW rules where a figure was always guaranteed an active fire even if they had fired in reaction.*
- Stay in place, changing the way it is facing if desired, and fire.
- Reload a weapon. May still move up to normal distance.

In addition the figure can perform one of these actions as well.

- Pick up dropped weapons or Items/Resources, theirs or those belonging to other characters.
- Charge into Melee (page 30) before or after it has moved.
- Drop prone at any time during their move.

MOVEMENT

In this section we explain the rules for moving your figures.

NORMAL MOVEMENT

Normal movement is 8" unless specified differently by Attributes the scenario.

FAST MOVEMENT

If desired a group can attempt to *Fast Move*. Remember that a group is one or more figures and can be of different Reps. Here's how we do it:

- Declare the intent of the *figures* that want to Fast Move.
- Roll one set of 2d6 for *the whole group* and compare each die score individually to the Rep of that figure. Do not use the Leader Die. If a figure has the Fast Attribute roll an additional odd colored d6 and apply the result only to that figure.
- For each d6 passed, the figure is allowed to add half its normal movement in inches onto its normal movement.
- If the Fast Move distance is not far enough for the player to reach cover he can drop prone at the end of his movement.

Example – A group of three figures want to Fast Move. Here's how the group will move.

I roll 2d6 for the whole group and score a 3 and a 5. The Rep 4 Grunt has the Fast Attribute so I roll an odd colored d6. The Rep 5 Leader passes 2d6 and may add up to 8" more to his normal movement of 8"

The Rep 4 Grunt with the Fast Attribute passes 1d6 out of the 3d6 and may add up to 5" more, to his normal movement of 10".

The Rep 3 Grunt passes 0d6 and may add up to 0" more to his normal movement of 8". He still counts as moving fast.

Fast Movement may be attempted regardless of how close the enemy is and at any time during the turn, even if to qualify for a Charge into Melee Test. If attempted after the figure has partially moved add the additional Fast Move distance to its remaining move distance.

Example - Billy Pink moves 6" into sight of a PEF. The PEF is resolved and is a pack of five Gangers. Billy scores better on his In Sight and he decides to run for it. He takes the Fast Move Test and scores an additional 4" of movement. He is allowed to add this to the 2" of remaining move so moves another 6".

GOING PRONE

During the turn a character may go prone. Here's how we do it:

- Active figures that choose to go prone can fire any time before or after going prone.
- A figure forced to go prone by a reaction result cannot fire.
- To regain their feet takes half of their movement distance.
- Moving prone, at a crawl, is at half normal movement. Crawling characters can attempt a Fast Move but at a -1d6 penalty and additional movement is based upon their crawl speed.

INVOLUNTARY MOVEMENT

Sometimes a figure may be forced into Involuntary Movement or Actions by the results of a Reaction Test. Let's cover each one in detail.

CARRY ON

The tester continues the fight and can act when active and react when called upon.

CHARGE INTO MELEE

The tester and target take the Charge into Melee Test (page 30).

DUCK BACK

Move to the nearest cover within 6". This can be in any direction, even forward. If no cover is available within 6" then the figure will drop prone in place, ending its turn. It may not fire until next active unless caused by a subsequent Reaction Test. Figures in Duck Back cannot see or be seen by the cause of the test but those that go prone can.

RUN AWAY

The running away figure is immediately removed from the table.

STOP!

Grab two d6 of different colors. Grab two figures from opposing sides and place them on the table 12" from each other. One side will use one colored d6 while the other side will use the other. Both sides have a Rep of 4.

Roll for activation. Which side scored the higher number? Can that figure activate? Did you roll *doubles*? If so what happens?

Take a Fast Move Test. If you rolled a 3 and a 6 how far can the figure move?

After you have done these actions it's time to move on to the next section, In Sight.

IN SIGHT

The In Sight Test is a Reaction Test that is taken differently than the other Reaction Tests (page 21). First let's explain the difference between being In Sight and not being In Sight.

IN SIGHT OR NOT

Figures are *always* in sight or not in sight.

A figure is in sight when:

- An enemy figure can trace a *line of sight* (page 25) to that figure. This still applies even if that figure is *in cover or concealed*.

A figure is not in sight when:

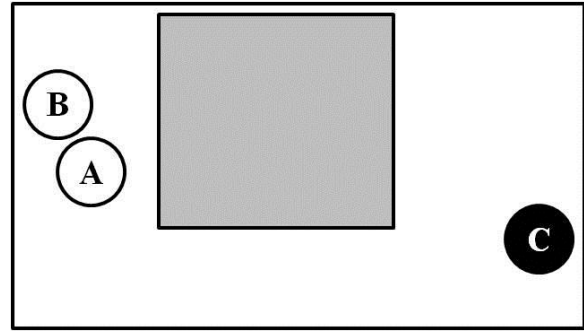
- It cannot be seen because of intervening terrain. Figures in Duck Back *behind* cover fall into this category.
- It cannot be seen due to weather or light restrictions such as being farther than 12" from the enemy at night.
- It cannot be seen due to an intervening figure.

If there is a doubt as to a line of sight run a string or straight edge between the opposing figures.

TRIGGERING AN IN SIGHT TEST

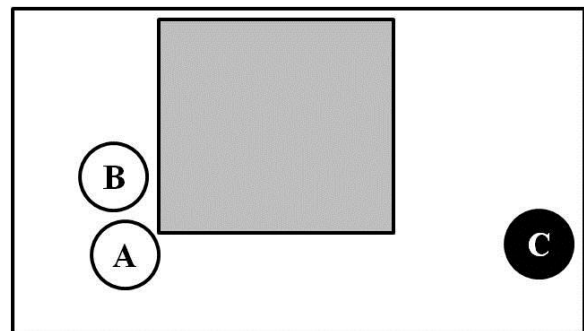
Here's how an In Sight Test is triggered:

- Whenever a group has an opposing group enter into its LOS, and the opposing group was not seen previously during this activation phase, both groups take this test.



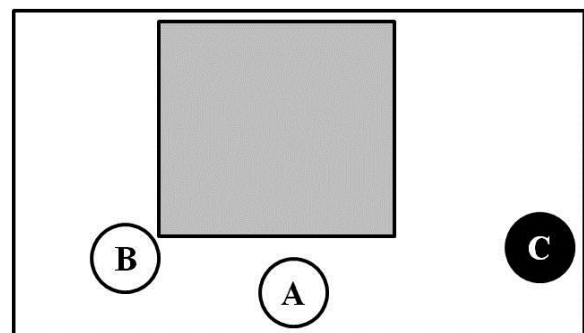
Example - In the first picture the white side, A and B, cannot be seen by the black side, C.

- The In Sight Test is triggered as soon as *any* figure in a moving group comes into sight.



Example - In the second picture white activates and figures A and B move forward. A comes into sight of C triggering the In Sight Test.

- Once the test is triggered the moving group is allowed to move its figures up to two additional inches. This movement could result in the figure going out of sight.

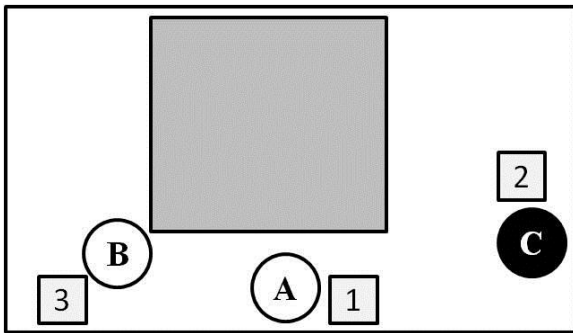


Example - The In Sight is triggered and the figures in the triggering group are allowed to move two additional inches before the test is resolved. Figure A moves closer to C while B moves to the edge of the barn and into sight of C. Only one test is taken by everyone that is in sight of an enemy.

TAKING THE IN SIGHT TEST

After the triggering group has moved up to two additional inches *all figures* in sight of an enemy or having the enemy in sight will take the test. Here's how we do it:

- Consult the In Sight Test.
- Each figure starts with 1d6 per level of its Rep.
- Modify the number of d6 each figure rolls by any applicable Circumstance.
- There is no maximum number of d6 that can be rolled.
- There is no minimum number of d6 that can be rolled and there may be times when the figure reaches 0d6. At this time he counts as if scoring zero successes and takes no action until the In Sight is completed. Active figures that have not fired during the In Sight (scored zero successes) and have targets in line of sight would be able to fire.
- All figures roll their modified d6 total looking for successes (score of 1, 2 or 3).
- Place a d6 with the number of successes scored, facing up, and next to the figure. This is for ease of play. When the figure resolves or forfeits its action remove the d6.
- The highest number of successes will act first moving down to the lowest and last.



Example -In the previous picture all of the figures have rolled their d6 and counted their successes, scores of 1, 2, or 3. Each has placed a d6 next to them with the number of successes each one scored. B will act first (3 successes), then C (2 successes), and finally A (1 success).

REP

IN SIGHT

(Looking for successes)

CIRCUMSTANCE	MOD
Active - Character is active.	-1d6
Concealed - Enemy is concealed.	-1d6
Concealed Weapon– Weapon is out of sight and must be drawn to be used.	-1d6
Ducking Back - Character is Ducking Back.	(1)
Inactive – And moving in a vehicle	-1d6
Leaving the Table - Character is Leaving the Table.	(1)

(1) Ducking Back or Leaving the Table figure cannot fire.

RESOLVING IN SIGHT ACTIONS

Once the order of In Sight actions is determined, by rolling successes, it's time to carry out the In Sight actions. Here's how we do it:

- Starting with the figure that scored the most successes consult the In Sight Resolution Table. Note that those with the same number of successes will resolve their action at the same time.
- What actions the figure will take depends upon if the figure is a Star or Grunt.

TARGETING

When firing due to an In Sight Test, figures will target the enemy figure closest to them. This may result in the figures in the front being targeted multiple times. Stars and those taking active fire can choose their targets as desired.

CITIZENS BROWN PANTS RULE

Being an average Citizen faced with a life threatening situation could be overwhelming for that person. *This rule reflects that situation and is only used by Citizens.* Once they have chosen to become Gangsters or Survivors this rule is not in play. Here's how we do it:

- When it's time for a Citizen to act roll 1d6 versus its Rep.
- If it passes 1d6 then it will act normally.
- If it passes 0d6 it will immediately Duck Back and is out of the In Sight process. It cannot shoot or be shot at.
- This rule applies for every In Sight the Citizen takes until it has chosen to become a Ganger or Survivor.

IN SIGHT RESOLUTION

WHEN IT'S TIME TO ACT

Stars:

Can choose to Fire, Duck Back, Charge into Melee, Move or Runaway.

Grunts:

Go directly to Grunt Actions.

GRUNT ACTIONS

Retrieving Wounded:

Continue movement.

If fired at and Outgunned:

Forfeit your action and Duck Back instead.

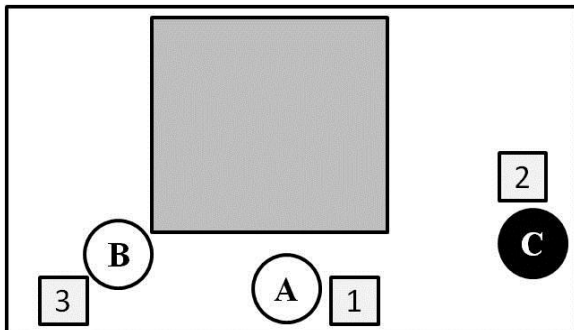
Those that can fire will:

Fire.

Those that cannot fire will:

If in Charge Reach, will charge.

If out of Charge Reach will Duck Back.



Example - In the previous picture B goes first. He is a Grunt so looks down to the Grunt section column on the In Sight Resolution Table for his possible actions. He can fire so he fires at C. He scores a hit and C goes down. B removes his d6 signifying that he has done his action. C has his d6 removed as he has lost his chance to act due to being hit. A can now act and fires at C. A and B can now finish their remaining movement.

Note that if C had been a Star he could have used his Star Power to reduce the damage to Carry On. If successful he would retain his d6 and chance to resolve his In Sight.

LOSS OF ACTION

All damage is resolved immediately. If a figure takes damage from fire or melee it cannot perform an action and forfeits its turn. Immediately remove its In Sight d6 to signify this.

Example - B fires and hits C who goes down and is stunned. C has its d6 immediately removed and must forfeit its action.

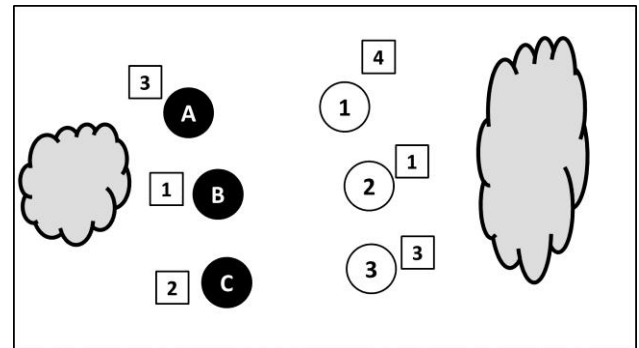
WHAT NOW?

Let's re-cap events.

- All figures that can act during the In Sight have acted.
- All figures that must take Reaction Tests have taken them.

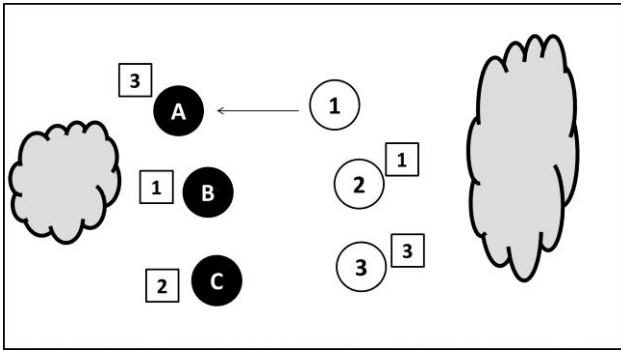
The turn continues in this order:

- Anyone scoring a result of Duck Back or Run Away makes these moves.
- Next anyone that can fire resolves their fire *at the same time*.
- Those with Carry On can now act.

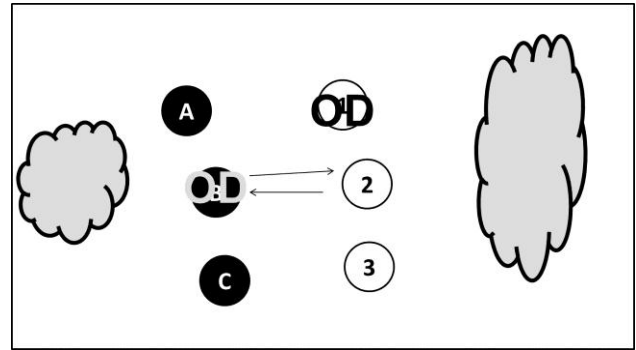


Example – Here's an extended example of an In Sight. There are two sides, Black and White. Each figure has their In Sight action score, number of successes rolled, placed next to them. White #1 will go first as he has scored the most successes.

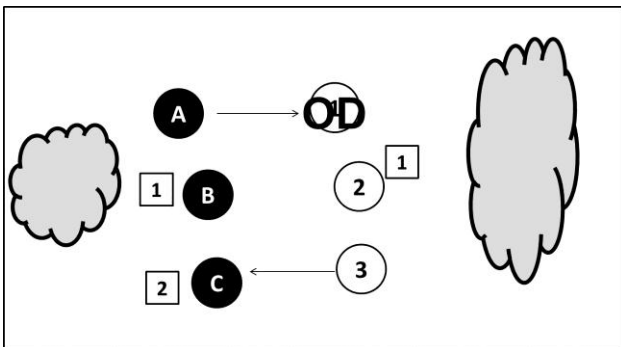
ALL THINGS ZOMBIE – FINAL FADE OUT



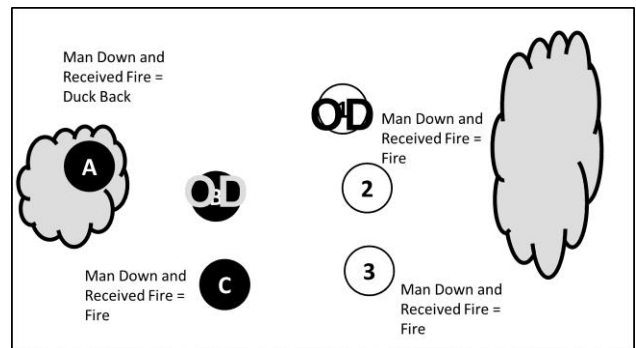
Example – White #1 fires at and misses Black “A”. His d6 is removed. Black “A” and White #3 are next to act based on the successes they scored.



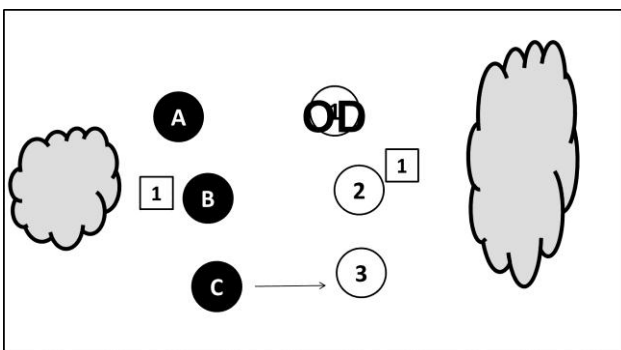
Example - They fire at each other and remove their d6. Black “B” misses White #2 but is hit and Obviously Dead. All figures have acted and now it’s time to take Reaction Tests.



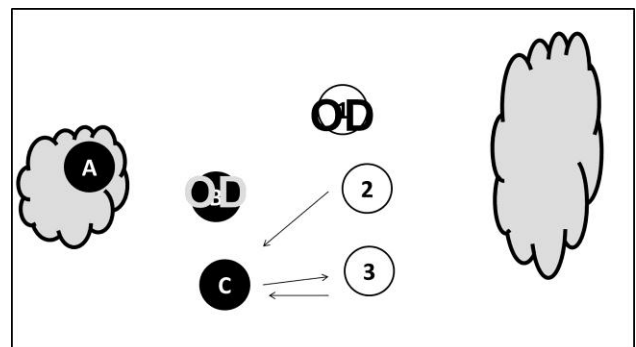
Example – Black “A” fires and hits White #1. His d6 is removed and damage rolled. White #1 is Obviously Dead. White 3 fires and misses Black “C”. White 3 removes his d6. It is now Black “C”’s time to act.



Example – The above picture shows what test are taken by which figures and what their reactions are. All will fire except for Black “A” who scored a Duck Back. Black “A” is allowed to Duck Back before any firing takes place.



Example – Black “C” now fires at White “3” and misses. His d6 is removed. This leaves Black “B” and White #2 left to act.



Example - Black “C” will fire back at White #3. The two white figures fire at Black “C”. The firing is resolved simultaneously!

ALL THINGS ZOMBIE – FINAL FADE OUT

EXTENDED EXAMPLE REALITY

Here's what the extended example was like in reality.

Three guys came into sight of three opponents. They all started to shoot but some fired first and took down their opponents. As the shooting continued one of the Black faction ducked for cover while the other three continued to fire.

GOING FIRST

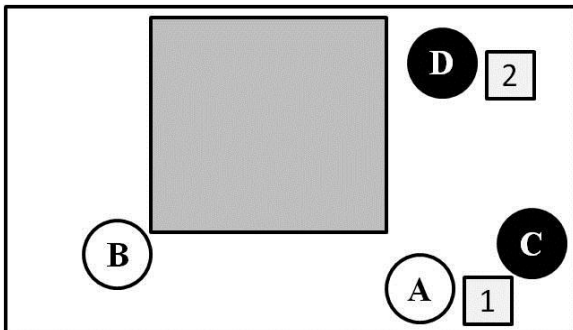
As all fire after the In Sight test is simultaneous it's important to go first!

MOVING AND IN SIGHT

After the In Sight Test is completed and all actions taken, figures in the moving group that triggered the test can continue their movement. This movement could trigger a new In Sight Test.

NEW INSIGHTS

New figures coming into sight, even if from the same group that triggered the previous In Sight, will trigger a new In Sight Test.



Example – In this example figure A acts and moves towards C and now comes into the sight of figure D. A has triggered a new In Sight. A is allowed to move two additional inches before the In Sight between D and A takes place and new d6 are rolled. If allowed to do so A can fire again.

STOP!

The In Sight can be the hardest game mechanic for gamers new to THW to understand. Let's review.

- 1 – When a group that was not In Sight moves Into Sight of an opposing group the In Sight Test is triggered.
- 2 – After all figures in the moving group have moved up to two additional inches all figures with LOS to opposing figures will take the In Sight Test.
- 3 – All figures roll d6 equal to their Rep and modify the number when applicable.
- 4 – All dice are tossed looking for successes, a score of 1, 2, or 3.
- 5 – Place a d6 with the number of successes scored next to each figure.
- 6 – Resolve the action of each figure from the highest number of successes down to the lowest.
- 7 – If no successes are scored you cannot act.
- 8 – You will forfeit your action if you are hit by fire.
- 9 – After all figures have resolved their action the appropriate Reaction Tests are taken and the game continues.

Now take two figures and place them out of sight of a third, opposing figure. All are Rep 4.

Move the two figures into sight and take an In Sight.

Resolve the actions of all figures involved.

When finished move on to the next section, Reaction.

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 as circumstances arise. Reaction Tests reflect how a figure will perform when under physical, mental, or emotional stress during the fight. Here's a list of the Reaction Tests in *All Things Zombie*:

- Received Fire (page 21).
- Man Down (page 21).
- Recover From Knock Down (page 21).
- Recover From Duck Back (page 21).

All of the tests are grouped together on the individual Quick Reference Sheets in the rear of the book. Note that each Class has its own QRS.

EXCEPTIONS

Reaction Tests are taken immediately when called for with the following two exceptions:

- *Charge into Melee* - When figures roll on the Charge into Melee Table (page 30), they will be directed *not* to take Reaction Tests.
- *In Sight* - All Reaction Tests that are called for by any action taken during the In Sight process are not taken until after all figures have resolved their actions.

Example - Billy Pink and a Ganger come into sight and take the In Sight Test. Billy Pink scores more successes so acts first. He fires at the Ganger and misses. Normally this would cause a Received Fire Test to be taken but all Reaction Tests are postponed until the In Sight is fully resolved. The Ganger now acts. He is out of range and cannot fire or charge so Duck Backs. Once he reaches cover he takes the Received Fire Test counting the worse result (page, 22) as he is already in Duck Back status.

TAKING A REACTION TEST

Here's how a Reaction Test is taken.

- Determine which figure must take the test or tests.
- Refer to the appropriate Reaction Tests QRS based on the Class of the figure taking the test.
- Determine which test or tests apply.
- Roll 2d6 versus the Rep of the figure taking the test.
- Roll a Leader Die if applicable.

- Determine how many d6 were passed.
- Consult the appropriate test and immediately carry out the result.

Example - A Citizen, Rep 4, without a Leader, must take the Received Fire Test so rolls 2d6 versus its Rep. He scores a 3 and 5 and passes 1d6. Looking on the Citizen QRS under the Pass 1d6 column I go down to the Received Fire Test. The Citizen will Duck Back.

RECEIVED FIRE

Whenever a figure receives fire it will take the Received Fire Reaction Test. More than one figure firing at the *same target at the same time* will cause only one Received Fire Test to be taken.

MAN DOWN

Each time a figure sees a friendly figure within 4" get knocked down and Stunned, Out of the Fight, or Obviously Dead it will take the Man Down Test. There are two exceptions:

- If the tester has a higher Rep than the Man Down the test is not taken.
- If the tester is a different Class than the Man Down the test is not taken.

If the tester is in cover it will roll 3d6 instead, counting the best two results.

Example - Three Citizens, one Rep 4 and two Rep 3s, are fired on by a Survivor. One Rep 3 Citizen goes down, Stunned. The other Citizens are within 4" and can see the downed friend. The Rep 3 Citizen takes the Man Down Test while the Rep 4 Citizen does not as he has a higher Rep (4) than the Man Down (3).

RECOVER FROM KNOCK DOWN

Whenever a figure is Knocked Down from a Ranged Combat or Melee result it will take the Recover From Knock Down Test

Example - Jim Bob Joe is hit by fire and Knocked Down. He rolls 2d6 versus his Rep of 3 and scores a 4 and 2. Jim Bob Joe is now Out of the Fight.

Billy Pink is knocked down in melee. He rolls 2d6 versus his Rep of 5 and scores a 3 and 4, passing 2d6. Somewhere in his travels Billy acquired a flak jacket so is Protected (page 9). He is still knocked down but can Carry On.

RECOVER FROM DUCK BACK

Whenever a figure has Duck Back, cannot see or be seen by the cause of the Duck Back, it will take the Recover From Duck Back Test when it next activates.

Example - Jim Bob Joe has Duck Back. He now activates and takes the Recover From Duck Back Test. He rolls 2d6 versus his Rep of 3 and scores a 4 and 2. Looking on the Ganger QRS under pass 1d6 we see that Jim Bob Joe will remain Duck Back.

MULTIPLE TESTS

There may be times when a figure qualifies for more than one Reaction Test. In these cases the one set of d6 that is rolled for the figure is applied to *all* the tests with the *worse* result being counted. Here are the results from best to worst:

- Carry On.
- Fire.
- Charge Into Melee.
- Duck Back.
- Runaway.

Example - Three Citizens fire at three Gangers. One hit is scored, the Gang Leader. The remaining Gangers now roll 2d6 versus their Rep and apply the results to the Man Down Test and the Received Fire Test. Each Ganger must take the worse result.

STATUS AND ACTIONS

The Reaction Tests can change the status of a figure and force it to act in a specific way. Here we will explain the terms found on the Reaction Tests.

CARRY ON – The figure is in good order and can act and react.

CHARGE INTO MELEE - If able to reach a spot 6" from an enemy the figure will take the Charge Into Melee Test (page 30).

DUCK BACK – Move to the nearest cover within 6". This can be in any direction, even forward. If cover is not available within 6" then the figure will drop prone in place, ending its turn. It may not fire until active or caused by a subsequent Reaction Test. Figures that Duck Back and reach cover cannot see or be seen by the cause of the test but those that drop in place prone can.

OBVIOUSLY DEAD – The figure has taken damage that is so severe it is obvious from a distance that the figure is dead.

OUT OF THE FIGHT – The figure has taken serious damage and cannot continue the Encounter. He cannot move on his own and must be retrieved by others. He can be helped by a character with the Medic Attribute.

RUNAWAY - Figure has quit the Encounter and is removed from the table.

STUNNED – Figure may not act or react until having spent one full turn of activation doing nothing. Those contacted by enemies while stunned can be captured or dispatched as desired.

STOP!

Take out two opposing Ganger figures and place them 12" apart and out of sight of each other. Both are Rep 4.

Roll activation. Who goes first? Did you roll *doubles*? If you did what happened.

Move one figure into sight of the other. Resolve the In Sight. Who went first?

Assume that the active figure has fired at the inactive figure and has missed and the In Sight has been resolved. What Reaction Test is taken? Review the three different results for the test when passing 2d6, 1d6, and 0d6. Did you use the Ganger QRS? Now do the same using a Citizen and Survivor.

Remember that taking the time to review and do these little exercises will make the rules easier to understand and your games more fun.

Let's see how to do Ranged Combat.

RANGED COMBAT

There are two ways to inflict damage in *All Things Zombie*. The first way is through ranged weapons fire (shooting) and the other is through melee (hand-to-hand combat). Let's go into detail about the weapons.

All Ranged Weapons are defined by type and in some cases weapons have been lumped into broader categories. Ranged 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 shooter feels he has a reasonable chance of hitting the target*. This range is considerably shorter than the maximum range of most weapons.

TARGET – The maximum number of *shots* or d6 rolled when the weapon is fired by the figure. 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 arc of fire (swath) of the weapon.

Example – A submachine gun (SMG) with a Target of 3 may fire at up to three targets in a three-inch swath (arc of fire).

Weapons with two Target Ratings such as 1 and 3 can be fired using either one at the player's discretion.

IMPACT – The lethality of the weapon, the higher the deadlier.

WEAPONS TABLE

TYPE	RANGE	TARGET	IMP
Assault Rifle	48	1/3	3
BA Pistol	12	1/2	2
Bolt Action Rifle	48	1	3
Machine Pistol	12	3	1
Pistol	12	1/2	1
Semi-Automatic Rifle	48	1/2	3
Shotgun	12	3	2
Squad Automatic Weapon	48	3/4	3
Submachine Gun	24	3	1

ASSAULT RIFLE (AR) – ARs have a range of 48", Target of 1 or 3 and an Impact of 3.

BA PISTOL (BAP) – Big A\$\$ pistols have a range of 12", Target of 1 or 2 and an Impact of 2.

BOLT ACTION RIFLE (BAR) – Rifles have a range of 48", Target of 1 and an Impact of 3.

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 1 or 2 and an Impact of 1.

SEMI-AUTOMATIC RIFLE (SAR) – Rifles have a range of 48", Target of 1 or 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 is allowed to roll 6d6 instead of 3d6.
- He counts only the best three scores for damage.
- He counts all 6d6 rolled for purposes of Tight Ammo (page 24).

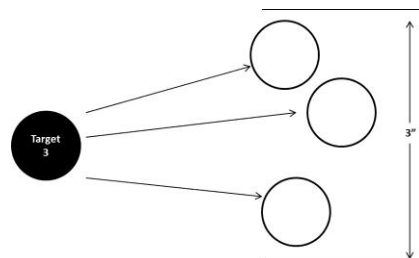
Example – Jim Bob Joe fires at three targets. He scores a 1, 1, 2, 4, 5 and 6. He counts the 4, 5 and 6 for hitting the target. He also counts the two ones for tight ammo purposes so he is out of ammo.

SAW (SAW) – Squad Automatic Weapons have a range of 48", Target of 4, and an Impact of 3. If desired the player may fire a controlled burst rolling only 3d6.

SUB-MACHINE GUN (SMG) – SMG has a range of 24", Target of 3 and an Impact of 1.

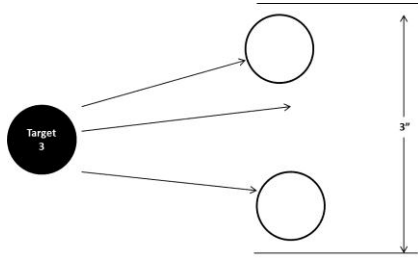
ARC OF FIRE OR SWATH

Each weapon has an arc of fire or *swath* equal to 1" for each point of Target Rating it has. The first figure fired at defines where the arc of fire begins. All figures in the arc, up to the number of Targets, can be fired upon.



Example - In the picture above the shooter is using a Targets 3 SMG with a 3" swath. He is allowed to shoot up to 3 targets, one per inch of Target value if desired.

ALL THINGS ZOMBIE – FINAL FADE OUT



Example - In this picture the shooter is using a Targets 3 SMG with a 3" swath. He is allowed to shoot at both targets but as the two are over one inch apart he must burn one of the shots at the empty space in between. Note that this would still be the second highest die score!

OUTGUNNED RANKINGS

When firing, some weapons are perceived to have greater firepower than others. This is called their Outgunned Ranking (OR) and is based on their Target Rating. Here's how we do it:

- If a figure shoots with a weapon with a higher Target Rating than what the target has or if the target cannot shoot back then the target is *outgunned*. The target will take the Received Fire Test but cannot score better than Duck Back.

Example – Billy Pink has an assault rifle (OR 3) but is out of ammo. He is fired on by Slag who is using a bolt-action rifle. Billy takes the Received Fire Test and passes 2d6. Although Billy has a higher OR weapon, he cannot Carry On because he is out of ammo, so must Duck Back instead.

FIRING TWO WEAPONS AT ONCE

It is possible to fire two weapons at the same time. This results in more firepower but at the cost of reduced accuracy. Figures doing so will count the Rush Shot penalty for each weapon. Which two weapons can I use together? Any two that you want, it's your game.

OUTGUNNING WHEN FIRING TWO WEAPONS

It is possible to fire two weapons at the same time. For outgunning purposes the shooter counts the combined weapons as one weapon but with an Outgunned Rating of one higher than normal. When doing this the shooter is still outgunned by a single weapon with the same Outgunned Rating or higher than the combined Outgunned Rating of the two weapons.

Example- I am firing two BAPs. My OR is now 3, one higher than the normal OR of 2 for a BAP. I fire at a guy with a BAP so outgun him. I am shot at by an Assault Rifle with an OR of 3, equal to the combined OR of the two BAPs. I am outgunned.

NEVER OUTGUNNED

Stars never count as outgunned.

TIGHT AMMO

Ammo in *All Things Zombie* is pretty much unlimited. However, there is still a chance that a weapon may temporarily run out of ammo and must be reloaded.

- Anytime two or more *ones* are rolled when firing a weapon it is out of ammo and cannot be fired again until reloaded.
- It takes one turn of activation to reload the weapon.
- Figures reloading weapons may move but cannot exceed their normal movement.
- Grunts will always reload.

The weapon is considered out of ammo *after* all d6 have been applied for the purposes of hitting.

Example – Jim Bob Joe fires at three targets. He scores a 1, 1 and 6. He counts the 1, 1, and 6 for hitting the target. He also counts the two ones for tight ammo purposes so he is out of ammo.

REALLY TIGHT AMMO

I recommend using this rule if playing a Campaign.

The Tight Ammo rule is used in the normal way. The difference is in re-loading. Instead of automatically reloading characters wishing to reload will roll on the Reloading Table. Here's how we do it:

- Roll 2d6 versus the maximum Target Rating of the out of ammo weapon.
- Determine how many d6 are passed and consult the Reloading Table.
- Immediately carry out the result.

FYI – When using this rule be sure to carry a backup weapon even if it is a melee weapon.

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RELOADING

(Taken vs. Target)

# D6 PASSED	RESULT
2	Out of ammo but <i>only</i> for the remainder of the Encounter.
1	Weapon is reloaded and may be fired when next active or in reaction but this is the final reload. Run out of ammo again and you are out but <i>only</i> for the remainder of the Encounter.
0	Weapon is reloaded and may be fired when next active or in reaction.

STOCKPILING AMMO

If the player declares before the Encounter begins that he is Stockpiling Ammo he can decrease the chance of running out of ammo. Here's how we do it:

- Burn or eliminate one Item of your choosing to Stock Ammo.
- This will affect only *one specific weapon*.
- Count the maximum Target of the weapon at one less than normal.
- This means you will not run out of ammo when Stockpiling Ammo for a Target 1 weapon.
- If using two weapons of the same type you must keep track of which weapon has Stockpiled Ammo.

Example – Billy Pink is going out at night and will be bringing two BAPs. I decide to subtract one Food Item from his inventory and use it to Stockpile Ammo. During the Encounter Billy runs out of ammo on one of his BAPs. When next active he rolls 2d6 to reload the weapon. He scores a 2 and 3 and passes 0d6. The weapon is now reloaded.

MAKE YOUR OWN WEAPONS

Some weapons aren't listed in ATZ but you can choose to make your own weapons. Just pick and choose the stats that most reflect the weapon and add any special modifiers. Here's an example of how we do it:

- I want a crossbow.
- I figure it's like a Bolt Action Rifle.
- But the Range would be 24" instead.
- The Target would be 1.
- Impact would be a bit lower so call it 2.
- It would need to be reloaded after every shot.
- It wouldn't make any noise so doesn't generate zombies.

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 *All Things Zombie*.

LINE OF SIGHT

To shoot something you must first be able to see it. A straight line from the shooter to the target is called a Line of Sight or LOS. LOS is measured from figure to figure and not from base to base.

RESOLVING FIRE

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

- Run out of ammo by rolling two or more ones.
- Someone is Outgunned.
- Someone has Ducked Back.
- Someone has Run Away.
- Someone has been hit by fire.

It is common for figures to fire multiple times in one turn, both when active and in reaction.

Example – Survivor Char fires her BAP at Gnarly and misses. Gnarly fires back with his SMG and misses as well. Gnarly and Char take the Received Fire Test and both pass 2d6. Normally Char would Carry On but instead she Ducks Back as she is outgunned. This ends the firing between the two figures.

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TARGET SELECTION

When shooting, the player must designate who he will fire at. Here's how we do it:

- A figure may fire at up to one target for each point of the weapon's Target Rating staying within its arc of fire (page 23).
- The shooter declares who are the targets.
- Before firing the shooter declares how many shots will go onto each target. It is possible for one target to have more than one shot on it.
- 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 AR at Dez and Char. He declares to fire 1d6 at the first target, Dez, and the rest at Char. Carlos rolls a 5, 1 and 2. The d6 are laid out from high to low (5, 2, and 1). The 5 will be applied to Dez and the rest applied to Char.

TARGETING

When firing due to an In Sight Test, figures will target the enemy figure closest to them. This may result in the figures in the front being targeted multiple times.

During active fire the shooter may target specific figures regardless of proximity.

Stars can always choose their target whether taking an active fire or due to an In Sight Test.

SHOOTING SEQUENCE

Use the following procedure to shoot a weapon:

- Shooter rolls 1d6 per each point of Targets.
- Arrange the d6 from highest to lowest.
- Place the d6 on the appropriate, pre-declared, target.
- Add the Rep of the shooter to each d6 individually.
- Consult the Ranged Combat Table to determine if there's a hit.

TARGET RANGED COMBAT

(Each d6 added to Rep)

A roll of two or more "ones" means out of ammo

#	RESULT
7 or less	SHOOTER MISSED
8	SHOOTER MISSED IF <ul style="list-style-type: none"> • Moved Fast. • Rush Shot. TARGET WAS MISSED IF <ul style="list-style-type: none"> • Charging. • In Cover. • Prone. • Moved Fast. • If second or higher target. OTHERWISE – HIT.
9	SHOOTER MISSED IF <ul style="list-style-type: none"> • Rush shot. TARGET WAS MISSED IF <ul style="list-style-type: none"> • In Cover. • If third or higher target. OTHERWISE – HIT.
10+	SHOOTER HITS TARGET

- **Missed** – The target was missed but must take a Received Fire Test.
- **Moved Fast** – The target was missed because it or the shooter Fast Moved.
- **Rush Shot** – The target was missed as the shooter was rushing his shot. Used when firing with two weapons when called upon by a Reaction Test.
- **Charging** – The target was missed because he was charging the shooter.
- **In Cover** - The target was missed because he was in cover.
- **Prone** - The target was missed because he was prone.
- **Second or higher target** - The target was missed because he was the second or higher target fired at by the same shooter.
- **Third or higher target** - The target was missed because he was the second or higher target fired at by the same shooter.
- **Hit** – The target was hit by fire.

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Example - Billy Pink fires his BA pistol at Carlos who is in cover. Billy rolls a 3 and 6. Each die score is added individually to his Rep of 5. This results in a score of 8 which is a miss because Carlos is in cover and an 11 which is a hit.

RESOLVING DAMAGE

Once a hit has been scored we must see if any damage was inflicted. Here's how we do it:

- Roll 1d6 versus the Impact of the weapon.
- If a "1" is scored the target is Obviously Dead.
- If the score is equal or lower than the Impact of the weapon but not a "1" the target is Out of the Fight.
- If the score is higher than the Impact the target has been knocked down and immediately takes the Recover From Knock Down Test.

1 RANGED COMBAT DAMAGE

(Read result as rolled)

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 Knocked Down Test.

TYPES OF DAMAGE

There are three types of damage in *All Things Zombie*. They can be caused from shooting, melee, or in some cases by a failed Challenge (page 37). They are, in order of severity from least to most:

STUNNED

Figure is knocked to the ground and may not act or react until having spent one full turn of activation doing nothing.

OUT OF THE FIGHT

The figure has taken a potentially fatal wound and cannot continue the battle. He cannot move on his own and must be retrieved by others.

OBVIOUSLY DEAD

The figure has taken damage that is so severe it is obvious from afar that the figure is dead.

Example - Billy Pink (Rep 5) is firing his BAP at a Rep 3 Ganger behind a small wall. Billy is allowed to roll 2d6 for his weapon which has a Target Rating of 1/2. He rolls a 3 and a 6.

Adding each score to his Rep he has a total of 8 and 11. Looking on the Ranged Combat Table we see that the Ganger is in cover so the 8 is a miss. The 11 is a hit so Billy now rolls on the Ranged Combat Damage Table. He rolls a "3" which is greater than the Impact of 2.

The Ganger is knocked down and immediately rolls a Recover From Knock Down Test. He scores a 3 and 4, passes 1d6 and is Out of the Fight.

COVER OR CONCEALMENT

There will be times when a character will be in cover, concealment or both. Cover and concealment are different.

- Concealment makes you harder to see and therefore hit. Concealment does not stop a bullet.
- Cover allows you to be seen but stops a bullet from hitting parts of your body.

So how do you tell which is which? We've put together a short list that answers the question. Players should match the terrain on the table with the type that best resembles it on the Cover or Concealment List *before* the game begins.

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#	COVER OR CONCEALMENT
---	----------------------

TYPE	RESULT
Buildings, inside	Stationary figures inside of buildings are in cover and concealment. Moving figures inside buildings are concealed.
Crowd ⁽¹⁾	Figures inside crowds are in cover when stationary and in concealment when moving.
Vehicles, Inside of	Figures inside vehicles are in concealment.
Vehicles, Behind	Figures behind vehicles are in cover.
Woods	Figures inside woods are in cover and concealment when stationary and in concealment when moving.

(1) If the target has two or more figures within 1" to the left and right of it and is stationary he counts as being in a crowd. If fired at while in a crowd and a result of miss due to cover is scored one of the figures next to the target, at random, has been hit. Roll for Damage to the new target.

Example - Jim Bob Joe is firing at a Citizen who is between three other Citizens. Jim Bob Joe scores an 8, missed due to cover. He rolls 1d6 for each of the other Citizens next to the target and the one with the highest score has been hit. Jim Bob Joe now rolls for damage.

FIRING INTO MELEE

If you want to fire into an evenly matched melee treat it as if shooting into a crowd.

FIRING AT CARRYING WOUNDED

When firing at a character carrying a wounded character treat it as if shooting into a crowd.

PITIFUL SHOT

Rep 3 figures and *only* Rep 3 figures are allowed to use the *pitiful shot* rule. Here's how we do it:

- The Rep 3 shoots his weapon and rolls a "six".
- This gives him a total of nine.
- If he cannot hit the target he is allowed to roll 1d6.
- If he scores a 3 or less he has hit the target. Any other score is still a miss and the target must take the Received Fire Test.

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

AUTO-KILL OR CAPTURE

If an active figure comes into contact with a *Stunned* or *Out of the Fight* figure he can choose to automatically dispatch the figure or capture him. This can occur on the same turn of activation that the figure was damaged.

If captured the figure must be guarded by at least one armed figure or immobilized. Each armed figure can guard up to six figures.

TREATING THE WOUNDED

Stunned figures automatically recover while Out of the Fight figures remain that way until after the Encounter is over.

STOP!

Before going any further take two sides of two figures each. Have one side represent Gangsters and the other side Survivors. Do the following:

Place each side 12" from each other.

Make all of them Rep 4.

Give them a variety of weapons.

Either the Gangsters (1-3) or Survivors (4-6) will be active.

Roll an In Sight Test.

Resolve the In Sight Test. Remember that all figures will take the test.

Resolve any hits.

Take any Received Fire or Man Down Tests.

Roll Recover From Knock Down Tests as needed.

How do you reload a weapon?

When you're done move on to the Melee Section.

MELEE

When figures come into contact via the Charge into Melee Test they enter into melee (hand-to-hand combat).

MELEE WEAPONS

There are four types of melee weapons. They are:

- **Unarmed** - This is what is used by unarmed characters and they count a -1d6 when rolling on the Melee Combat Table.
- **Improvised Weapon** - This is what is used when a character uses a non-weapon physical item such as a length of pipe. Zombies also count as if armed with an Improvised Weapon.
 - A two handed ranged weapon counts as an Improvised Weapon, a one hand ranged weapon does not. Ranged Weapons are used for shooting!
- **One Hand Melee Weapon** – This is what is used when a character uses an axe or club or any other weapon designed to be used with one hand. They count a +1d6 when rolling on the Melee Combat Table.
- **Two Hand Melee Weapon** – This is what is used when a character uses a two-handed axe or even a baseball bat. They count a +2d6 if using it with two hands when rolling on the Melee Combat Table. When using it with one hand it will count a +1d6 instead.

CHAINSAW (CS)

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 allows the user a +3d6 in melee. However, there are a few drawbacks to chainsaws.

- Each time three “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 40).
- Each time four “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 three “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. Or Jim Bob Joe can drop it and fight unarmed.

- Each turn the chainsaw is running it will count as if 6 shots have been fired for attracting zombies.
- Chainsaws can be found just like any other weapon. Who am I to limit your fun!

CHARGE INTO MELEE TEST

The only way to enter melee is via the Charge into Melee Test. The test is only taken if the following circumstances apply:

- The figure can be active or inactive.
- The figure must be able to reach a spot 6" from the actual target. Whether or not it has enough distance to reach the target is irrelevant, it need only be able to reach a spot 6" from the target.
- The charging figure must have a clear LOS to the target figure when reaching that spot.
- Chargers can declare a charge at any time during their turn even if the target of the charge was out of LOS at the start of the charger's turn.
- Charges may be carried out by individuals as an In Sight action or simultaneously if they qualify and act at the same time.

Example - Four Gangers come into sight of two Survivors. All of the figures take the In Sight Test. Three of the Gangers score 3 successes while one Survivor scores 2. The other Survivor scores 0 successes so cannot act during the In Sight phase. The three Gangers resolve their action at the same time and choose to charge. Each will roll separately on the Charge into Melee Table.

HOW TO CHARGE INTO MELEE

Here's how the Charge into Melee Test is taken:

- The figure declares a charge. It must have LOS to the target and be able to reach a spot 6" from the target. He does not need to have enough movement to reach the target when the charge is declared.
- When a figure reaches a spot 6" from a target and has LOS to it the Charge into Melee Test is taken by both sides.
- If charged by more than one figure at the same time, the chargers scored the same number of successes, the target rolls one set of dice. The target will apply the results against each charger

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individually. If the target is allowed one shot on each target he can fire one shot on each target. The target cannot fire more shots than the Targets Rating of the weapon in use.

- Each figure starts with 2d6 and modifies the number by any applicable circumstances.
- All figures roll the modified total of d6 and compare the scores against their Rep.
- Determine how many d6 are passed for each figure.
- Consult the Charge into Melee Table.
- Go down the left hand column to the number of d6 that were passed.
- Go across to the column based upon whether the Charger or Target passed more d6.
- Immediately carry out the results.

2 CHARGE INTO MELEE

(Taken versus Rep)

Zombies always count as passing 1d6

CHARACTER TYPE	MODIFIER
Survivor	+1d6
Citizen	-1d6
ATTRIBUTE	MODIFIER
Rage	+1d6
Runt	-1d6
CIRCUMSTANCE	MODIFIER
Target charged to rear	-2d6

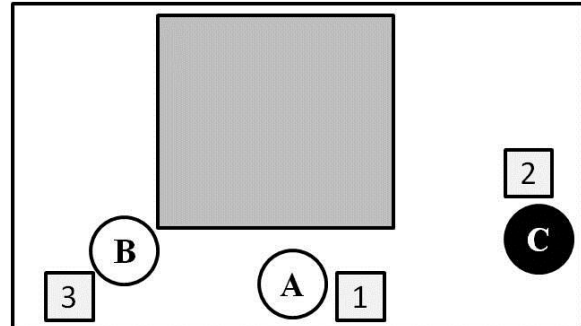
#D6 PASSED	CHARGER	TARGET
More than opponent	Target may not fire. Charger moves into melee. No Reaction Tests taken. Target counts as Unarmed for the first round of melee.	Target fires up to the Target Rating. Charger moves into melee. No Reaction Tests taken.
Same as opponent	Target fires one shot. Charger moves into melee. No Reaction Tests taken.	Target fires one shot. Charger moves into melee. No Reaction Tests taken.

CITIZENS BROWN PANTS PART 2

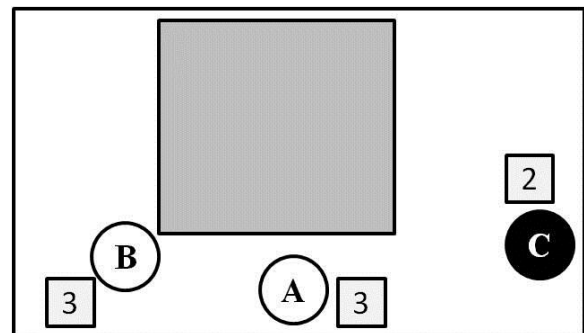
Citizens wishing to Charge into Melee or being charged are subject to the Citizens Brown Pants Rule on page 17.

- If they pass 1d6 they will continue on to the Charge into Melee Table.

- If they pass 0d6 they will not charge and if being charged will test to Break Off the Melee, page 33, instead. If they fail they have frozen in place and will count as unarmed in melee.



Example - In the previous picture the In Sights have been taken and the order of action determined. B will go first. He moves to 6" from C and both roll on the Charge into Melee Test versus their Reps. After the d6 are modified and rolled the end result is C passing 1d6 more than B does. Looking on the Charge into Melee Table under the Target column and the passed more than opponent row we see that the Target can fire at full Targets Rating. C fires and misses, no Reaction Test is taken and B comes into contact with C. Melee now begins.



Example - In this example we see that A and B can act at the same time. They both declare a charge and each rolls their own set of d6 on the Charge into Melee Table. C does the same. In this example C passes 1d6 more than B but A passes 2d6 more than C. Looking at the table we see that C can fire at B but cannot fire at A. If C had scored a result where he could have fired at A, C would be able to choose which target to fire at or spread his fire as long as he did not exceed the Target Rating of the weapon.

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MELEE WEAPONS OR RANGED FIRE

When a Target can fire due to a Charge into Melee result it can choose to forego fire and draw a melee weapon instead. If you already have the melee weapon in one hand and the gun in the other you must choose which is in your *primary hand*. The weapon in the other hand will be used with a -1 to Rep penalty. Only Ambidextrous characters will disregard this penalty.

Example – Wildman Willie has a BAP in his right hand and a buck knife in his left. The right hand is his primary hand. He will fire the BAP normally but counts the buck knife at a -1 to Rep when in melee or if throwing it.

IN SIGHTS & CHARGE INTO MELEE

Figures that are the target of a charge do not forfeit their In Sight action.

Example - Three Citizens activate and come into sight of Billy Pink. They all take their In Sight Tests and one Citizen goes first. He charges Billy, both sides take the Charge into Melee Test and Billy is allowed to fire. He shoots and kills the Citizen. It is now Billy's turn to take his In Sight action. Billy decides to fire and shoots a second Citizen. The third Citizen can now act and charges Billy. The Charge into Melee Test is taken and yep, you guessed it, Billy guns down the last Citizen. Billy could just have easily run out of ammo at any time during the In Sight.

MELEE COMBAT

Any charger that passes the Charge into Melee Test is moved into contact with the target. Now it's time to melee.

- Each figure starts with 1d6 for each point of Rep.
- Add or subtract d6 based on any applicable Melee Weapon, Attribute or Circumstance.
- Each figure rolls its modified total of d6 counting all successes (scores of 1, 2 or 3).
- If one figure has scored more successes than the other it has scored a hit and its opponent has been knocked to the ground. The winner counts one Impact Point for each success more it has rolled than the loser.
- The winner rolls 1d6 versus the Impact.
 - “1”: Opponent Obviously Dead.
 - *Equal or less than the number of successes more but not “1”*: Opponent Out of the Fight.
 - *Score higher than the number of successes more*: Opponent knocked down and

immediately takes Recover From Knock Down Test.

- If both figures score the same number of successes they are *evenly matched* and will remain in melee.

REP MELEE COMBAT

(Looking for successes)

MELEE WEAPON	MOD
Unarmed	-1d6
Improvised weapon	0d6
One Hand Melee Weapon	+1d6
Two Hand Melee Weapon	+2d6
ATTRIBUTE	MOD
Brawler	+1d6
Rage	+1d6
CIRCUMSTANCE	MOD
<i>Evenly Matched</i> - If fighting an opponent that scored a result of evenly matched and is still involved in a melee. <i>The effects are cumulative.</i>	+1d6
<i>Prone</i> – If fighting a prone enemy.	+2d6
<i>Zombie Opponent</i> – If fighting a zombie	+1 success

MELEE RESULTS

(Comparing successes)

SCORE	RESULT
Score more successes than opponent	<p>Opponent knocked down. Roll 1d6 versus Impact.</p> <ul style="list-style-type: none"> • “1”: Opponent Obviously Dead. • <i>Equal or less than the number of successes more but not “1”</i>: Opponent Out of the Fight. • <i>Score higher than more successes</i>: Opponent knocked down and immediately takes Recover From Knock Down Test.
Same number of successes as opponent	<p>Evenly matched. Remain in melee and when active may either break off the melee or continue the melee.</p>

Example – Sooze (Rep 4) is in melee with a Citizen (Rep 3).

Sooze starts with 4d6 for Rep and adds the following modifiers: +1d6 for using a knife, One Hand Melee Weapon. She rolls 5d6 and scores a 1, 2, 2, 3, and 5 for four successes.

The Citizen starts with 3d6 for Rep and adds the following modifiers: +0d6 for an Improvised Weapon, a lead pipe, and +1d6 for being a Brawler. He rolls 4d6 and scores a 1, 2, 3 and 5 for three successes.

Sooze scores one more success than the Citizen and consulting the Melee Results Table has knocked him down. She rolls 1d6 versus the Impact, the number of successes more she scored in the melee, and scores a 3. This is more than the Impact.

She has knocked down the Citizen who takes the Recover From Knocked Down Test. He rolls 2d6 and scores a 2 and a 3. Passing 2d6 the Citizen is Stunned.

- The attacking and defending figures conduct a round of melee.
- If the defender loses the melee the attacker rolls for damage and the melee is over.
- If an attacker loses a melee the defender rolls for damage and the melee continues against another character.
- Melees continue until all figures have fought or the defender has been knocked down, whichever comes first.

Example - Billy Pink (Rep 5) is in melee with two figures. Billy and the first figure fight a round of melee and score a result of Evenly Matched. The next figure attacks and he and Billy will fight a round of melee with the attacker counting a +1d6 for Billy being evenly matched. If Billy had been fighting three zeds and was evenly matched with two of them the third zombie would receive +2d6 for fighting an evenly matched opponent.

ADDING TO MELEES

Figures can join an *evenly matched* melee. Here's how we do it:

- The Charger and the Target, already in melee, take the Charge into Melee Test.
- If the Charger succeeds it is moved into contact with the Target.
- The evenly matched Target cannot fire regardless of the Charge into Melee result.
- Fighting an Evenly Matched opponent gives a +1d6 melee bonus.

CHARGED TO REAR

Figures charged to their rear are assumed to turn around to melee but cannot fire.

MULTI-FIGURE MELEE

Up to four figures may melee one figure. This is done by contacting the figure with four figures and taking a free move to arrange two to the front and two to the rear. But don't worry; it's mostly cosmetic as the figures always count as meleeing to the front. Here's how the melee takes place:

- Only one figure at a time can attack a target starting with the highest Rep attacker to the lowest.
- Any time during the melee Stars may choose when they will take their turn to melee.
- The charger decides in which order the figures will attack when the Reps are the same.

NON-LETHAL MELEE

Not all melee combat need be lethal. Want to use non-lethal melee? Simple, don't use a weapon and resolve the melee normally with the following changes:

- Results of Stunned count normally.
- Results of Obviously Dead count as Out of the Fight and the injured figure will roll 3d6 instead of 2d6 but only counting the best two results when taking the After the Battle Recovery Test. This allows for accidental deaths.

STOP!

Before going any further take two figures (Rep 4) and do the following.

Place them 6" from each other.

Give them different melee weapons.

Choose which of the two will be the Charger

Take a Charge into Melee Test.

Resolve a melee.

Do this a second time with two figures charging one figure. Did you roll one set of d6 for the target when taking the Charge into Melee Test and apply them individually to both chargers?

Resolve a multi-figure melee.

When you're done move on to the Breaking Off Melee Section.

BREAKING OFF MELEE

Anytime a character is still in melee, from a result of Evenly Matched, becomes active it may attempt to break off from the melee. It cannot attempt to break off if blocked by terrain such as when having its back to a wall. When breaking off a melee the figure cannot do anything else that turn of activation. Here's how we do it:

- All characters in melee roll 1d6.
- Add their score to their Rep.
- If the figure wishing to break off the melee scores higher it is successful and can move away, even attempting a Fast Move if desired.
- If the figure wishing to break off the melee scores equal or lower it has failed. The melee continues with the opposing figure counting the Evenly Matched bonus.

GRUNTS BREAKING OFF MELEE

Stars can choose to break off a melee. Grunts must test to do so. Here's how we do it:

- When a Grunt in an evenly matched melee activates it rolls 1d6 versus its Rep.
 - If it passes 1d6 it remains in melee.
 - If it passes 0d6 it breaks off the melee. Use the previous procedure for breaking off.

Example - Charles (Rep 4) and Gnarly (Rep 5), both Grunts, are in melee having scored a result of Evenly Matched. Gnarly activates first and must check to see if he continues the melee. Gnarly rolls 1d6 and scores a 6, breaking off the melee. He rolls 1d6 and adds the result to his Rep for a total of 8. Charles rolls 1d6 and scores a 5 for a total of 9. As Gnarly scored lower than Charles he must remain in melee and Charles receives the +1d6 Evenly Matched melee bonus.

RETRIEVING WOUNDED

Players can attempt to recover their wounded during the Encounter. Here's how to retrieve a wounded character:

- Figure moves adjacent to the wounded figure.
- Figure picks up the wounded figure and reduces remaining movement by 2".
- Figures carrying wounded can take the Fast Move Test but will only count the result of the best d6. As long as the figure is carrying the wounded he counts a retrieving.
- Figures can fire weapons when retrieving wounded figures but will count the Rush Shot penalty.
- Figures charged while retrieving wounded will drop the wounded. Stars can choose to keep the wounded but will melee at a -2d6.

LEAVING THE TABLE

There may come a time when you decide it's best to leave the Encounter, get off the table. Here's how we do it:

- Only active characters may attempt to Leave the Table.
- If no enemy characters have a LOS to you and there is a path to the table edge, regardless of distance, that does not put you into a LOS then simply pick your figure up and the Encounter is over for you.
- If there are enemy that currently have a LOS to you or will have a LOS if you have to move along a path to exit the table edge then they may have a shot at you.
- Roll 1d6 and add the result to your Rep.
- As you trace your path off the table each enemy that has or will have a LOS to you does the same.
- Compare your total to each enemy total.
- Each enemy that scores higher than your total is allowed a shot at you with you counting as Fast Moving. This is done using the Ranged Combat Table and at full Target Rating.
- If you survive all the shots then you have made it out of the Encounter.

Example - Charles (Rep 4) decides to run for it. He picks his path to the table edge and declares his intent to leave. He rolls 1d6, adds it to his Rep of 4 and scores a total of 8. One opponent has a LOS to him so immediately rolls 1d6 and scores a total of 6. Charles has made it past him unharmed. Tracing his path shows that there are two other opponents that will get a LOS. Charles keeps his total of 8. One opponent (Rep 3) rolls 1d6 and scores a 4. Charles has gotten past him as well. The next opponent is a Rep 5 and scores a 5 for a total of 10. He is allowed to shoot and fires 3d6 with his AR. Charles is hit and suffers damage.

AFTER THE BATTLE

After the Encounter, if playing a campaign, Out of the Fight figures and those that have Run Away must test to see if they return. Here's how we do it:

- Start with 2d6.
- Add any Medic Die or Medical Supply to the *Out of the Fight* figure if available.
- Roll the modified number of d6 versus the Rep of the *Out of the Fight* or *Runaway* figure. Be sure to roll the Medic Die versus the Rep of the Medic.
- Determine the number of d6 passed.
- Consult the After the Battle Recovery Table.

2 AFTER THE BATTLE RECOVERY

(Taken vs. Rep)

CIRCUMSTANCE	MODIFIER
Each Medic Die	+1d6
If using a Medical Supply	+1d6

# D6 PASSED	RESULT
2	All will return to the band.
1	Out of the Fight returns to the band. Those that Ran Away will not return.
0	Figure does not return.

STOP!

Place two figures in melee. Roll Activation. Did you roll *doubles*? What happened? Determine if the active figure will Break Off the Melee. How is this done if it is a Star? How is this done if the figure is a Grunt?

Leaving the Table. When can you use it and how is it done?

Now roll twice on the After the Battle Recovery Table for a Rep 4 Runaway and a Rep 3 Out of the Fight figure. Now do it with a Rep 4, Level One Medic. Does the Rep of the Medic matter? Does the level?

That's it! You've finished the tabletop rules. If you've done the exercises you should have a pretty good grasp of how the rules are played. What follows will be informational. Just read it and apply it during your game.

BUILDINGS

In this section we cover how to use buildings in *All Things Zombie*.

TYPES OF BUILDINGS

In *All Things Zombie* we feature three building types. We categorize them by Defensive Value or DV.

TEMPORARY STRUCTURES

A temporary shelter made from organic material or a tent.

- These structures are DV 0.

LIGHT DUTY STRUCTURE

The structure is made of light material such as sheet metal or single sheet wood. Think manufactured home.

- These structures are DV 1.

HEAVY DUTY STRUCTURES

The structure is made of heavy material such as double sheet wood, stone, or brick. Think your basic house or city building.

- These structures have a DV of 2.

Unless specified by the scenario players should agree upon the DV of each structure before the Encounter.

BUILDINGS AND LOS

Buildings block LOS between figures except when through a window or open door.

ENTERING AND EXITING BUILDINGS

During your Encounters your characters can enter and exit buildings as desired. Here's how we do it:

- Figures may enter or exit an open door at no movement reduction. Doors are always assumed to be closed unless noted differently.
- Figures may open an unlocked door and enter or exit a building at a movement reduction of 2".
- Figures may open an unlocked window and enter or exit a building at a movement reduction of 4". Windows are always assumed to be closed unless noted differently.

- Figures may enter or exit a building through an open window at a movement reduction of 2".
- Figures may enter or exit a building through a broken window at a movement reduction of 6" or at no reduction if they choose to crash through the window. Those crashing through a window must roll 1d6. On a score of "1" they must take a Recover From Knocked Down Test but with 3d6, counting the best two results.

Example – Billy Pink is on the second floor of a building and being chased by three Gangers. He decides to crash through the window. The good news is he rolls 1d6 and scores a 5 so is uninjured by the glass. The bad news is as it's not a normal action that he wants to do he would have to take a Physical Challenge (page 37).

BARRICADING WINDOWS AND DOORS

Windows and doors may be barricaded by pushing furniture against them, hammering pieces of wood across the opening and other ways. In *ATZ* we've simplified the process. Here's how we do it:

- Windows start at DV 0 and the maximum they can be increased to is DV 2.
- Doors start at DV 1 and the maximum they can be increased to DV 3.
- One figure spending its whole turn of activation barricading the opening raises the DV by 1.
- A maximum of two figures can barricade an opening at the same time.

DESTROYING A BARRICADE

Barricades can be removed from both the inside and outside. Here's how we do it:

- Barricades on openings can be removed from the inside by using the previous procedure but in reverse.
- Barricades on openings can be removed from the outside by using the following procedure.
- Up to three figures spending their whole turn of activation at the barricade can reduce it by rolling 1d6.
 - If the score is equal or lower than the number of figures attacking the barricade reduce the DV by 1.
 - If the score is higher than the number of figures attacking the barricade is not reduced.
- Figures using an applicable item such as a hammer or crowbar will count as two figures.

ALL THINGS ZOMBIE – FINAL FADE OUT

- When the DV is reduced to 0 it has been removed and the opening can be entered on the following turn of activation.
- Once barricades are destroyed from outside they cannot be replaced until after the Encounter.

COVER OR CONCEALMENT

Buildings can provide both cover and concealment to figures. Here's how we do it:

- Stationary figures inside buildings are in cover and concealment.
- Moving figures inside buildings are concealed.

MOVING BETWEEN LEVELS

It takes a figure its full move to go up or down one level.

ATTACKING BUILDINGS

Buildings may be attacked with fire. Here's how we do it:

- Fire has an Impact of 3.
- The figure wishing to start a fire rolls 2d6 versus its Rep.
- If using a tool such as a lit torch or similar add 1d6.
- Determine how many d6 are passed and consult the Starting a Fire Table.

2 STARTING A FIRE

(Taken vs. Rep)

CIRCUMSTANCE	MODIFIER
Using a tool such as a lit torch or similar.	+1d6

# D6 PASSED	RESULT
2	Fire started.
1	Fire starts to smolder and will light when activation is rolled.
0	Argh! Can't get a spark, try again when next active.

- When the fire starts subtract the DV of the structure from the Impact of the fire. It will immediately create a hole in inches equal to the difference.
- On following turns, before activation is rolled, the fire will grow this many additional inches to the left (1-3) or right (4-6) of the initial hole.

- This continues until either the fire is extinguished or the structure burns to the ground, in effect the whole structure has been engulfed in flame.
- Structures that reach the point where half of it is on fire *must* be abandoned.
- Fires may only be extinguished by water hoses. Residential water hoses will reduce the fire by 1" per turn while fire hoses will reduce it by 4".

TERRAIN

There are two ways to set up the tabletop in *All Things Zombie*.

- The players lay out the tabletop as desired.
- The players use the following Terrain Guidelines.

Either will work fine and remember it's your game!

TERRAIN GUIDELINES

It's your game and we're presenting *guidelines* to what your tables should look like. We encourage you to use whatever resources you have and not to worry about specific buildings, etc. In fact we recommend patterning your table top after your own surroundings. Here's a good starting point:

- Divide the table into nine roughly equal sections. See the following illustration that shows the corresponding number for each section of terrain. In this case the table is square but you may be using a rectangle. It doesn't matter just be sure and divide the table into nine equal sections.

1	2	3
4	5	6
7	8	9

ALL THINGS ZOMBIE – FINAL FADE OUT

- Now decide if you are in an *urban*, *suburban* or *rural* area (page 53).
- If you are in an *urban* area section 2, 5 and 8 will always have a street, four lanes wide, running across the table. If you like you can make section 5 an intersection and have a street running from section 4 to 6 as well.
- If you are in a *suburban* area section 2, 5 and 8 will always have a street, two lanes wide, running across the table. If you like you can make section 5 an intersection and have a street running from section 4 to 6 as well.
- If you are in a *rural* area section 2, 5 and 8 may (1-3) have a street, two lanes wide, running across the table.
- Around the streets there should be buildings.
- *Urban* areas will have buildings in every section of the table.
- *Suburban* areas will have buildings in four sections of the table.
- *Rural* areas will have buildings in one section of the table.
- Buildings should be within 4" of any street.

You can have as big of a table as you like but it works best to divide it into nine or more equal sections.

OTHER TERRAIN FEATURES

The previous procedure defines what the table should look like but there can be other types of terrain as well.

HILL

A hill is a gentle elevation in the ground with a crest, ridgeline or high point in the middle.

- Figures touching the crest can see and be seen by figures on the opposite side and will count as if in cover and concealment. Those farther back from the crest cannot see or be seen.
- Movement up or down a hill is unaffected.
- A hill may have woods on it or a road running over it.
- *If agreed upon hills can be replaced with impassable mountains or ones that reduce normal movement to 2"*

ROAD

A road can vary from a one lane dirt road to a four lane highway at the player's choice. If a figure starts and finishes its movement on a road it can add 1d6 when taking the Fast Move Test counting the best two results. *Vehicles work best on roads and will use the first movement distance listed on the Vehicle List (page 40).*

WOODS

Woods can be found in any area and may represent nature or a man-made park. Woods affect both movement and visibility in the following ways:

- Visibility inside woods is reduced to 12" during the day and 6" at night.
- Figures at the edge of the woods can see and be seen from outside of the woods. Those over 1" deep into the woods cannot see or be seen from outside.
- Stationary figures in woods are in cover and concealment.
- Moving figures in the woods are in concealment.
- Characters suffer a -1d6 penalty when taking the Fast Move Test.

CHALLENGES

Whenever a character wants to do something that is not covered in the rules he can choose to take a Challenge. This could be interacting with other characters (People Challenge), performing a mental task (Savvy Skill) or even a physical task (Reputation). Before players can attempt a Challenge we must determine the type. There are three types of Challenges:

PEOPLE CHALLENGE

The People Challenge hinges on how two or more opposing characters interact with each other. People Challenges are affected by the People Skill

Example - Annie is trying to convince two Police officers to let her pass.

SAVVY CHALLENGE

The Savvy Challenge hinges on a knowledge related action that the character wants to do. Savvy Challenges are affected by the Savvy Skill of the Challenger and the difficulty of the Challenge.

Example – Char is trying to pick the lock on a door.

PHYSICAL CHALLENGE

A Physical Challenge hinges on a physical action that the character wants to do. Physical Challenges are affected by the Rep of the Challenger and the difficulty of the Challenge.

ALL THINGS ZOMBIE – FINAL FADE OUT

Example – Billy Pink wants to jump out of a second floor window to the ground and land uninjured.

SUCCESS OR FAILURE

Before the Challenge is attempted the player must explain what he is trying to do. What a *success* looks like. A success can only have one action.

Example - Jackie wants to sneak behind and by a guard. If she is successful she will move pass the guard her full movement distance undetected. She cannot say she wants to move pass the guard, climb a ladder and escape. She can have one successful action per Challenge, move her full movement distance undetected. She could choose to immediately take one or more subsequent Challenges, in this case climb up the ladder. The players agree that this is a Physical Challenge as the guard is not interacting with Jackie.

Once the success is established the player must explain the consequences of *failure*. A failure can only have one consequence.

Example - If Jackie fails on her attempt to sneak behind and by the guard the guard notices her and both will take an In Sight Test. She cannot say that a failure would allow the guard to see her and automatically shoot her. A failure can only have one consequence, triggering the In Sight Test.

Consequences must be agreed upon by all players involved and are at the discretion of the players.

TAKING THE CHALLENGE

Here's how a Challenge is taken:

- Define what the Challenge will be.
- Define a success.
- Define the consequence of failure.
- Consult the Challenge Table.
- The *Challenger* will roll 2d6 versus its Reputation.
- Modify the Rep of the Challenger by any Circumstances that apply. *This may mean that the Rep of the Challenger may be lowered if an opponent has a higher Rep or Skill.*
- Roll the 2d6 versus the modified Rep, determine how many d6 are passed, and consult the Challenge Table.

PASSING 1d6

If you pass 1d6 you have not succeeded or failed at the Challenge. Instead you have a chance to try the Challenge again or not try the Challenge ever again.

Example – Billy Pink is running over a rooftop and wants to jump and alley. If he succeeds he will do so at no harm to himself and continue on normally. If he fails he will crash to the ground and injures a leg, reducing his normal movement to 4" per turn. Billy rolls 2d6 and scores a 1 and 6, passes 1d6. He stops at the edge and reconsiders the Challenge. If he decides to immediately re-take the Challenge he will count any result of pass 1d6 as pass 0d6. He tries again and passes 2d6.

In some cases what has happened previously may affect if the passed 1d6 result is treated as a result of passed 2d6 or passed 0d6.

Example – Billy Pink meets Sooze at a tavern. Billy decides to attempt a People Challenge with Sooze and passes 1d6. But in the past he has scored a success with Sooze so this counts as a passed 2d6.

APPLICABLE TOOL

Tools are physical things that the character can use to increase his chance of success when taking a Challenge. Here are some examples:

- Using a rifle butt to bust in a window would be a tool for a Physical Challenge.
- Using a repair manual to fix a vehicle would be a tool for a Savvy Challenge.
- Giving someone an Item/Resource bribe would be a toll for a People Challenge.

Characters can only use one tool at a time to affect a Challenge.

2

CHALLENGE TEST

(Taken vs. Rep)

A score of “6” is always a failure

CIRCUMSTANCE	MODIFIER TO REP
Challenge is very easy.	+1
Challenge is difficult.	-1
Each opponent over the first	-1
Challenger is using an applicable tool to increase the chance of success.	+1
Challenger or opponent has applicable Attribute.	+1/-1
Challenger has higher Rep than opponent if taking a Physical Challenge.	+1
Challenger has lower Rep than opponent if taking a Physical Challenge.	-1
Challenger has higher People Skill than opponent if taking a People Challenge.	+1
Challenger has lower People Skill than opponent if taking a People Challenge.	-1
Challenger has higher Savvy Skill than opponent if taking a Savvy Challenge.	+1
Challenger has lower Savvy Skill than opponent if taking a Savvy Challenge.	-1
CIRCUMSTANCE	MODIFIER
Challenger scored a Success on a previous Challenge with the Challenger.	Any result of pass 1d6 counts a pass 2d6 instead.
Challenger scored a failure on a previous Challenge with the Challenger.	Any result of pass 1d6 counts a pass 0d6 instead.

# D6 PASSED	RESULT
2	Character completes the challenge successfully.
1	Character may choose to immediately re-roll the challenge counting a result of pass 1d6 as if pass 0d6. OR Decide not to continue the challenge and may never try again.
0	Character fails and suffers consequences.

VEHICLES

In this section we introduce 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.

- In the first 20 days of the outbreak all vehicles will be have Fuel and are operational. For simplicity the only way a vehicle is inoperable is if it does not have any Fuel.
- In an *urban* area, after Day 20, there is a chance (4-6) that the vehicle will be out of Fuel.
- In a *suburban* area, after Day 20, there is a chance (5-6) that the vehicle will be out of Fuel.
- In a *rural* area, after Day 20, there is a chance (6) that the vehicle will be out of Fuel.
- You will see later in the book that this is the same as generating a zombie in that area (page 53).
- After Day 30 increase the chance of being out of Fuel by 1 on the d6 roll. So after day 30 the chance of being out of Fuel in an *urban* area is (3-6).

STARTING THE VEHICLE

What's a good zombie movie without the tension of the car not starting when you need it to? Same applies to zombie games. Here's how we do it:

- If you started the Encounter with the vehicle you have the keys and can start the vehicle when active.
- When you search a vehicle there is always a chance (1) that the keys are in it.
- Otherwise you will have to *hotwire* the vehicle to get it started. This is done by the active character taking a Savvy Challenge with the Challenge counting as difficult (-1 Rep). Citizens will also

count an additional -1 to their Rep when attempting to *hotwire* a vehicle while Gangers will count a +1 to Rep.

- If successful the vehicle will start and can immediately be driven up to half its maximum speed.
- If failed the vehicle cannot be *hotwired* by that character.
- If any doubles are rolled on the attempt, whether successful or failing, an alarm has been triggered and will continue for one turn. This may attract zombies (page 45).

“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 even if you have the keys! Here’s how we do it:

- If there are zombies within 12” of the vehicle and moving towards it.
- If the character must re-start the vehicle due to a failed Physical Challenge (page 37).
- If either of these circumstances applies roll 1d6 when attempting to start the vehicle. If a score of 4-6 is rolled the vehicle will not start. The character may attempt to start it when next active. Only one attempt to start a vehicle can happen per turn.
- Once the vehicle has been started it may immediately be driven up to half its maximum speed.

GETTING IN AND OUT OF VEHICLES

Characters may enter or exit a vehicle at a reduction of 2” through a door. If doing so through a window or diving in or out of a truck 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.

TYPES OF VEHICLES

There is a wide variety of vehicle types used in ATZ. If you don’t see your particular vehicle just use the stats that most closely reflects it.

VEHICLE LIST

TYPE	SPEED	TURN	SEATS	BASH
ATV	16 (12)	C	2	1
Big Rig	12 (4)	A	6 /40	12
Bus	12 (4)	A	40	9
Motorcycle	24 (12)	C	2	0
Pickup Truck	16 (8)	B	3/8	5
RV	12 (4)	A	8/20	8
Sedan	16 (8)	B	6	5
Sports car	24 (8)	C	2	3
SUV	16 (12)	B	9	6

ATV

Those little all-terrain vehicles that look like a car and motorcycle had offspring.

BIG RIG

The Big Rig is a semi-truck that may or may not have an enclosed box trailer on the back. The Big Rig can seat six in the cab and at least forty more in the back if hauling a trailer. Treat the trailer as if it were a building for searching (page 56).

BUS

Large bus either used for public transit or school.

MOTORCYCLE

Nice and easy to maneuver between things but not much protection. Carry 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. Seat three in the cab and eight in the

exposed rear. Includes closed vans where the riders in the rear are concealed if there are windows present.

RV

Varies in size but usually can hold between eight and twenty occupants. Real comfortable ride and can be used as a makeshift camp.

SEDAN

This is your basic four or two door, nice, sedate automobile. Usually has room for six occupants.

SPORTS CAR

Any jazzy “mid-life crisis usually in go faster red hot little number” is a Sports Car. You know what I mean. Holds two and runs like hell.

SUV

Sort of like a small bus with speed. The SUV will seat up to nine occupants in three rows of three.

DEFINING THE VEHICLE

All vehicles are defined by the following characteristics as reflected on the table. They are:

- **TYPE** – The type of vehicle it is.
- **SPEED** – The maximum speed, in inches, that the vehicle may move when active and in reaction. The first number is when on a road or street while the second is off-road. To qualify for the road speed the vehicle must start and finish its move on the road or street.
- **TURNS** – How many times a vehicle may make up to a 45-degree change of direction when active. Each vehicle has a Turn Rating based on its type (page 40).
- **SEATS** – How many occupants the vehicle can carry.
- **BASH** – The relative size and impact a vehicle will make when colliding with people, vehicles or things.

MOVEMENT

Vehicles may enter the table at any speed.

Vehicles are always assumed to be moving unless specified otherwise and can move when active and inactive.

Let’s go into more detail.

MOVING WHEN ACTIVE

Here’s how an active vehicle may move:

- The vehicle will always activate first regardless of what is actually scored even if the driver would not normally activate.
- A vehicle may move up to its maximum speed. *Be sure to note if the vehicle is moving on or off the road.*
- A vehicle may increase or decrease its move as desired up to its maximum speed.
- It may voluntarily turn as many times as specified on the Vehicle List.

MOVING WHEN INACTIVE

A vehicle that moved when it was active must continue to move when it is inactive.

- The vehicle will always move first even though it is not active.
- It will move at the same speed that it moved when active.
- The vehicle and is allowed to turn only to avoid Crashing (page 42) or if directed by a failed Physical Challenge or Reaction Test.

TURNING

Every vehicle has a Turn Rating based on the vehicle type. Here’s how we do it:

- Those with a Turn Rating of A can make a 45 degree turn at the end of their movement.
- Those with a Turn Rating of B can make a 45 degree turn at the middle and end of their movement.
- Those with a Turn Rating of C can make a 45 degree turn at the beginning, middle, and end of their movement.

- If attempting a turn at over half of the maximum speed of the vehicle the driver must take a Physical Challenge (page 37) before each turn.
- If successful the driver retains control and the vehicle continues on its way.
- If failed the vehicle moves an additional 1d6 inches and the turn is then made. This may require another turn to avoid crashing (page 42).

CRASHING

There may be times when a vehicle might find itself heading for a crash. This can happen especially when the player is inactive and forced to attempt a turn. Here's how we do it:

- If the turn is being attempted when the player is inactive the driver must take a Physical Challenge (page 37) but will do so at a -1 to Rep.
- If successful the vehicle turns and continues on its way.
- If failed the vehicle crashes into the object. Go to the Bash section (page 43).

“BOOTLEGGER TURN”

A *bootlegger 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 bootlegger turn, the vehicle will be at a complete stop at the end of the maneuver and ready to accelerate and depart in the opposite direction when next active. Use the following procedure when trying the bootlegger turn.

- The turn may only be attempted between two adjacent lanes.
- The driver declares he is attempting the maneuver.
- The vehicle moves half its current speed.
- The driver takes a Physical Challenge at a -1 to Rep.
- If successful the vehicle comes to stop. It moves over one vehicle width in the direction of the turn and flips around 180 degrees facing the opposite direction at a complete stop ready to move normally when next active.
- If failed the vehicle will skid half its remaining move, facing 90 degrees to the left, and comes to a complete stop. The vehicle must be re-started.

REACTION TESTS

This section covers all Reaction Tests associated with vehicles both the drivers and the passengers.

All Reaction Tests are taken normally with the following clarifications.

IN SIGHT

The In Sight is carried out normally by the driver and passengers. If the driver scores an option to Charge he can choose to charge any target in sight and within his remaining move distance up to his maximum speed.

DUCK BACK

Passengers scoring a result of Duck Back are assumed to have ducked down out of sight but still inside the vehicle.

Driver scoring a result of Duck Back will immediately attempt a turn away from the cause of the Duck Back. This may result in a Physical Challenge being taken.

- If successful the driver retains control and the vehicle turns 45 degrees away and moves half its current speed.
- If failed the vehicle moves forward an additional 1d6 inches and the turn is then made. This may require another turn to avoid crashing (page 42).

RUNAWAY

Passengers scoring a result of Runaway are assumed to have ducked down out of sight, still inside the vehicle, but will not participate anymore in the Encounter.

Drivers scoring a result of Runaway will Leave the Table (page 33).

VEHICLES IN COMBAT

Vehicles can be involved in combat two ways, melee and shooting. Here's how we do it:

CHARGE INTO MELEE

A driver may attempt to run over people or zombies with a vehicle. Here's how we do it:

- The Charge Into Melee Test is taken normally.
- If the Charger passes more d6 than the opponent the Target is hit by the vehicle. Go to the Bash section (page 43).
- If the Target passes more d6 than the Charger he is allowed to fire his weapon and will dodge 3" to the left (1-3) or right (4-6) of the vehicle and counts as knocked to the ground but Carrying On.
- If the Charger and Target pass the same number of d6 the Target can fire one shot but is hit by the vehicle. Go to the Bash section (page 43).

CHARGING A VEHICLE

Zombies and some insane humans will choose to charge moving vehicles. Here's how we do it:

- The Charge Into Melee Test is taken normally.
- If the Target passes more d6 than the Charger the Charger is hit by the vehicle. Go to the Bash section (page 43).
- If the Charger passes more d6 than the Target it will jump onto the vehicle and melee the driver or passenger through the window. If the Target loses the melee it will fall off the vehicle.
- If the Target passes the same number of d6 as the Charger the Charger is hit by the vehicle. Go to the Bash section (page 43).

RAMMING VEHICLES

There may come a time when one character wishes to ram his vehicle into another vehicle. Here's how we do it:

- The Charge Into Melee Test is taken normally.
- If the Charger passes more d6 than the Target he has successfully rammed into the Target. Go to the Bash section (page 43). *A Star Target may choose to move forward and Bash the oncoming Charger.*
- If the Target passes more d6 than the Charger the Charger has missed and continues its move past the Target.

- If the Charger and Target pass the same number of d6 count as if the Charger passed more d6 if it is striking the Target head to side. Otherwise count as if the Target passed more d6.

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
<i>(Looking for successes)</i>	

<i>COMMON OBJECTS</i>	<i>BASH VALUE</i>
Human size targets	1
Buildings	3x its DV

<i>SCORE</i>	<i>RESULT</i>
Score more successes than opponent	<p><i>If winner has higher Bash Value the loser is struck with devastating results. Loser explodes and all inside Obviously Dead.</i></p> <p><i>If winner has equal or lower Bash Value the loser continues remaining move, rolls over and is irreparable. All inside or on will roll on the Ranged Combat Damage Table versus an Impact 3 weapon.</i></p>
Score same number of successes as opponent	Vehicles near miss and move half their current speed away.

SHOOTING AND VEHICLES

Players can shoot at and from vehicles in a variety of ways. Let's go over each in detail.

SHOOTING AT DRIVER OR PASSENGERS

Characters outside of a vehicle may fire at its occupants. Here's how we do it:

- Drivers and passengers inside a vehicle count as being concealed.
- Drivers and passengers count as Fast Moving if the vehicle is moving over 8".

- Driver and passengers will take the appropriate Reaction Tests and respond accordingly.

SHOOTING FROM A MOVING VEHICLE

Characters inside of a vehicle may fire outside at targets. Here's how we do it:

- Drivers and passengers count as Fast Moving if the vehicle is moving over 8".
- Drivers count the Rush Shot penalty when firing from a moving vehicle in addition to any other applicable penalties.

SHOOTING AT VEHICLES

There is a chance that a shooter can disable a vehicle with ranged weapons fire. Here's how we do it:

- Roll 1d6 and add the Target Rating of the weapon to the result.
- If the result is an 8 or higher the vehicle has been hit and may possibly become disabled. If it is 7 or less the vehicle is undamaged and the driver does not have to take a Received Fire Test.
- Roll on the Bash Damage Table counting twice the Impact of the weapon as its Bash Value.
- If the vehicle is undamaged it does not move.

DRIVER DISABLED

If the driver of a vehicle becomes Stunned, Out of the Fight or Obviously Dead any character in the vehicle can attempt to regain control of the vehicle. Here's how we do it:

- The character immediately takes a Physical Challenge to take control of the vehicle. This counts as a difficult Challenge (-1 to Rep) and if the character is in the rear of the vehicle he suffers an additional -1 to Rep.
- If successful the vehicle continues on half its move distance and the character is now the driver.
- If failed the vehicle veers 45 degrees to the left (1-3) or right (4-6) and continues on half its move distance and comes to stop. Anything in its path cannot be avoided and will be crashed into instead. Go to the Bash section (page 43).

ATTRACTING ZOMBIES

Vehicles make noise and noise attracts zombies. When a vehicle is running it may attract zombies. Here's how we do it:

- Roll 6d6, representing six shots, from the spot that the moving vehicle is starting from. Generate zombies normally for the area (page 53).
- If attempting to start a vehicle and failing roll 6d6, representing six shots, from the spot that the vehicle occupies. Generate zombies normally for the area (page 53).

CAR ALARMS

There is a chance that an alarm will go off when attempting to *hotwire* a vehicle. Here's how we do it:

- If when attempting to hotwire a vehicle and any doubles are rolled on the attempt, whether successful or failing, an alarm has been triggered and will continue for one turn.
- Roll 6d6, representing six shots, from the spot that the vehicle occupies. Generate zombies normally for the area (page 53).

ZOMBIES

ATZ- Final Fade Out is fully compatible with Haven and I, Zombie. Just remember that the following rules covering zombies also apply to Haven and I, Zombie.

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 talk of *All Things Zombie*.

DEFINING ZOMBIES

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

- What is its *Reputation*?
- Does it have any *Attributes*?
- What type of *Weapons* does it have?

REPUTATION

All zombies have a Reputation of 3.

ATTRIBUTE

Zombies have a unique Attribute called *Zombie Frenzy*. Here's how we do it:

- Zombies that have a LOS to a human target will count *Zombie Frenzy*.
- Zombies with *Zombie Frenzy* count as Rep 4 for *activation only*.
- Zombies with *Zombie Frenzy* will always move towards the nearest human.
- Once the LOS no longer applies the zombie returns to Rep 3 for activation purposes.

*Example – Activation dice are rolled and the human score a 5 and the zombies a 4. Billy Pink is being chased by three Gangers and comes around the side of a building. Zombies A and B have a LOS to Billy. Zombie C has its back to Billy and cannot see him. It's now the zombie's turn to activate. A and B have LOS to Billy so will count *Zombie Frenzy* (Rep 4) and activate. C does not have a LOS to Billy or any other human so does not activate.*

WEAPONS

Zombies do not use weapons. They can only inflict damage in melee and count as using *Improvised Weapons* (page 29).

GENERATING ZOMBIES

Zombies are generated in three different ways during the Encounter. Here's how we do it:

- 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.

Let's explain each in detail.

WHEN THE GAME STARTS

Zombies can be generated when the game starts. Here's how we do it:

- 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. This can be on foot or via vehicle.
- Each human will now check to generate zombies based on the area that the game is being played in.
- If you are playing in an *urban* area then there will be 1 + 1d6 zombies per human.
- If you are playing in a *suburban* area 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 edge. After they have moved, each of them rolls 1d6 and a 2, 3 and 6 were rolled. This is a total of 11 zombies placed on the table.

See the section called *Placing the Zombies* (page 46) to see where and how the zombies are placed on the table.

ALL THINGS ZOMBIE – FINAL FADE OUT

GENERATED BY NOISE

During the game zombies may be attracted by a variety of noises. Note that all zombies are generated as if there were gun shots in a particular area and by rolling a certain number of d6. Let's cover each in detail.

GUNFIRE

This is the most common way to generate zombies. Here's how we do it:

- Every time a shot is fired *immediately* roll 1d6.
- If in an *urban* area a result of 4-6 means one zombie was generated.
- If in a *suburban* area a result of 5-6 means one zombie was generated.
- If in a *rural* area a result of 6 means a zombie was generated.

See the section called Placing the Zombies to see where they are placed.

VEHICLES

Vehicles can attract zombies as explained previously (page 44).

ALARMS

Alarms can generate zombies as explained previously (page 44). In regards to building alarms they will generate zombies immediately when they go off and at the start of every turn until the alarm is turned off.

EXPLOSIONS

Explosions will generate from 6d6 to 12d6, representing shots, depending upon the size of the explosion as decided by the players.

MISCELLANEOUS NOISE

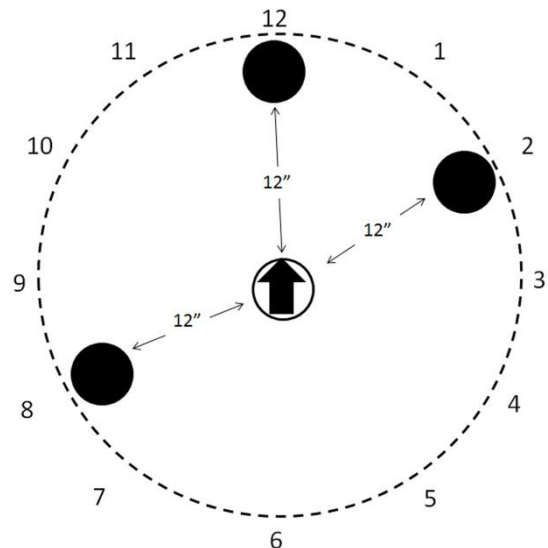
This can be chainsaws (6d6), loud music (6d6), a ringing cell phone (3d6) or any other noise agreed to by the players.

The first zombies are generated as soon as the noise is made and subsequent zombies are generated at the start of the turn if the noise continues.

PLACING THE ZOMBIES

Zombies are placed as soon as they are generated. Here's how we do it:

- When a zombie is generated simply pick up the d6 that generated the zombie and roll it again. No need to think about it, just roll to generate and roll to place.
- Picture a clock.
- Roll 1d6 and double the score. This will give you a location on the clock.
- Place the zombie 12" from the spot that it was generated and facing the cause of the generation.
- Zombies that are placed cannot activate until the following turn even if they would normally be allowed to activate.



Example – A human 5 and zombie 4 are rolled for activation. Billy Pink is active and fires three shots from his Machine Pistol. As soon as the shots have been fired and before they are resolved he rolls the 3d6 to generate zombies. He rolls a 5, 6 and 6. Billy is in a suburban area so has generated 3 zeds. He picks up the 3d6 that generated the zeds and rolls them again scoring a 1, 4 and 6. Doubling the scores gives him a 2, 8 and 12. One zed is placed 12" from Billy at these clock locations. The shots are now resolved and the game continues. The zombies do not trigger an In Sight and will not move until the next turn even if they could activate on the current turn.

ALL THINGS ZOMBIE – FINAL FADE OUT

WHERE PLACED

Zombies are placed in specific ways. Here's how we do it:

- If the placement would put them inside a building place them inside. They will exit towards the cause of the generator when active.
- If a 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 at 8 o'clock. However, this would place it off the table so I move clockwise until it can be placed on the table but still 12" away.

MEETING ZOMBIES IN BUILDINGS

When you enter a building for the *first time* during an Encounter you must determine if there are zombies inside. Here's how we do it:

- If there is a PEF inside a building skip this step and resolve the PEF normally (page 60). If there is not a PEF inside continue on to the next step.
- Enter the building and move the figures up to 2" from the entry point.
- Next roll 6d6 to generate zombies as you would if firing a weapon. This will tell you how many zeds you have met. If no zeds are present then there could be humans inside. Go to the section called Defining Moment (page 64).
- Match up the zeds against the humans as evenly as possible. In the case of an odd zed roll 1d6 for each human with the zed attacking the lower score.

ZOMBIE SURPRISE

If you have met zombies we have to determine if they surprised you or you surprised them. Here's how we do it:

- If there are zombies inside roll 1d6 and add the result to the number of zombies in the building. This is called the Zombie Surprise Total.
- Next roll 1d6 for each human that has entered the building and add the result to its Rep. This is called the Human Surprise Total.
- Compare the Surprise Totals against the each other.
- If the human total is greater than the zombie total Grunts will fire (score Rep or less on 1d6) or move away (score higher than Rep). Stars can choose to fire, move away or move directly to melee.

- 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 the remainder of their movement, including any Fast Move they wish to take and end facing them. The zombies will then immediately move 4" 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

Billy Pink (Rep 5) and Sooze (Rep 4) enter a building in an urban area. I roll 6d6 and score a 1, 2 4, 5, 5 and 6. This means there are 4 zombies in the building. They split up and two will attack each of the humans.

The zombies roll 1d6 and score a 5. Five plus four (the number of zombies) gives them a Zombie Surprise Total of nine.

Sooze rolls 1d6 and scores a three. Added to her Rep she has a Human Surprise Total of seven. As this is lower than the Zombie Surprise Total Sooze may not fire. Sooze and the two zombies enter melee.

Billy Pink 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 zombies that are charging him and takes one out. The other zombie and Billy enter melee.

GROUPS

Zombies are considered to belong to one large group regardless of the distance or LOS between other zombies.

ACTIVATION

Note that zombies ignore PEFs (page 60) but activate using the same d6.

All zombies will activate at the same time but in a slightly different way than humans. Here's how we do it:

- Zombies cannot activate on the turn that they are generated.
- When they activate all of the zombies on the table are moved at the same time.

ACTIONS

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

- If a zombie is feasting (page 49) it will continue to do so.
- If a zombie is in melee from a previous turn it will continue the melee. Zombies will never attempt to Break Off Melee (page 33).
- Zombies at 6" or less that can contact humans will charge forward, stop 3" from the human and the Charge Into Melee Test is taken.
- If a zombie has a LOS to a human it will move towards it at the maximum distance allowed.
- If a zombie 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 where it last saw the human
- Zombies will move in the direction of the most shots or equivalent up to 24" away.
- Zombies will move in the direction that it is currently facing. If it runs into a dead end such as a building or table edge it will move either to the left (1-3) or right (4-6).

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. They will move towards where they last saw Billy.

ZOMBIE FEASTING

Where do zombies go when they are hungry? They go to the closest Stunned, Out of the Fight or fresh Obviously Dead human that they can see. *A fresh OD human is one that the zeds have seen die.* Here's how we do it:

- Any zombie not currently in melee that is within 12" and has a LOS to a downed human will move towards it.
- When the first zombie reaches the downed human roll 1d6. Place the die next to the human with the number scored face up. That is the number of turns the zeds will spend feasting on the human. Reduce the d6 as the turns elapse.
- Once the last turn has been completed the zombies will move off in random directions like on the face of a clock.
- There is no limit to the number of zombies that will be attracted to the feast, just keep piling them on.

MOVEMENT

Zombies will always move their maximum allowable distance, which is 6". They cannot Fast Move. However they may be subject to movement restrictions for a variety of reasons. Here's how we do it:

- **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** – Zombies enter and exit buildings only through doors and suffering a 2" movement penalty. Zombies encountering locked doors will treat them as being barricaded (page 35).
- **Entering and Exiting Windows** – Zombies may only break through and enter or exit door size windows. Zombies may not enter smaller than door size windows but can reach through them. Up to two zombies at the same time can reach through smaller windows and melee a person at the 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.
- **Woods Area** - Movement is reduced to 4" through these areas.
- **Bodies Of Water** – Zombies move into and through water at the rate of 4" per turn. They walk on the bottom of the water maintaining their current direction and are not attracted by noise or gunfire. Humans 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 taking one turn of activation to reach the surface.

REACTIONS

Zombies do not take Reaction Tests. However they do affect how humans will take them and in some cases inspire some new ones. Here are the human reactions that zombies affect.

IN SIGHT

Zombies do not trigger or take In Sights.

NEW HUMAN REACTION TESTS

Here are two new Reaction Tests that humans will take in *All Things Zombie*.

ZED OR NO ZED?

The Zed or No Zed Reaction Test (Universal Reaction Tests, QRS) is taken by a human on the *very first time* they are within 6” of a zombie. After this test has been taken once the test is never taken again.

Example – Dez (Rep 4) is in the library when a zombie steps out from behind a wall and into sight within 6”. Dez takes the Zed or No Zed 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 0d6 instead.

SEE THE FEAST

When a human sees a Zombie Feast within 6” for the very first time the See the Feast Test (Universal Reaction Tests, QRS) is taken. If a human does not pass the test it is subject to re-taking the test when conditions apply.

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 See the Feast and passes 1d6 with a 5 and 3. In horror, Dez ducks back inside the library, counting Stunned for 1/2d6 turns.

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.

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. Here’s how we do it:

- Any result of Obviously Dead is just that, the zombie is Obviously Dead.
- Any result of Out of the Fight is treated as a result of Obviously Dead.
- Any result of Knocked Down means the zombie is knocked down to the ground but is not Stunned. The Recover From Knock Down Test is not taken. It will regain its feet when next active at the cost of its full movement.

NO KNOCK DOWN

Zombies that are hit by an Impact 1 ranged weapon and are not Obviously Dead or Out of the Fight are not knocked down but will instead continue their movement.

Example – Sooze fires her MP and score three hits on a zed. She rolls for damage and scores a 2, 3 and 6, normally a knock down. Instead the zed continues on into melee.

EASY TO KILL RULE

Zombies are pretty easy to kill with a ranged weapon. I mean think about it. Slow walking target usually coming straight towards you. To reflect how easy it is to kill them in the head we have the Easy to Kill Rule. Here’s how we do it:

- When firing at a zombie at any time, *except when the shooter is being charged*, use the Rep

ALL THINGS ZOMBIE – FINAL FADE OUT

of the shooter to score a result of Obviously Dead instead of the Impact of the weapon.

- If the shooter scores higher than its Rep the zombie is knocked down instead.

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 moves adjacent and behind a zombie or adjacent to a prone zombie he can declare that he is *popping the weasel*. Here's how we do it:

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

CHARGE INTO MELEE

Zombies do not take the Charge Into Melee Test as do humans. Instead, when a zombie is charging or being charged it will always count as if passing 1d6.

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 but do count as Improvised Weapon when in melee.

HOW TO MELEE

Zombies will melee in the normal manner with slight modifications. Here's how we do it:

- Any result of Obviously Dead is just that, the zombie is Obviously Dead.
- Any result of Out of the Fight is treated as a result of Obviously Dead.

- Any result of Knocked Down means the zombie is knocked down to the ground but is not Stunned. The Recover From Knock Down Test is not taken. It will regain its feet when next active at the cost of its full movement and resumes melee unless the human has moved away.

“HARRY, ARE YOU OKAY?”

If a human is Stunned or knocked Out of the Fight while in melee with a zombie there is a chance that he will become infected. Here's how we do it:

- This test is taken the next time the character activates.
- At that time roll 1d6.
- Add his Rep to the score.
- 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.
- Once the zombie transformation is verified roll 1d6 each time the character activates. If the score is equal or lower than the number of times he has rolled the transformation is complete. Once the transformation is complete the character has crossed over to the dark side and functions as a zombie.

Example – Jim Bob Joe (Rep 4) is Stunned in a melee with a zombie. The next time he activates he tests for zombie transformation. He rolls 1d6 and scores 3 for a total of 7. The transformation is verified. When next active Jim Bob Joe rolls 1d6 and scores a 2. He's still human. The next time he activates he scores a 4. As this is higher than the number of times he's rolled for transformation he is still okay. The next time he activates he scores a 3. As this is equal or lower than the number of times he has rolled Jim Bob Joe is now a zombie.

MELEE WITH VEHICLES

Zombies can find themselves in melee with vehicles or their occupants in two ways. Here's how we do it:

- Zombies that are within 6" of a vehicle and can contact it with their normal move will charge.
- The passengers take the Charge Into Melee Test normally.
- The driver takes it as outlined in the Vehicle Charge Into Melee section (page 43).
- If the vehicle is moving over 6" then the zombies that contact the vehicle cause a Bash Test (page 43). The difference is that the zombies add all of their Bash Values together for one test.

- If the vehicle is moving under 6" the zombies stop 1" short of contact.

Example – Jim Bob Joe is driving a Sedan and charges towards zombies. He moves his complete distance and counts how many zeds he will hit even though they are spread out over his path. He will run down four zeds. At the last zed the Bash Test is taken. Jim Bob Joe counts his Bash Value of 5 for the Sedan and the zombies total a Bash Value of 4. Both sides roll 1d6 per Bash Value and the zombies score 2 successes more! This means he has loss control and flipped the vehicle. This is because the Bash Value of the Sedan is greater than the Bash Value of one zombie. Zombies do not add their Bash Values when resolving the Bash Test.

PLAYING THE GAME

As you may or may not know all Two Hour Wargames can be played solo, same side (cooperatively) or head to head (competitively).

SOLO

Now it's not only possible to play solo it's also a joy. Why? Because we've done all the work for you and with the Reaction System and using PEFs we've added the element of surprise to your solo games. Plus with *all those tables* we build the stories with twists and turns that will keep you on the edge of your seat.

All you have to do is bring out the figures and generate everything by rolling some dice and consulting some tables. *And by doing this no two games will ever be alike.*

SAME SIDE

Play on the same side and have it feel like playing a live opponent? You bet! We've explained how THW handles solo play so now let's explain *same side* gaming. What's it good for?

Usually when you teach someone a game you go easy on them or beat the stuffing out of them. Neither option is too attractive.

But now you can play *with* them and beat the stuffing out of the game instead. Now you can sit around with a few of your buds and play *together* instead of against them. And it's a great way to get new players into the game whether it's your friend, your kids, or spouse. Give it a try!

HEAD TO HEAD

So we've talked about solo and same side playing. But what about those times when you want to play head to head? It's real simple. Just decide which side of the Encounter you want to play and have your opponent play the other. One real good way to play head to head is to run an Encounter with both of you running your own bands but with the same goals against a Non-Player enemy as well as each other.

Now that we've explained the ways to play the game let's get started with my favorite part of *All Things Zombie*. Let's talk about Campaigns.

CAMPAIGNS

Each Encounter or game you play is self-contained. Campaigns link all of these games together into one story and what occurs in an Encounter will influence what happens in your next game.

Let's go into detail of how Campaigns work and remember that you can use as much or as little of the campaign rules as you like.

ATZ TIMELINE

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

DAY I – 10

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 II - 20

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 is deployed and the Military is placed on alert status.

DAY 21 – 30

The National Guard has been replaced by the Military as they 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. The population makes one last exodus to the countryside abandoning the cities.

DAY 30+

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 ?

The 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.

YOUR ROLE

Your role in the Campaign is as follows:

- To stay alive.
- Recruit and lead your band on Encounters to gather Resources (page 55) needed to survive.
- Manage yourself and your Grunts keeping track of your status as you go up or down in Reputation and Skills.
- Keep them and yourself alive.

We thought we'd mention staying alive a second time. Notice how we didn't say kill zombies as this game is as much about knowing when not to fight as well as when to fight.

CHARACTER JOURNAL

It helps to keep a record of your characters. The basics like Rep, People Skill, Savvy Skill, weapons, etc. Maybe even what you're carrying with you and what you have left at Home (page 57). You can make it as elaborate as you like. Me? I just use a 3"x5" index card.

TIME IN THE CAMPAIGN

The Campaign can last as long as you like. It can be played for a while then set aside to be revisited at a later date. Just keep track of where you left off.

To play the Campaign game the first year is called Year 1. What the actual date may be doesn't matter but if it makes you feel better choose a real year.

For simplicity's sake we track time in the campaign by the month. Players will have one Encounter (page 67) per week in the first 30 days.

After that we suggest reducing the Encounters to three per month in an *urban* area, two per month in a *suburban* area and one per month in a *rural* area.

TURN SEQUENCE

Let's explain the Campaign Turn sequence that will happen every month. Here's how we do it:

1. At the start of each month check to see if the area you are in has been Fished Out (page 57).
2. Next declare what area you are in or if you are traveling to a different area.
3. Declare if you are at Home (page 57).
4. Burn one Food Item for each member of your group.
5. Roll for an Involuntary Encounter (page 67).
6. Roll for Lack of Sleep (page 58) before every Encounter
7. Have an Encounter (page 67).
8. Check to see if anyone in your band increases or decreases his Rep or Skills.
9. At the end of the Encounter each member of your band takes the Keeping It Together Test (page 73).
10. Have additional Encounters if you can and choose to do so.

That ends the Campaign Turn and you can now advance the timeline by one month.

AREAS

The Campaign for *All Things Zombie* can be set anywhere in the world. It can be over an area as small or as large as you want. You can go from your city to the next smaller town and count that as a new area. You could go to the next state and call that an area. It doesn't really matter where you set your Campaign.

You can start in Austin, Texas for example and your next Encounter could be in Albuquerque, New Mexico. Instead of tracking how far it was we burn or use up 1 Fuel Item per Bash Value of the vehicle. If walking, just burn or use up 1 additional Food unit per character.

Area travel is assumed to take one month of time in the campaign.

Example – I decide to use where I live in Texas as a basis for my campaign. I choose to leave Austin and want to change areas. I decide to drive to El Paso. I could have just as easily chosen another destination but I decided on El Paso. During this trip I burn 5 Fuel Items as the Bash Value of my vehicle is 5. After I reach El Paso I have an Encounter.

TYPES OF AREAS

As we mentioned it doesn't matter where the area is that the Campaign takes place. What does matter is the type of area. Here's how we do it:

- **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. An urban Encounter would have lots of buildings and up to 4 + 1d6 vehicles.
- **SUBURBAN** – 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. A suburban Encounter has up to half the table full of buildings and up to 2 + 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 a rural Encounter would have very few buildings and up to 1/2d6 vehicles.

ENCOUNTER RATING

An Encounter Rating (ER) is a number representing the odds of running into other people or zombies during your Encounter. The higher the Encounter Rating the greater is the chance of contact. There are three basic starting Encounter Ratings. They are:

- **ER 1** – Rural areas with little chance of contact. More chance of meeting humans than zombies and these humans are usually Survivors
- **ER 3** – Suburban areas where the chance of meeting others is much greater but still pretty low. Even odds of meeting humans or zombies.
- **ER 5** – Urban areas have a good chance of contact. Most of the time you'll meet zombies and the humans you meet are usually Gangsters.

MODIFYING THE ER OF AN AREA

Each area starts with the listed Encounter Ratings for urban (5), suburban (3) and rural (1). But these ratings can increase or decrease during the Encounter. Here's how we do it:

- If you pass 1d6 on the PEF Resolution Table (page 61) the ER increases by 1.
- If you meet previously met Neutrals who were friendly to you in the past you can:
 - Reduce the ER by 1 as they are warning you about dangerous areas.
 - Increase the ER by 1 as you can go to these areas "looking for trouble."

ITEMS

Many RPGs make the players keep track of their income, money, gold pieces or some other currency so as to buy different weapons, vehicles etc.

Not so in *All Things Zombie*. We believe the *game play is the thing and bookkeeping is a chore*. Enter the use of *Items*.

Items are how we track what a character has, loses, acquires, etc. during their campaign. What's an Item?

Items are anything that the character can use at any time during the game.

Here are examples of various Items.

- Weapon.
- Infrared goggles.

- A house.

An Item can be anything that you want and can use.

LIST OF ITEMS

Any list of Items included in *All Things Zombie*, would be incomplete so just defer to the real world. Here's how you can create an Item for use in ATZ:

- Decide what the Item is.
- Decide how it works in real life and apply it in game terms.
- That's it.

Example - Billy Pink needs a targeting device for his weapon. Call it a scope, laser site, whatever you want. I decide that it will give Billy a +1 to hit when shooting. Billy now has a targeting device for his weapon.

"Hey, what if I want it to be a +3 to hit? Or maybe even an automatic hit?" Go ahead; it's your game so you can make it as easy or hard for yourself as you like. But you won't break the game. Trust us, just play the game and you'll see.

HOW DO YOU GET ITEMS?

You get Items in a variety of ways. They are:

- At the start of the campaign each Star receives two Items per point of its Rep. So if you start as a Rep 4 Star you will start with eight Items.
- When recruiting your first band (page 10) you will receive one extra Item for each member you do not recruit.
- Once a month you can barter one of your Items for one of your Grunts' Items.
- You can Barter (page 56) for items from other non-band characters during an Encounter.
- You can receive Items as wages or gifts from other characters.
- You can find Items or take them from characters while on an Encounter (page 67).

I'm sure by now some of you resourceful players are thinking of ways to bend the rules to your benefit. Good for you! Because the life expectancy in ATZ is pretty short so enjoy it while you can. Hey, did we mention that *the game play is the thing?*

HOW DO YOU LOSE ITEMS?

Easy come easy go, here's how you lose Items.

- Someone takes them from you during an Encounter. Usually when you are Out of the Fight.
- Someone robs your Home (page 57).
- Or the big one...you get killed.

WHAT CAN I CARRY?

How many Items can a character carry? That depends on the Item. Items are either used with one hand or two hands.

- Items used with one hand count as one Item for carrying purposes.
- Items used with two hands count as two Items for carrying purposes.

Characters can carry twice their Rep in Items with the following notes:

- Clothing does not count against carrying limits.
- Personal Items that can fit in your pocket do not count against carrying limits.
- Packs or duffle bags can hold Items equal to twice the character's Rep. The pack or duffle bag itself will count as two Items instead of the actual number of Items kept inside.
- Shopping carts. You're kidding, right? Nope. Everyone is familiar with shopping carts and they can be found at many stores (1-3). They can carry up to 24 Items by themselves. Normal movement with a cart is -2" and you can only use 1d6 when taking a Fast Move Test. Roll a "6" when Fast Moving and the cart flips spilling everything out. You can put 6 Items per activation back into the cart.
- If the Item can carry you, such as a vehicle, it does not count against the number of Items you can carry. This type of Item can carry a lot of other Items. How many is for you to decide but a good rule is twice the number of occupants the vehicle can carry. Just remember that if you lose your vehicle you lose the Items that were inside it.

Over time you can acquire as many Items as you want but you cannot carry them all so choose your Items wisely before each Encounter.

CONSEQUENCES OF GREED

With nothing to stop you but your conscience a player can take and take and take as much stuff as he can get his hands on. But keep in mind that Greed is one of the Seven Deadly Sins. Trying to carry too much can be dangerous. What's too much? That's for you to decide but here's how we do it:

- A character may carry twice his Rep in Items without any penalties.
- A character may carry up to three times his Rep but will only roll 1d6 when attempting to Fast Move.
- A character carrying more than three times his Rep is restricted to half his normal movement and cannot Fast Move.

That's it, short and sweet.

Example - Jim Bob Joe has a shotgun (2 Items), a knife (1 Item), pistol (1 Item), two Food Units (2Items), and a gas mask (1 Item). He is carrying 7 Items. As he is a Rep 4 he has no movement penalties.

RESOURCES

As we mentioned there is a wide variety of Items that you can use in ATZ. But there are a few Resources in ATZ as well. What's the difference?

- You *want* Items but you *need* Resources.

Let's go over Resources in detail.

FOOD

You will burn one Food unit per character at the start of each month to stay alive and function at your current Rep.

In an emergency two figures can share one unit of food, also called going down to *half rations*. At the start of each consecutive month where characters must go down to half rations their Reps will be reduced by one point. If they find Food during that month their Reps will stay at the lowered value. Rep is returned to normal once the characters are back on full rations, even if they had been reduced by more than one point.

Example – Billy Pink (Rep 5) and Sooze (Rep 4) have been forced to half rations at the start of the month. During their Encounters they count as Rep 4 and Rep 3 respectively. They find two Food units during their Encounters. At the start of the next month they burn them both and return to their normal Reps.

FUEL

Instead of having to keep books and figure fuel usage we've adopted an easy to use system. Here's how we do it:

- Each unit of Fuel is enough to power any vehicle for one full month. *Doesn't matter the size of the vehicle as long as you're staying in the same area.* Once you say you want to use your vehicle you burn one Fuel unit. But if you want to change areas it's going to cost 1 Fuel unit per point of Bash Value.
- Fuel is easily transferable from one vehicle to the next. Simply find the vehicle with the Fuel. Spending 1 turn of uninterrupted activation next to the vehicle and you collect 1 Fuel unit. Only one character can siphon gas at a time.
- When you find a vehicle and it has Fuel start with the Bash Value of the Vehicle. Roll 1d6 and subtract that from the Bash Value. This is the number of Fuel units you have found and never less than one.

You can barter for or away Fuel counting it as a Luxury Item if the other character has a vehicle. Otherwise it's traded on a one-for-one basis.

LUXURY ITEMS

You know what we're talking about. Those things that make life worth living but you really don't need: except you *really* do. Booze, toilet paper, and cigarettes, are some examples of Luxury Items. A Luxury Item is whatever you want it to be as long as it isn't a Weapon, Food, Body Armor, or Medical Supply.

Fuel, in some circumstances, can be traded as a Luxury Item. One Luxury Item is worth two non-Luxury Items.

MEDICAL SUPPLIES

Medical supplies are used to help you recover from wounds. Using one unit of medical supplies on an Out of the Fight character counts a +1d6 when rolling the After the Battle Recovery Test (page 34). Once it is used it is discarded whether it helped or not.

WEAPONS

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

BODY ARMOR

Body armor was used by military and law enforcement personnel. Using body armor helps keep you alive if you've been shot or wounded in melee. When wearing body armor the character takes the Recover From Knock Down Test counting as Protected.

You can only find Body Armor on other humans or in rare cases zombies.

FINDING RESOURCES

You find resources the same way you find Items (page 53) and let's go into more detail about this.

STOCKPILING RESOURCES

As players advance in the game it is important to keep track of whatever Resources they have. As you can only carry so many Items/Resources Be sure to track this as you can only carry so many Resources you may wish to stockpile some at your Home (page 57) or in your vehicle.

SEARCHING BUILDINGS

One common way to find Items/Resources is to search buildings. This includes vehicles and trailers as well. Here's how we do it:

- When you are in a building each character can spend one turn of activation searching. There may not be any functioning zombies or opponents in the building when you search.
- Only one character can search a vehicle except for a semi-truck trailer, which will count as a building.
- If searching a building with more than one floor each floor counts as a separate building.
- If searching a very large building feel free to count it as multiple smaller buildings.
- Each character rolls 2d6 versus the current Encounter Rating of the area.
- Determine how many d6 are passed.
- Consult the Loot Table to see if you have found anything useable.

2

LOOT

(Taken vs. ER of the area)

A result of "6" is always a failure

# D6	RESULT
PASSED	
2	You have found one Item/Resource of choice.
1	You have found one Food unit.
0	You have found nothing useable.

Even if you don't find anything don't worry, you should have looted the bodies of the enemies that were there to begin with.

RESOURCES FROM OTHERS

Resources can be found just like Items. In addition, after a fight occurs you may find yourself with the upper hand over another character whether a PC or NPC. There may be a chance that you can recover valuable Items or Resources from that character. Here's how we do it:

- You can take any weapon or body armor he might be wearing.
- You can take any Item/Resource you have seen him using during the Encounter or if he has it from being pre-generated (page 73).
- There is also a chance (1-3) that the character is carrying a Luxury Item (1), Food, (2-3) or Medical Supply (6) in addition to the above.

BARTERING

Whenever characters meet there is a chance that they can barter for Items. Here's how we do it:

- Bartering can take place between individual characters, both PCs and NPCs, anywhere and at any time.
- The Barterer takes a People Challenge against the character he wishes to barter with.
- If successful he can barter with the character. See the previous section for what the character may have to barter.
- If failed then he cannot barter with that character.
- You can only attempt to barter with a character once an Encounter.

AVAILABILITY

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. Here's how we do it:

- Start with the Basic Resource Table. This tells you the number of and type of each resource that can be found in the area when searching buildings and vehicles. *This does not include any found on zombies or humans.*

BASIC RESOURCE TABLE

TYPE	URBAN	SUBURBAN	RURAL
Body armor ⁽¹⁾	12	5	1
Food	60	35	10
Fuel	30	15	5
Luxury items	50	25	10
Medical supplies	20	8	3
Weapons	40	20	15

(1) Yes, Body Armor can only be found on other humans or zombies in some cases but as you find it reduce it from that area.

- Each time you enter a new area roll 2d6 of different colors. Nominate one as positive and one as negative.
- Add the 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 for the area.

TRACKING AREA RESOURCES

You will need to track the resources your group finds and uses. Here's how we do it:

- Each time you find a resource in an area reduce it from the current inventory of the area.
- Each time you lose, not use, a resource, add it to the current inventory of the area if it has not been recovered by a friendly or non-friendly character.

Example – I search a building and find 1 Food unit. The current area inventory had 20 Food left so it is reduced to 19. I encounter a Ganger and take him out. He has a pistol, shotgun, 2 Food and 1 Fuel. I take the shotgun and food. This does not affect the area inventory as the resources came from a character. I leave the pistol and Fuel as I don't want it. These are added to the current area inventory.

OVER FISHING

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

- Each time a Resource is found subtract it from the current inventory of the area.
- When the number reaches zero you cannot find this resource in that area.

Example – Billy Pink and Sooze search a building and find two Food units. The current inventory was one, but they still count as finding two. This leaves zero Food to be found in the area. Billy and Sooze must decide if it's time to move onto another area.

HOME

*“Home,
Home again.
I like to be here
when I can.”*

Time (1973) – Pink Floyd

Even in a zombie world everybody has to live somewhere. Maybe it's in the city. Perhaps it's a cave or maybe you're living in your car. Because you can't carry everything you own (okay maybe you can) you'll need a place to keep your excess stuff. When you have more Items/Resources than you can carry you have to leave it somewhere even if it is a hole in the ground.

So wherever *you decide your living* we still call it your Home.

A Home is a relatively safe place that the player may store his belongings and rest. When a player declares himself to be *staying home*, he chooses this in lieu of an Encounter (page 67). This can apply to multiple Encounters in the same month if desired.

BURGLARIZED!

Whenever you choose not to stay home there is a chance that your place was burglarized. Check for this at the same time you would normally be declaring that you are at Home (page 57). Here's how we do it:

- Roll 2d6 versus the ER of the area that you are living in.
- Determine how many d6 you have passed.
- If you pass 2d6 you have been burglarized.
- If you pass 2d6 and score doubles you are Home when the burglary is attempted. Go the Robbery Encounter (page 71) and play it out.
- Roll 1d6 for each of the Items/Resources that were at Home.
- If an odd result (1, 3 or 5) was scored the burglars have stolen that Item/Resource.
- If an even result (2, 4 or 6) was scored the burglars have left the Item/resource behind.

Sometime life can be cruel.

VEHICLE STOLEN

What could be worse than getting your Home burglarized? Well, maybe getting your vehicle stolen. Here's how we do it:

- When you choose to stay Home roll 3d6 versus the ER of the area.
- If you pass 3d6 your vehicle was stolen.
- If you are living out of your vehicle then this becomes a Robbery Encounter (page 71).

LACK OF SLEEP

In the zombie world you grab sleep when you can and often it's less than eight hours at a time. This is an ongoing problem. Here's how to see if you feel the effects of lack of sleep. Here's how we do it:

- Before every Encounter that takes place roll 2d6 for each character in your band.
- Add the scores together.
 - If you are alone subtract one from this total.
 - If your band has three or more characters add one to this total.
- This modified total is the number of hours of sleep that the character has gotten in the previous 24 hours.
- If the result is 8 or higher the character will function normally.

- If the total is 7 or less roll 2d6 versus the character's Rep and consult the Lack of Sleep Table using the appropriate column.

2

LACK OF SLEEP

(Taken vs. Rep)

A result of "6" is always a failure

# D6 PASSED	SLEPT 6 OR 7 HOURS	SLEPT 4 OR 5 HOURS	SLEPT 2 OR 3 HOURS
2	No effect	No effect	-1
1	No effect	-1	-2
0	-1	-2	-3

If the character scores a numbered result (-1 to -3) reduce the Rep and Skills of the figure by this amount but never to lower than 1.

EFFECTS AND ADRENALINE

A character that has its Rep and Skills lowered will function with those reduced stats. This means its first In Sight Test, any Challenge, Charge into Melee Test, etc. will be at these reduced stats. But once he gets an *adrenaline rush* his stats return to normal for the remainder of the Encounter. Here's how we define an *adrenaline rush*.

When a character is shot at, charged, or physically attacked in any other manner he gets an adrenalin rush.

Example – Billy Pink is on the road in West Texas and must test before his next Encounter for Lack of Sleep. He rolls 2d6 and subtracts one from it as he is alone. He scores a modified total of 4 meaning he has only slept for four hours the night before. He rolls 2d6 versus his Rep of 5 and scores a 2 and 6, passing 1d6. Looking on the Lack of Sleep Table we see he has his Rep and Skills reduced by one level (-1). The Encounter now starts and Billy will count as a Rep 4, etc. During the Encounter Billy is attacked by two Gangers. They all take the In Sight Test. Billy shoots at his reduced Rep. A Ganger shoots at Billy. This immediately count's as an adrenalin rush and Billy immediately returns to Rep 5.

RANDOM EVENTS

Things do not always go according to plan. Weapons break, accidents happen, and before you know it things get tough. Here's how these random Events can occur. Here's how we do it:

- Whenever the activation dice come up doubles, both d6 are the same, *and* is equal or lower than the *original* ER of the area a Random Event has occurred.
- Roll 3d6, add the results and consult the Random Event Table.
- The event immediately occurs.
- If the event cannot occur then simply re-roll.

3 RANDOM EVENTS (3d6 added together)

#	EVENT
3	No more zeds are generated for the rest of the Encounter.
4	Find a safe place to hunker down until morning. Able to immediately end encounter when reach the closest building.
5	The closest zombie to the group and not in melee reveals itself to be a human just acting the part. Roll 2d6 versus the Rep of the band member. Pass 2d6 hold shot. Pass 1d6 must Rush Shot. Pass 0d6 fire normally.
6	If using a vehicle and left it parked, you left the keys in the ignition.
7	Fire – A nearby building at random has caught on fire attracting 2d6 zombies placed normally.
8	If just finished searching a building a hidden zombie bursts out of a closet and charges one character at random.
9	An argument breaks out between the Leader and one member of the band, at random, but within 4" and LOS. When <i>next</i> active each character rolls 1d6 per point of Rep. Count successes and compare. For each success more rolled by the non-Leader character count it as a gunshot and roll to generate zombies. When the Leader scores more successes the argument is over.
10	One character at random brought the wrong reloads. When his primary weapon runs out of ammo it stays that way for the rest of the Encounter.

11	One member of your band, at random, twists an ankle. Movement is now 2" slower and can only count 1d6 for Fast Move. Oh yeah, if failing a Fast Move Test he moves 1d6" and falls to the ground counting as Knocked Down and Carrying On.
12	A barking dog runs up 1d6" from the group pursued by 1d6 zombies 12" behind it
13	A cell phone 1d6 inches from a random character rings. Immediately roll 3d6 to generate zombies and each time when activation dice are rolled until it is answered. If it is answered count it as a PEF, placing any humans generated as if zombies and in LOS. Immediately take a Meet & Greet.
14	The closest dead zombie isn't really dead. He immediately stands up and if within 6" of a human go to the Charge Into Melee Table with the zed counting as passing 2d6.
15	One member of your band, at random, has disappeared. Remove it from the table. Starting on the second turn that the group would activate roll 1d6 versus the Rep of the missing character. If pass 1d6 then the character returns and is 2d6" from the closest group member. Place it on the table as you would a zombie. If pass 0d6 the character remains lost.
16	Black chopper flies overhead. All zombies forfeit their next turn of activation.
17	Weather turning bad. Inclement weather, reducing visibility to 12", arrives in 1d6 rolls of activation. Remains that way rest of encounter.
18	It's a zombie fest. Count a +1 to every d6 rolled to generate zombies for the remainder of the Encounter.

CONTACT! HUMANS

Humans, like zombies, can be met in the open or in buildings but we handle them a bit differently. Here's how we do it:

- Meet them in the open or in buildings using PEFs.
- Meet them in buildings using the Defining Moment.

Let's cover each in more detail.

PEFs

PEF stands for Possible Enemy Force. We use PEFs to limit the intelligence the player has during the game. By using PEFs we create an uncertainty as to size of the force, its composition and intention. Heck a PEF could even be just a case of nerves! PEFs are used in every Encounter.

GENERATING PEFs

Here's how PEFs are generated in the encounter.

- After the terrain has been set and the player side has *entered or been placed on the table* it's time to generate the PEFs.
- Roll 1d6. The score indicates which numbered section of the table could contain a Possible Enemy Force or (PEF). This means they will always be in sections 1–6. Player characters will always enter the table or start on the table in sections 7-9.
- Place a figure of any type or PEF marker in this section of the table to represent the possible PEF.
- If there is a building in the section place the PEF inside the building.
- If a terrain feature could block the LOS from your force to the PEF be sure to place the PEF in a manner that does so.
- If no building or terrain feature is present then place the PEF in the center of that section.
- Repeat this process until you have three PEFs placed on the table. It is possible to have more than one PEF in the same section.

PEF REP

Just as figures have Reputations so do PEFs. Here's how we determine the Rep of each PEF:

- Roll 2d6.
- Count the higher score as the Rep of the PEF.
- If doubles are scored use either score as the Rep.

PEF MOVEMENT AND ACTIVATION

Note that zombies ignore PEFs but activate using the same d6.

PEFs activate and move just like they were actual figures. Here's how we do it:

- When the PEF side activates start with the PEF that is closest to any player group.

- Roll 2d6 versus the Rep of the PEF.
- Determine how many d6 are passed.
- Consult the PEF Movement Table and carry out the results.
- If the PEF must be resolved it is done prior to moving the next PEF.
- All actions and reactions needed to be resolved on that turn with the PEF are completed before moving on to the next PEF.
- Continue until all eligible PEFs have had a chance to activate.

2

PEF MOVEMENT

(Taken versus PEF Rep)

CIRCUMSTANCE	MODIFIER
If inside a building	-1 to Rep
If shooting has occurred this Encounter	+1 to Rep

#D6 PASSED	RESULT
2	PEF moves 12" directly towards nearest player character through cover at all times.
1	PEF moves 12" away from the nearest player character through cover at all times. If reach the table edge will move to the left (1-3) or right (4-6) but not off the table.
0	PEF doesn't move.

SPECIAL PEF MOVEMENT

PEFs do not suffer any terrain movement penalties.

RESOLVING PEFs

When PEFs are resolved it could be friends, enemies, neutrals or even nothing. Here's how we resolve PEFs:

- The PEF is active and moves into LOS of a player group *or* an active player group moves into LOS of the PEF. In either case this will trigger a PEF Resolution.
- Roll 2d6 versus the Encounter Rating of the area.
- Determine how many d6 were passed and consult the PEF Resolution Table.
- Immediately carry out the result.

ALL THINGS ZOMBIE – FINAL FADE OUT

2

PEF RESOLUTION

(Taken versus Encounter Rating of the area)

#D6	RESULT
PASSED	
2	Contact! You've come across something. Go to the appropriate Contact Table.
1	Something's out there. The current ER of the area is increased by 1.
0	Nothing to worry about. Nothing but a bad case of nerves. Remove the PEF.

1

CONTACT DAYS 1-10

(Read result as rolled)

CIRCUMSTANCE	MODIFIER
Day Time	-1
Evening	+1
Night Time	+2

#	RESULTS
0	Citizens – Roll on the How Many Table with a +1
1	Citizens – Roll on the How Many Table with a +1
2	Citizens – Roll on the How Many Table with a +1
3	Citizens – Roll on the How Many Table
4	Citizens – Roll on the How Many Table
5	Zombies – Roll on the How Many Table with a -1
6	Zombies – Roll on the How Many Table with a -1
7	Zombies – Roll on the How Many Table
8	Zombies – Roll on the How Many Table

1

CONTACT DAYS 11 -20

(Read result as rolled)

CIRCUMSTANCE	MODIFIER
Day Time	-1
Evening	+1
Night Time	+2

#	RESULTS
0	Citizens – Roll on the How Many Table with a +1
1	Citizens – Roll on the How Many Table with a +1
2	Citizens – Roll on the How Many Table
3	National Guard – Roll on the How Many Table
4	Zombies – Roll on the How Many Table with a -1
5	Zombies – Roll on the How Many Table with a -1
6	Zombies – Roll on the How Many Table
7	Zombies – Roll on the How Many Table with a +1
8	Zombies – Roll on the How Many Table with a +1

1

CONTACT DAYS 21 -30

(Read result as rolled)

CIRCUMSTANCE	MODIFIER
Day Time	-1
Evening	+1
Night Time	+2

#	RESULTS
0	Citizens – Roll on the How Many Table with a +1
1	Gangers – Roll on the How Many Table
2	Survivors – Roll on the How Many Table
3	Army – Roll on the How Many Table
4	Zombies – Roll on the How Many Table
5	Zombies – Roll on the How Many Table
6	Zombies – Roll on the How Many Table with a +1
7	Zombies – Roll on the How Many Table with a +1
8	Zombies – Roll on the How Many Table with a +1

ALL THINGS ZOMBIE – FINAL FADE OUT

1 CONTACT DAYS 30+

(Read result as rolled)

CIRCUMSTANCE	MODIFIER
Day Time	-1
Evening	+1
Night Time	+2

#	RESULTS
0	Citizens – Roll on the How Many Table
1	Gangers – Roll on the How Many Table with a +1
2	Survivors – Roll on the How Many Table
3	Zombies – Roll on the How Many Table
4	Zombies – Roll on the How Many Table
5	Zombies – Roll on the How Many Table with a +1
6	Zombies – Roll on the How Many Table with a +1
7	Zombies – Roll on the How Many Table with a +1
8	Zombies – Roll on the How Many Table with a +1

1 HOW MANY

(Read the result as rolled)

CIRCUMSTANCE	MODIFIER
National Guard	2 rolls on the Citizen Table
Army	2 rolls on the Ganger Table
If in Urban Area	+1
If in Rural Area	-2

#	CITIZEN	GANG	POLICE	SURVIVOR	ZEDS
0	1	1	2	1	1
1	1	1	2	1	1
2	1	PG	2	1	1/2d6
3	2	PG	2	1	1 + 1/2d6
4	2	PG +1	2	1	PG + 1
5	3	PG +1	4	2	PG + 1
6	3	PG +2	6	3	PG + 2
7	3	PG +2	6	3	PG + 2
8	PG +2	PG +3	6	3	PG +3

PG = Player Group.

LOADING UP PEFs

Here's a little trick I use for my games. Instead of relying on the tables to randomly generate your PEFs load them yourself.

This means before you play create your PEFs. Maybe pick three or four Gangers to form a recurring gang for your adventures. Or create a NPC Star that can help or hinder your band. You can even use your band as a PEF and play the Encounter from the NPC point of view until they contact your Player PEF.

Whatever you do, take the time to retain the information you generate to use in future games. Maybe that's not the same gang that you ran into two Encounters ago but if you need a gang you have one ready.

Any work you do before your games will help make your games run smoother and easier.

POLICE ARRIVAL

Whenever shots are fired the Police will show up. Here's how we do it:

- During Days 1-10 the Police will arrive in 1/2d6 turns.
- During Days 11-20 the Police will arrive in 1/2d6 + 1d6 turns.
- After Days 11-20 the Police will no longer arrive.
- Roll 1d6 on the How Many Table using the Police column. Police are always two officers per patrol car.
- During Days 1-10 they will be armed with BAPs with one Shotgun available inside the Patrol car.
- During Days 11-20 they will be armed with BAPs and Shotguns.

MEET & GREET

Once you have determined what you have met you need to see how they will interact with you. Here's how we do it:

- Replace the PEF with the appropriate figures. Place them in cover if possible.
- All the characters start within LOS of each other.
- Immediately take a Meet & Greet Test.
- Each leader starts with 1d6 per point of Rep.
- Modify this total by any applicable circumstances.
- Roll the modified total of d6 looking for successes, scores of 1, 2 or 3.

ALL THINGS ZOMBIE – FINAL FADE OUT

- Compare the number of successes scored by both sides and consult the appropriate Meet & Greet Table.
- Immediately carry out the result.

REP	MEET & GREET <i>(Looking for successes)</i>
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CIRCUMSTANCE	MODIFIER
Outnumbered – Group is outnumbered by 2:1 or more	-1d6

ARMY

# OF SUCCESES	RESULT
Player scored more	Player may choose to Walk the Walk or count as if scored same number of successes. If you injure the Army you will count as <i>Enemies</i> .
Player scored same	Army will search you for weapons. If armed will place you under arrest and tell you to surrender your weapons. If unarmed they will not allow you to move past them and will send you on your way. If they see you again and you are past this spot they will immediately count you as <i>Enemies</i> . If you injure the Army or resist arrest you will count as <i>Enemies</i> .
Player scored less	Army will search you for weapons. If armed will place you under arrest and tell you to surrender your weapons. If unarmed they will not allow you to move past them and will send you on your way. If they see you again and you are past this spot they will immediately count you as <i>Enemies</i> . If you injure the Army or resist arrest you will count as <i>Enemies</i> .

CITIZENS

# OF SUCCESES	RESULT
Player scored more	Player may choose to Walk the Walk or Talk the Talk. If Walk just go to In Sight. If Talk Citizens with equal or lower Rep will ask to join your group. Regardless of answer all will <i>barter</i> if desired.
Player scored same	Citizens will engage in pleasantries but that's all.
Player scored less	Citizens with lower or equal Rep engage in pleasantries but that's all. Citizens with higher Rep will Walk the Walk (1-3) or engage in pleasantries (4-6) but that's all.

GANGERS

# OF SUCCESES	RESULT
Player scored more	Player may choose to Walk the Walk or Talk the Talk. If Walk just go to In Sight. If Talk Ganger with lower Rep will ask to join your group if you are also a Ganger while if you are not they will exchange pleasantries. Regardless of answer all will <i>barter</i> if desired.
Player scored same	Gangers choose to Walk the Walk.
Player scored less	Gangers choose to Walk the Walk.

NATIONAL GUARD

# OF SUCCESES	RESULT
Player scored more	Player may choose to Walk the Walk or count as if scored same number of successes. If you injure the National Guard you will count as <i>Enemies</i> .
Player scored same	National Guard will engage in pleasantries but suggest that you "go home and stay indoors".
Player scored less	National Guard will search you for weapons. If armed will place you under arrest and tell you to surrender your weapons. If unarmed they will not allow you to move past them and will send you on your way. If they see you again and you are past this spot they will immediately count you as <i>Enemies</i> . If you injure the National Guard or resist arrest you will count as <i>Enemies</i> .

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POLICE

# OF SUCCESES	RESULT
Player scored more	Player may choose to Walk the Walk or count as if scored same number of successes. If you injure the Police you will count as <i>Enemies</i> .
Player scored same	Police will engage in pleasantries and give warning as to possibly dangerous areas. Current ER immediately reduced by 1.
Player scored less	Police will search you for weapons. If armed will ask you to surrender your weapons. If agree, do so and continue on your way. If not then Walk the Walk - Go to In Sight. If you injure the Police you will count as <i>Enemies</i> .

SURVIVORS

# OF SUCCESES	RESULT
Player scored more	Player may choose to Walk the Walk or Talk the Talk. If Walk just go to In Sight. If Talk Citizens with equal or lower Rep will ask to join your group. Regardless of answer all will <i>barter</i> if desired.
Player scored same	Survivors will engage in pleasantries but that's all.
Player scored less	Survivors with lower or equal Rep engage in pleasantries but that's all. Survivors with higher Rep will Walk the Walk (1-2) or engage in pleasantries (3-6) but that's all.

WALK THE WALK

Players can always choose to Walk the Walk at any time. When doing so simply have both sides take an In Sight Test. This can happen even when the groups start the activation phase in sight of each other.

Example – A rival Ganger is active and scores a result of exchange pleasantries. In fact he even barter with you. You activate next and both groups are in view of each other. You decide to draw your gun and Walk the Walk. Both groups take the In Sight Tests.

ENEMIES

If you are an Enemy of someone and meet them again you do not take the Meet & Greet Test, instead go right to the In Sight. You can become an Enemy from a Meet & Greet Test or from other reasons that may arise. Friends may come and go but Enemies are for life!

UNDER ARREST

Maybe you went peacefully or maybe you resisted but however it happened you were arrested. What happens now? Here's how we do it:

- **POLICE** – The Police will put you in jail for a week. Advance the timeline, miss an Encounter, and pay 1/2d6 Items/Resources to get out. Can't pay? Lose another week then they let you out. At least you get your weapons back.
- **NATIONAL GUARD** – The National Guard will turn you over to the Police. See the above for what happens.
- **ARMY** – The Army will take your weapons and transport you to a *safe zone*. Except it's not so safe. The zone gets overrun by zeds and you escape with a pistol (1) BAP (2) Assault Rifle (3-5) or no weapon (6) and one Food unit.

DEFINING MOMENT

This is the other way to meet humans. This is used when players enter a building. Instead of tracking your movement inside a building, generating all the possible NPCs inside, and laying out an interior we use Defining Moments. Here's how we do it:

- If there is a PEF inside a building skip this step and resolve the PEF normally (page 60). If there is not a PEF inside continue on to the next step.
- When you enter a building for the *first time* during an Encounter there may be a chance of meeting zombies. See the section called Meeting Zombies in Buildings (page 47).
- If there are no zombies then there will be a Defining Moment.
- Decide which building the player is entering. This can be specified by the scenario or by the player.
- Resolve the Defining Moment in the building as if it were a PEF (page 60).

Example – Billy Pink and Sooze have just entered town on Day 18. They decide to go into the closest building. When active they enter the building. There isn't a PEF inside so they check for zombies. As this is a rural area they roll 6d looking for sixes. No sixes are rolled so no zombies are present. It's now time for the Defining Moment. Billy rolls 2d6 versus the ER of the Area, 3. He scores a 1 and 3, passes 2d6, and consults the PEF Resolution Table (page 61). This gives a result of Contact and he now goes to the Day 11-20 Contact Table to see what he has contacted. Billy now rolls 1d6 to determine what has been contacted. He scores a 5 and has contacted zombies! Billy rolls on the How Many Table and scores a 4, there are 3 zeds, one more than the PG or Player Group.

MULTIPLE MOMENTS

So you just had a Defining Moment. Want more? Here's how we do it:

- If you choose to stay in a building through to another Day Part (page 66) there will be another Defining Moment but you cannot run into zombies.
- If you choose to visit another floor or another section of a very large building there will be another Defining Moment.
- If you leave the building and come back on another Day Part there will be another Defining Moment but you may run into zombies.

RECRUITING GRUNTS

Recruiting is often done during the Search Encounter. Here's how we do it:

- Move to within 3" of the Grunt you wish to recruit if outside a building or meet him through the Defining Moment.
- Roll on the appropriate NPC Table (page 73) for its stats.
- Take a People's Challenge.
- Succeed and recruit the Grunt to the group.
- Fail and the Grunt cannot be recruited. You can try a second time during another Encounter but if you fail the second time he will become *unfriendly* to you and count as an enemy the next time you meet him.
- There will be times when Grunts will ask to join your group due to a Meet & Greet result. You can choose to let all, some or none join your band without having to take a People Challenge.

NPC MOVEMENT

After the PEF has been resolved and figures placed on the table there may be times when the NPCs will activate and move. Here's how we do it:

- The Rep of the NPC group leader is used for activation purposes.
- When the NPC group activates roll 2d6 versus the Rep of the NPC leader.
- Determine how many d6 are passed and consult the NPC Movement Table.
- Immediately carry out the results.

2

NPC MOVEMENT

(Taken versus NPC leader Rep)

#D6 PASSED	RESULT
2	Enemies that outnumber by 3:1 or more will split into two groups. One group will attempt to gain cover on flank of player to shoot. Other will seek cover and shoot. If not outnumbered will move towards enemy to shoot keeping to cover at all times. If no cover available will go prone. Neutrals ⁽¹⁾ will move towards the nearest player and attempt to Interact. If have already Interacted will counts as pass 1d6 Friends will move towards the nearest player and interact on Friend Interaction Table.
1	Enemies will seek cover and shoot. If no cover will go prone. Neutrals ⁽¹⁾ will move away from the nearest player or enter a building if available. If already inside a building will remain inside. Friends will move towards the nearest player and interact on Friend Interaction Table.
0	Enemies will not move. Neutrals ⁽¹⁾ will not move. Friends will move towards the nearest player and interact on Friend Interaction Table.

(1) Neutrals are those NPCs that you have met but are not enemies or friends.

ALL THINGS ZOMBIE – FINAL FADE OUT

AT THE MERCY OF THE ENEMY

Sometimes things don't work out quite like you planned. Somehow you, or one of your Grunts, will find yourselves out of the fight and at the mercy of the enemy. What happens next?

- If you're a Star you can choose to Cheat Death (page 6). Yes, you're not dead but there are worse things than death so be glad you can use this Star Advantage. But if you insist you can be treated as a Grunt for this purpose.
- Start with 2d6.
- Modify this by any applicable circumstances.
- Roll the modified total versus the People Skill of the enemy Leader.
- Determine how many d6 were passed.
- Consult the Mercy Table and immediately carry out the results.

2

MERCY

(Taken versus People Skill)

CIRCUMSTANCE	MODIFIER
If occurring during Days 1-20	+1d6
Surrendering	+1d6
Surrendering and have a higher People Skill than the enemy Leader	+1d6

#D6 PASSED	RESULT
2 or more	They take all your weapons and Items/Resources but you are left alive. Onto the next Encounter.
1	<p>Gangers kill Survivors and rival Gangers and rob Citizens of all their Items/Resources. Onto the next Encounter.</p> <p>Survivors take all the weapons and Items/Resources from Gangers, Survivors and Citizens but leave Citizens with one Food for all of them. Onto the next Encounter.</p> <p>Citizens kill Gangers and take all weapons and Items from Survivors and Citizens but let them live. Onto the next Encounter.</p>
0	Obviously Dead. Game over man!

SURRENDERING

There may come a time where you decide there's no safe way to leave the table (page 33) and continuing to fight is not a good idea either. Well, you can always surrender. Here's how we do it:

- When active the character declares its intent to surrender and drops its weapons. The Encounter is over for the character.
- Consult the Mercy Table counting the Surrendering modifier.

Good luck!

DAY PARTS

Encounters can occur at any time of the day and we have broken the day into four parts. Here's how we do it:

- **Morning** – The early part of the day after the sun has risen.
- **Daytime** – From the mid-day until the sun sets.
- **Evening** – Early in the night.
- **Night** – The time separating the evening from the morning.

DAY PARTS AND VISIBILITY

Visibility may be affected by the Day Part. Here's how we do it:

- **Evening** – Vision is reduced to 12". This is also used when establishing an LOS to and from a PEF. Figures in a lit area, within 6" from a light source such as a lamp post, are visible from normal distances.
- **Night** – Vision reduced to 6" and increase to 12" if there is a full moon (1). This is also used when establishing an LOS to and from a PEF. Figures in a lit area, within 6" from a light source such as a lamp post, are visible from normal distances.

WHAT DAY PART AND WHEN?

For Encounters the player will *usually* choose the Day Part. I

VARIABLE DAY PARTS

During an Encounter it is possible for the Day Part to move forward. Here's how we do it:

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- Each time the activation dice come up double *sixes* the Day Part moves one part forward. Morning becomes Daytime, Daytime to Evening etc.
- The only restriction is that there may be only one Morning or one Evening. Any results of double “sixes” that would cause a change in Day Part are ignored.

ENCOUNTERS

Your games in *All Things Zombie* are called Encounters.

Regardless of the type of Encounter you have it will never play out the way you expect it to because most of the time you will only have a vague idea of what to expect.

There are two types of Encounters found in *All Things Zombie*. They are:

- **Voluntary Encounters:** These are the ones you choose to have.
- **Involuntary Encounters:** These are the ones that NPCs choose to have on you!

It's time to go over the Encounters found in *All Things Zombie*. First the Voluntary Encounters:

- **Search** (page 69).
- **Raid/ Rescue** (page 69).
- **Take Back** (page 70).
- **Burglarized** (page 58).
- **Robbery** (page 71).

And now the Involuntary Encounters. They are:

- **Burglarized** (page 58).
- **Bushwhack** (page 71).
- **Raid: Defend** (page 69).
- **Robbery** (page 71).

INVOLUNTARY ENCOUNTERS

How do you have them? Here's how we do it:

- Roll 2d6 during the Campaign Turn Sequence (page 52).
- If doubles are rolled and the result is equal or lower than the Encounter Rating of the area you will have an Involuntary Encounter.
- Consult the Involuntary Encounter Table based on the area you are in for what type of Encounter you have stumbled into.

X

INVOLUNTARY ENCOUNTER

(Read the score as rolled)

#	URBAN	SUBURBAN	RURAL
1	Burglarized	Burglarized	Burglarized
2	Burglarized	Bushwhack	Bushwhack
3	Bushwhack	Bushwhack	Robbery
4	Robbery	Robbery	Raid: Defend
5	Robbery	Raid: Defend	Raid: Defend
6	Raid: Defend	Raid: Defend	Raid: Defend

Any Burglarized Encounter you score is in addition to any that may occur during the Campaign Turn.

PRESENTATION

Although they may be different Encounters are always presented in the same form.

- **Encounter Name** - This tells you the type of Encounter provides and brief description of what it is.
- **Objective** - This tells you how to be successful.
- **Forces** - This tells you the forces involved.
- **Terrain** - This outlines the terrain of the table.
- **Deployment** - This tells you where the forces and PEFs are placed.
- **Special Instructions** - This is information that is not covered in the other sections.

We've included four full blown Encounters that you will be using *after* the first 30 days of the Outbreak. But to get you started learning the rules we present your first four Encounters that occur in the first few weeks of the Outbreak.

FIRST 30 DAYS

We recommend that you play these first three Encounters to get a feel for the game. They count as Involuntary Encounters so if playing a Campaign you can use these in addition to any Voluntary Encounters you choose to have.

WEEK ONE – ZED!

“Did you hear about Frankie? I heard he ran into a Zombie last night,” she said with laugh.

“Yeah, right, just some whacked out druggie like in Miami. And that’s if Frankie’s even telling the truth!”

Set this up just like a Search Encounter. Instead of searching for Items/Resources you’re shopping and instead of Recruiting Grunts you’re meeting friends.

SPECIAL INSTRUCTIONS

- You’re out on your own and cannot recruit any others
- Use the Contact Days 1-10 Table (page 61) just like normal except all Citizens will be Neutral (1-4) or Friendly NPCs (5-6).
- If you haven’t met any Zombies when you resolve the last PEF, then they are Zombies. But don’t worry; any result of Zombies will be only one Zombie. After all, we’re just trying to get you acquainted with the rules.
- If you have a gun remember that the Police (page 62) are still in play.

WEEK TWO – ROBBERY!

Things are bad. You see Police cars rolling through town but not stopping and just yesterday you walked by a National Guard checkpoint where they’ve quarantined part of the city. It’s not safe to be on the streets right now.

Set this up just like a Search Encounter. Instead of searching for Items/Resources you’re shopping and instead of Recruiting Grunts you’re trying to get across town to your house.

SPECIAL INSTRUCTIONS

- Enter the table from section 9 and exit the table off of section 1.
- When you resolve a PEF roll on the following table as opposed to the normal table.

1

SPECIAL PEF RESOLUTION

(Read the score as rolled)

#	URBAN
1	You’re being robbed! Go to the Robbery Encounter and resolve. When finished continue the Encounter.
2	1 Citizen. Resolve a Meet & Greet (page 63).
3	1/2d6 Citizens. Resolve a Meet & Greet (page 63).
4	National Guard checkpoint. Resolve a Meet & Greet (page 63).
5	1 Zombie placed normally
6	1/2d6 Zombies placed normally

- If you Fast Move at any time someone will you will be reported to the Police just as if you fired shots.
- If you have a gun remember that the Police (page 62) are still in play.

WEEK THREE – ESCAPE!

You look outside from your home. The power’s been out for days and the Army’s enforcing Martial Law. Zombies are an everyday occurrence and the gangs are roaming the streets. You’ve made your decision; it’s time to go.

SPECIAL INSTRUCTIONS

- Set this up just like a Search Encounter.
- Remember, you’re no longer a Citizen so plan accordingly.
- You have to enter the table from section 1 then exit from section 9. Then re-enter from section 7 and re-exit from section 3.
- You haven’t recruited any Grunts yet but once you exit section 9 you automatically recruit one Grunt of your choice to help you on your return trip through the table.
- Once you re-enter the table you can recruit more Grunts if the opportunity arises.
- Use the Contact Days 21-30 Table (page 61) just like normal.
- If you *choose* to use a vehicle double the number of PEFs. Any Gangers you meet will also have vehicles.

DAY ONE

If you decide you want a real *personal* campaign game then we recommend visiting the Day One website.

<http://site.twohourwargames.com/ATZFFO/DayOneRough.pdf>

This is a downloadable PDF that you should use before starting your Campaign, We won't say much about it but you'll really enjoy it. Be sure that before you play it you have time to do so in one sitting. Reading it ahead of time will spoil the fun. And if you played the Day One in *ATZ – Better Than Zed* you still should give this one a try.

SEARCH

Man is a social animal. Even in the zombie world man has the desire to seek the company of others and to socialize.

In this Encounter the player is searching for other humans to recruit to their *band*. During this Encounter they are also on the lookout for any useful Items/Resources that can be found.

OBJECTIVE:

- You are trying to recruit others and find Items/Resources.
- You must find Items/Resources or recruit one or more Grunts to be successful.

FORCES

- You can use as many of your band as desired.
- The NPCs will be generated normally (page 73).

TERRAIN

- Generate terrain as you normally would (page 36).

DEPLOYMENT

- PEFs are placed on the table normally (page 60).
- Generate Zombies after the players have entered the table.

SPECIAL INSTRUCTIONS

- The player must decide the ER of the Encounter based on the area.
- The player must decide in which Day Part when the Encounter is occurring.

- Generate PEFs normally (page 60).
- Resolve PEFs as needed (page 60).
- Use the Defining Moment (page 64) when needed.
- Use the NPC Movement Table (page 65) when needed.
- Play continues until the player has found Items/Resources or recruited one or more Grunts, has been destroyed, or chooses to leave the table.

RAID/RESCUE

In the Raid Encounter you will be the raiding side if this is a Voluntary Encounter or the defending side if an Involuntary Encounter. You can choose to raid anyone you want. If you are being raided the raiders will be an opposing Class determined at random.

OBJECTIVE:

- You can be raid to acquire Items/Resources, to recover a Hostage, to take someone or thing or just out to inflict harm on the defenders for whatever reason. Feel free to provide the reasons why!
- You must accomplish what you set out to do if your raiding and if being raided you must drive off the raiders and stop them from succeeding.

FORCES

- You can use as many of your band as desired.
- The NPCs will be generated normally (page 73).

TERRAIN

- Generate terrain as you normally would (page 36).
- Place one (1-5) or two (6) buildings in section 2 if you are raiding or in section 8 if you are defending. If desired you can increase the number of buildings.

DEPLOYMENT

- If you are raiding you will enter from the table edge bordering sections 7, 8 and 9. You must exit the table from the edge that you entered.
- If you are defending you will place your characters in sections 7, 8 or 9.
- Generate Zombies after the players or NPCs have entered the table.

SPECIAL INSTRUCTIONS

- The player must decide the ER of the Encounter based on the area.
- The Raid will happen on the Day Part of your choosing if you are raiding or during the Daytime (1-2), Evening (3-5) or Night (6) if you are defending.
- Generate PEFs normally (page 60).
- Resolve PEFs as needed (page 60).
- Use the Defining Moment (page 64) when needed.
- Use the NPC Movement Table (page 65) when needed.
- When one or more raiding player figures moves to within LOS of a building resolve the PEF that is inside.
 - The figures, if any, will be inside the building if any shots have been fired. If no shots have been fired roll 1d6 for each figure.
 - If an even number is scored the figure is inside the building and may (1-3) or may not (4-6) be looking out of a window or door facing the player figures.
 - If an odd number is scored the figure is placed 1+1d6" outside of the building and may (1-3) or may not (4-6) be facing the player figures.
 - When a raiding figure enters an empty building roll 1/2d6. This is the number of uninterrupted turns of activation a figure must spend inside the building to loot it or free a Hostage if that was the target of the raid.
 - When entering a building roll 1d6. If the score is equal or less than the number of buildings you have entered, the Hostage will be inside. If you have not found the Hostage by the time you enter the last building there is a chance (1-5) that it inside but also a chance (6) that it was never on the table!
- Play continues until the player has looted the buildings, captured prisoners, freed the Hostage, been destroyed, or chooses to leave the table.

TAKE BACK

In this Encounter you want to find a safe place to live. To do this you must eliminate all zombies and opposing humans.

OBJECTIVE:

- You are trying to establish a safe place to live. You must eliminate every zombie from the table, resolve all PEFs, search every building and drive off every opposing human to be successful.

FORCES

- You can use as many of your band as desired.
- The NPCs will be generated normally (page 73).

TERRAIN

- Generate terrain as you normally would (page 36).

DEPLOYMENT

- PEFs are placed on the table normally (page 60).
- Generate Zombies after the players have entered the table.

SPECIAL INSTRUCTIONS

- The player must decide the ER of the Encounter based on the area.
- The player must decide in which Day Part when the Encounter is occurring.
- Generate PEFs normally (page 60).
- Resolve PEFs as needed (page 61).
- Use the Defining Moment (page 64) when needed.
- Use the NPC Movement Table (page 65) when needed.
- Play continues until the player has cleared the table and buildings of zombies, opposing humans and resolved all PEFs, has been destroyed, or chooses to leave the table.

ROBBERY

In this Encounter you are being robbed. Conversely you can choose to rob people.

OBJECTIVE:

- Prevent yourself from being robbed or harmed.

FORCES

- You may have members of your band with you. See the Special Instructions section for details.
- The NPCs will be generated normally (page 73).

TERRAIN

- Generate terrain as you normally would (page 36).

DEPLOYMENT

- PEFs are placed on the table normally (page 60).
- Generate Zombies after the players have entered the table.

SPECIAL INSTRUCTIONS

- The player must decide the ER of the Encounter based on the area.
- The robbery attempt will occur in the Evening.
- To see if one or more of your Grunts are with you roll 1d6 and add the result to your People Skill. Do the same to each Grunt you wish to take with you. If you score more than the Grunt it will go with you. If you score the same or less then it will not go as it has something else it must do.
- Place your character or characters on the table and outside of any building.
- The robbers are resolved as Enemies (page 64).
- Place them 2" and in LOS of your characters.
- The robber then draws its weapons.
- Both sides take a People Challenge.
- If the player scores more he can surrender 1/2d6 Items and the robbers will leave or everyone can go to an In Sight with the player characters counting as inactive.
- If the robbers score more the player can surrender 1/2d6 Items and the robbers will leave or everyone can go to an In Sight with the player characters counting as active.
- After the robbery the robbers will attempt to escape by Leaving the Table (page 33).

BUSHWHACK

If this is a Bushwhack Involuntary Encounter then set up the characters as described in the Robbery Encounter. Follow the same procedure except the characters must go to an In Sight Test. It's just a matter of seeing if the player characters are active (1-3) or not (4-6).

NEXT ENCOUNTER

After you have completed an Encounter you can choose what kind to have for you next. But don't forget Involuntary Encounters!

AFTERWARDS

After each Encounter is over its time to see what happens to your band. Here's how we do it:

- Determine if any band members, including you, can increase their Rep (page 71).
- Determine if any band members, including you, can increase their Skills (page 72).
- Determine if any band members, including you, have their Rep decrease (page 72).
- Determine if any band members, including you, have their Skills decrease (page 72).
- Have your band members take the Keeping it Together Test (page 73).

INCREASING REP

After every Encounter there is a chance that you and your Grunts can attempt to improve your Rep. Here's how we do it:

- The character killed at least one zombie.
- The character did not Runaway.
- The character did not go Out of the Fight.
- The Encounter was a success, the objective was achieved. Note that an Encounter could be a success for one character but not another.

If *all* four conditions are met the character has a chance to increase its Reputation. Here's how we do it:

- Roll 1d6 versus its Rep.
- If the score is higher than the current Rep or a "6" the character raises its Rep by one level. *The*

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maximum Rep a Grunt can have is six. A Star has no maximum Rep.

- Any other score and the Rep remains the same.

INCREASING A SKILL

You can choose to raise a Skill instead of your Rep. Here's how we do it:

- The character successfully used the Skill during the Encounter.
- The character did not Runaway.
- The character did not go Out of the Fight.
- The Encounter was a success, the objective was achieved. Note that an Encounter could be a success for one character but not another.

If all four conditions are met the character has a chance to increase its Reputation. Here's how we do it:

- Roll 1d6 versus its current Skill.
- If the score is higher than the current Skill or a "6" the character raises that Skill by one level. A Skill can never exceed the Rep of a Grunt or Star.
- Any other score and the Skill remains the same.

INCREASING A ZERO LEVEL SKILL

You can try and increase a zero level Skill to a level one instead of trying to increase another Skill. Here's how we do it:

- Choose which zero level Skill you want to increase to level one.
- Roll 1d6.
- If you score a "6" then you have raised it to level one.
- Any other score it remains at zero.

Hey, we never said it would be easy, we just said that you could do it.

DECREASING REP

Just as Rep can go up when you have a successful Encounter it can go down if the Encounter was a failure. Here's how we do it:

- If the Encounter was a failure, the objective was not achieved or if the character went Out of the Fight; it rolls 1d6.
- If the score is a "1" the Rep will 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 "2."

- Any other score and your Rep remains the same.

DECREASING SKILLS

When a character has its Rep decreased there is a chance that one or more of its Skills can decrease as well. Here's how we do it:

- As Skills may never be higher than the character's Rep. When a character has its Rep reduced be sure to adjust any Skills accordingly.

Example - Jim Bob Joe has a Rep of 4, People 3 and Savvy 4. He goes Out of the Fight on his last Encounter. He has a chance that his Rep will go down. Jim Bob Joe rolls a "1." His Rep is reduced to 3. As Skills may never exceed a character's Rep his Savvy Skill is reduced to 3 as well.

KEEPING IT TOGETHER

Grunts will join you for a variety of reasons. Maybe for mutual defense, the promise of security, 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 more reasons for him to leave. So to see if the band splits up this test is to be taken after each Encounter. Here's how it's done:

- Start with 1d6 per each point of your Rep.
- Modify this total by any applicable circumstances.
- Roll the modified total number of d6 and count how many successes (score of 1, 2 or 3) are scored. Keep this score as it will be applied to all of your group members.
- Next each member starts with 1d6 per point of Rep, modify this number by any applicable circumstances.
- Roll the modified total number of d6 and count how many successes (score of 1, 2 or 3) are scored by each member.
- Compare the number of successes scored by each member separately to your score. This could mean some will stay and some will go.
- Consult the Keeping It Together Table and immediately carry out the results.

ALL THINGS ZOMBIE – FINAL FADE OUT

REP KEEPING IT TOGETHER

(Looking for successes)

LEADER CIRCUMSTANCES	MODIFIER
If you went Out of the Fight	-1d6
Each group member that went OOF or OD	-1d6
If a Born Leader	+1d6
GRUNT CIRCUMSTANCES	MODIFIER
The Grunt's mind has ever been "poisoned"	+1d6
For each 3 consecutive months that the Grunt has been in the band	-1d6
If there wasn't one Food unit per band member, including the Star, at the start of the month.	+1d6

# OF SUCCESSES	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.	The Grunt leaves the group and "poisons" the minds of all other group members that have an equal or lower Rep to his.
Score more successes than the other side.	The Grunt remains in the group.	The Grunt leaves the group.
Both sides score zero successes.	If the last Encounter was a Success the Grunt remains in the group. If a Failure the Grunt leaves the group.	If the last Encounter was a Success the Grunt remains in the group. If a Failure the Grunt leaves the group.

FINAL WORD

That's it, all the rules. *All Things Zombie* is the game I always wanted to make. Not much more to add except I hope you have as much fun playing it as I did writing it, or as I did watching it write itself, going down paths I hadn't seen coming. Thanks again and like they say...Just play the game!

Ed Teixeira 9/2012

PRE-GENERATED GRUNTS

Use these tables when forming your band and as needed during your games. We've included more NPCs on the QRS that can be used "on the fly", during your games when encountered. Each pre-generated NPC has the following information, from left to right:

- #. The 2d6 total needed to roll to generate this character. Note that when recruiting Citizens and Gangers you will be required to roll 1d6 to determine which table to use. Conversely you can choose your Grunts.
- Gender.
- Age.
- Reputation.
- People Skill.
- Savvy Skill.
- Weapon.
- Attribute.
- Food Units.
- Luxury Items.
- Medical Supplies.
- Body Armor.

Want more variety? An easy way is to re-roll the Weapon and Attribute for each character.

ALL THINGS ZOMBIE – FINAL FADE OUT

CITIZEN (1-3)

#	GEN	AGE	REP	PEP	SAV	WPN	ATTRIBUTE	FOOD	LUX	MED	BAMR
2	M	M	4	3	2	BAP	Brawler	2	0	0	0
3	F	Y	4	3	2	P	Fast	1	1	0	0
4	M	T	4	2	3	BAR	Dim	1	1	0	0
5	F	Y	3	1	2	P	Rage	1	0	0	0
6	M	M	3	2	1	SG	Greedy	1	0	0	0
7	F	T	2	0	1	K	Runt	0	0	0	0
8	M	M	3	1	2	BAP	Slow	1	0	0	0
9	F	O	3	1	2	SB	Poser	1	0	0	0
10	M	Y	4	3	2	BAR	Free Spirit	1	1	0	0
11	F	M	4	3	2	SG	Logical	2	0	0	0
12	M	Y	3	1	2	SP	Agile	1	0	0	0

CITIZEN (4-6)

#	GEN	AGE	REP	PEP	SAV	WPN	ATTRIBUTE	FOOD	LUX	MED	BAMR
2	F	Y	4	3	2	BAR	Runt	2	0	0	0
3	M	T	3	1	2	P	Slow	1	0	0	0
4	F	O	4	3	2	BAR	Poser	1	1	0	0
5	M	M	3	1	2	P	Free Spirit	1	0	0	0
6	F	T	3	2	1	SG	Logical	1	0	0	0
7	M	M	4	2	3	BAR	Agile	2	0	0	0
8	F	M	3	1	2	P	Initiative	1	0	0	0
9	F	Y	3	1	2	SB	Hard As Nails	1	0	0	0
10	M	M	4	3	2	BAR	Born Leader	1	1	0	0
11	F	M	4	3	2	SG	Medic	2	0	0	0
12	M	M	3	1	2	SP	Attractive	1	0	0	0

GANGERS (1-3)

#	GEN	AGE	REP	PEP	SAV	WPN	ATTRIBUTE	FOOD	LUX	MED	BAMR
2	M	M	5	3	4	BAP	Attractive	1	1	1	1
3	F	Y	2	1	0	P	Brawler	1	0	0	0
4	M	T	5	4	3	BAMP	Fast	2	2	0	0
5	F	Y	3	2	2	MP	Dim	1	1	0	0
6	M	M	3	1	2	SG	Rage	1	0	1	0
7	M	O	5	4	3	BAP	Greedy	2	0	1	1
8	M	M	4	3	2	MP	Runt	1	2	0	0
9	M	M	3	2	1	Shotgun	Slow	2	0	0	0
10	F	Y	3	1	2	MP	Poser	2	0	0	0
11	M	M	3	2	1	SG	Free Spirit	1	1	0	0
12	F	M	3	2	1	P	Logical	1	1	0	0

ALL THINGS ZOMBIE – FINAL FADE OUT

GANGERS (4-6)

#	GEN	AGE	REP	PEP	SAV	WPN	ATTRIBUTE	FOOD	LUX	MED	BAMR
2	M	M	5	4	3	BAMP	Dim	2	2	2	0
3	M	Y	3	1	2	MP	Free Spirit	2	0	0	0
4	M	M	3	1	2	SG	Logical	1	1	0	0
5	F	M	5	3	4	BAP	Agile	1	3	0	0
6	M	Y	4	3	2	SG	Initiative	2	0	0	1
7	F	T	3	1	2	MP	Hard As Nails	2	0	0	0
8	M	O	2	1	0	None	Born Leader	1	0	0	0
9	M	M	5	3	4	AR	Medic	1	1	0	1
10	F	T	3	2	1	SG	Attractive	1	1	0	0
11	M	M	3	2	1	P	Brawler	2	0	0	0
12	F	Y	5	4	3	AR	Fast	3	1	1	0

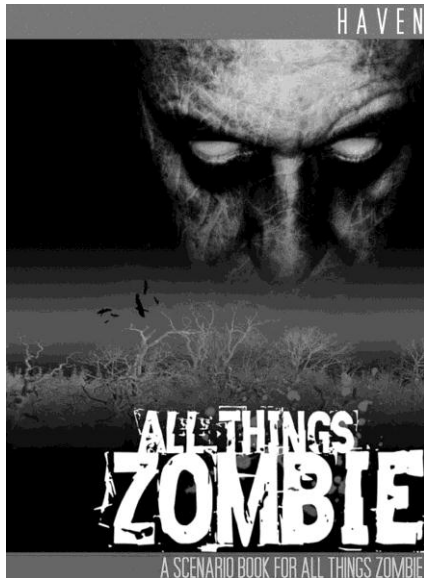
SURVIVORS (1-3)

#	GEN	AGE	REP	PEP	SAV	WPN	ATTRIBUTE	FOOD	LUX	MED	BAMR
2	M	Y	5	4	3	BAMP	Brawler	3	1	0	1
3	M	Y	3	1	2	MP	Fast	1	1	0	0
4	M	O	3	1	2	SG	Dim	2	0	0	0
5	M	Y	4	3	2	BAP	Rage	1	1	0	1
6	M	M	4	3	2	SG	Greedy	3	0	0	0
7	F	T	5	35	4	AR	Runt	2	3	0	0
8	M	M	4	3	2	SMG	Slow	1	2	0	0
9	F	M	4	2	3	AR	Poser	1	2	0	0
10	M	Y	3	2	1	SG	Free Spirit	2	0	0	0
11	M	M	3	2	1	P	Logical	2	0	0	0
12	F	M	5	4	3	AR	Agile	3	1	0	0

SURVIVORS (4-6)

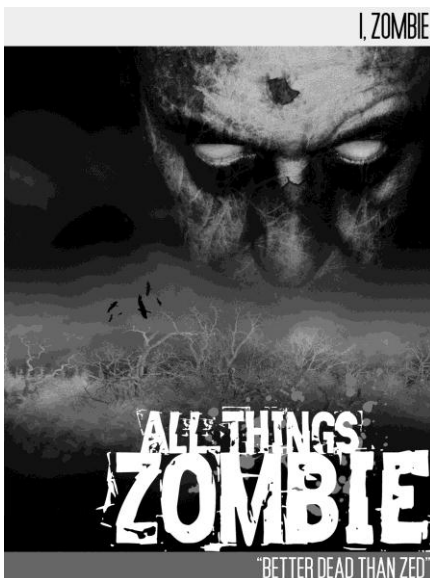
#	GEN	AGE	REP	PEP	SAV	WPN	ATTRIBUTE	FOOD	LUX	MED	BAMR
2	M	Y	5	4	3	BAMP	Born Leader	2	1	1	1
3	M	T	3	2	2	MP	Medic	2	1	0	0
4	M	Y	3	1	2	SG	Attractive	1	2	0	0
5	F	M	4	3	2	BAP	Brawler	2	2	0	0
6	M	T	4	3	2	SG	Fast	2	1	1	0
7	M	M	5	3	4	AR	Dim	3	1	1	0
8	M	Y	4	3	2	SMG	Rage	2	1	0	1
9	M	M	4	2	3	AR	Greedy	3	0	1	0
10	M	O	3	2	1	SG	Runt	3	0	0	0
11	F	Y	3	2	1	P	Slow	1	1	0	1
12	M	M	5	4	2	AR	Poser	3	2	0	0

WANT MORE?



SEND IN THE ARMY

In *Haven* you can choose to be a Police Officer, or a Military man with specific scenarios for those Classes. In addition we've tossed in new scenarios for Gangers and Survivors, military vehicles and a full blown independent settlement called Nowhere NV.



THE FOUR HORSEMEN HAVE ARRIVED

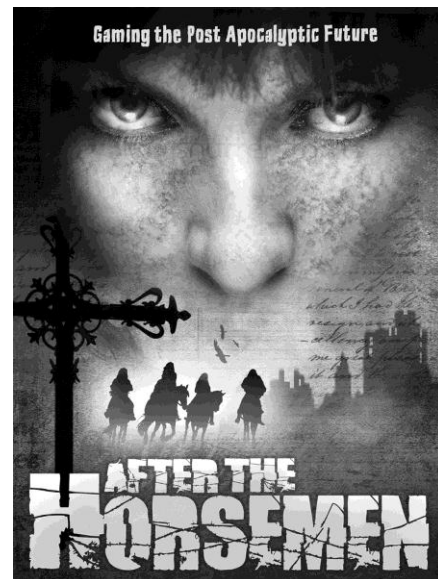
I, Zombie is the last book in the *All Things Zombie* Trilogy. In the previous two books, *ATZ* and *Haven*, we gave you the "how" of the game. How do you get started?

How do you shoot? How do vehicles work? Everything you need to know about how to play the game is in those two books.

Want to take it up a notch?

In *I, Zombie* we give you:

- A completely populated area to game in centered around the Post-Apocalyptic town of Lake Havasu City, AZ.
- Smart Zombies
- Ragers – Fast Zombies.
- BA Worms ... "I tremor just thinking about them!"
- Psionics.
- Rules for using interiors of buildings.
- A complete economic system that allows you to grow your gang of survivors.



WHAT HAPPENS AFTER THE HORSEMEN?

After the Horsemen takes place after *ATZ*, after mankind has totally broken down. How'd it happen? Who really cares? As one of the few people still alive it's your goal to survive and thrive in this new world. While some view it as the end of the world a few think of it as a new beginning. Kind of like the glass being half empty or half full, it's all how you look at it.

Welcome to the Wasteland, Max.

ALL THE TITLES ARE COMPATIBLE WITH ALL THINGS ZOMBIE – FINAL FADE OUT WITH LITTLE OR NO WORK.

ALL THINGS ZOMBIE – FINAL FADE OUT

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ALL THINGS ZOMBIE – FINAL FADE OUT

ALL THINGS ZOMBIE – FINAL FADE OUT

2 PEF MOVEMENT (Taken versus PEF Rep)

CIRCUMSTANCE	MODIFIER
If inside a building	-1 to Rep
If shooting has occurred this Encounter	+1 to Rep

#D6 PASSED	RESULT
2	PEF moves 12" directly towards nearest player character through cover at all times.
1	PEF moves 12" away from the nearest player character through cover at all times. If reach the table edge will move to the left (1-3) or right (4-6) but not off the table.
0	PEF doesn't move.

2 PEF RESOLUTION (Taken versus Encounter Rating of the area)

#D6 PASSED	RESULT
2	<i>Contact!</i> You've come across something. Go to the appropriate Contact Table.
1	<i>Something's out there.</i> The current ER of the area is increased by 1.
0	<i>Nothing to worry about.</i> Nothing but a bad case of nerves. Remove the PEF.

GETTING STARTED

Here's a Quick and Easy guide to getting started with ATZ.

- Choose your Star's Rep (page 4).
- Assign your Star's Skills (page 7).
- Roll your Star's 1st Attribute (page 8).
- Choose your Star's 2nd Attribute (page 8).
- See if your Star is Ambidextrous (page 8).
- Choose your Star's Class (page 8).
- Choose your Star's Weapons (page 23).
- Choose your Star's Items/Resources (page 53).
- Recruit your Star's band (page 10).
- Choose when the Campaign starts (page 52).
- Choose the Area where the Campaign is (page 53).
- Choose your Star's Home (page 57).
- Go to the Campaign Turn Sequence section and begin your first Campaign Turn (page 52).

2 NPC MOVEMENT (Taken versus NPC leader Rep)

#D6 PASSED	RESULT
2	Enemies that outnumber by 3:1 or more will split into two groups. One group will attempt to gain cover on flank of player to shoot. Other will seek cover and shoot. If not outnumbered will move towards enemy to shoot keeping to cover at all times. If no cover available will go prone. Neutrals ⁽¹⁾ will move towards the nearest player and attempt to Interact. If have already Interacted will counts as pass 1d6 Friends will move towards the nearest player and interact on Friend Interaction Table.
1	Enemies will seek cover and shoot. If no cover will go prone. Neutrals ⁽¹⁾ will move away from the nearest player or enter a building if available. If already inside a building will remain inside. Friends will move towards the nearest player and interact on Friend Interaction Table.
0	Enemies will not move. Neutrals ⁽¹⁾ will not move. Friends will move towards the nearest player and interact on Friend Interaction Table.

(1) Neutrals are those NPCs that you have met but are not enemies or friends.

ALL THINGS ZOMBIE – FINAL FADE OUT

CONTACT TABLES DAY PART MODIFIERS

(Used with All Contact Tables)

CIRCUMSTANCE	MODIFIER
Day Time	-1
Evening	+1
Night Time	+2

1 CONTACT DAYS 1-10

(Read result as rolled)

#	RESULTS
0	Citizens – Roll on the How Many Table with a +1
1	Citizens – Roll on the How Many Table with a +1
2	Citizens – Roll on the How Many Table with a +1
3	Citizens – Roll on the How Many Table
4	Citizens – Roll on the How Many Table
5	Zombies – Roll on the How Many Table with a -1
6	Zombies – Roll on the How Many Table with a -1
7	Zombies – Roll on the How Many Table
8	Zombies – Roll on the How Many Table

1 CONTACT DAYS 11 -20

(Read result as rolled)

#	RESULTS
0	Citizens – Roll on the How Many Table with a +1
1	Citizens – Roll on the How Many Table with a +1
2	Citizens – Roll on the How Many Table
3	National Guard – Roll on the How Many Table
4	Zombies – Roll on the How Many Table with a -1
5	Zombies – Roll on the How Many Table with a -1
6	Zombies – Roll on the How Many Table
7	Zombies – Roll on the How Many Table with a +1
8	Zombies – Roll on the How Many Table with a +1

1 CONTACT DAYS 21 -30

(Read result as rolled)

#	RESULTS
0	Citizens – Roll on the How Many Table with a +1
1	Gangers – Roll on the How Many Table
2	Survivors – Roll on the How Many Table
3	Army – Roll on the How Many Table
4	Zombies – Roll on the How Many Table
5	Zombies – Roll on the How Many Table
6	Zombies – Roll on the How Many Table with a +1
7	Zombies – Roll on the How Many Table with a +1
8	Zombies – Roll on the How Many Table with a +1

1

CONTACT DAYS 30+

(Read result as rolled)

#	RESULTS
0	Citizens – Roll on the How Many Table
1	Gangers – Roll on the How Many Table with a +1
2	Survivors – Roll on the How Many Table
3	Zombies – Roll on the How Many Table
4	Zombies – Roll on the How Many Table
5	Zombies – Roll on the How Many Table with a +1
6	Zombies – Roll on the How Many Table with a +1
7	Zombies – Roll on the How Many Table with a +1
8	Zombies – Roll on the How Many Table with a +1

1

HOW MANY

(Read the result as rolled)

CIRCUMSTANCE	MODIFIER
National Guard	2 rolls on the Citizen Table
Army	2 rolls on the Ganger Table
If in Urban Area	+1
If in Rural Area	-2

#	CITIZEN	GANG	POLICE	SURVIVOR	ZEDS
0	1	1	2	1	1
1	1	1	2	1	1
2	1	PG	2	1	1/2d6
3	2	PG	2	1	1 + 1/2d6
4	2	PG +1	2	1	PG + 1
5	3	PG +1	4	2	PG + 1
6	3	PG +2	6	3	PG + 2
7	3	PG +2	6	3	PG + 2
8	PG +2	PG +3	6	3	PG +3

PG = Player Group.

ALL THINGS ZOMBIE – FINAL FADE OUT

REP

MEET & GREET

(Looking for successes)

CIRCUMSTANCE	MODIFIER
Outnumbered – Group is outnumbered by 2:1 or more	-1d6

ARMY

# OF SUCCESSES	RESULT
Player scored more	Player may choose to Walk the Walk or count as if scored same number of successes. If you injure the Army you will count as <i>Enemies</i> .
Player scored same	Army will search you for weapons. If armed will place you under arrest and tell you to surrender your weapons. If unarmed they will not allow you to move past them and will send you on your way. If they see you again and you are past this spot they will immediately count you as <i>Enemies</i> . If you injure the Army or resist arrest you will count as <i>Enemies</i> .
Player scored less	Army will search you for weapons. If armed will place you under arrest and tell you to surrender your weapons. If unarmed they will not allow you to move past them and will send you on your way. If they see you again and you are past this spot they will immediately count you as <i>Enemies</i> . If you injure the Army or resist arrest you will count as <i>Enemies</i> .

CITIZENS

# OF SUCCESSES	RESULT
Player scored more	Player may choose to Walk the Walk or Talk the Talk. If Walk just go to In Sight. If Talk Citizens with equal or lower Rep will ask to join your group. Regardless of answer all will <i>barter</i> if desired.
Player scored same	Citizens will engage in pleasantries but that's all.
Player scored less	Citizens with lower or equal Rep engage in pleasantries but that's all. Citizens with higher Rep will Walk the Walk (1-3) or engage in pleasantries (4-6) but that's all.

GANGERS

# OF SUCCESSES	RESULT
Player scored more	Player may choose to Walk the Walk or Talk the Talk. If Walk just go to In Sight. If Talk Ganger with lower Rep will ask to join your group if you are also a Ganger while others will exchange pleasantries. Regardless of answer all will <i>barter</i> if desired.
Player scored same	Gangers choose to Walk the Walk.
Player scored less	Gangers choose to Walk the Walk.

NATIONAL GUARD

# OF SUCCESSES	RESULT
Player scored more	Player may choose to Walk the Walk or count as if scored same number of successes. If you injure the National Guard you will count as <i>Enemies</i> .
Player scored same	National Guard will engage in pleasantries but suggest that you “go home and stay indoors”.
Player scored less	National Guard will search you for weapons. If armed will place you under arrest and tell you to surrender your weapons. If unarmed they will not allow you to move past them and will send you on your way. If they see you again and you are past this spot they will immediately count you as <i>Enemies</i> . If you injure the National Guard or resist arrest you will count as <i>Enemies</i> .

POLICE

# OF SUCCESSES	RESULT
Player scored more	Player may choose to Walk the Walk or count as if scored same number of successes. If you injure the Police you will count as <i>Enemies</i> .
Player scored same	Police will engage in pleasantries and give warning as to possibly dangerous areas. Current ER immediately reduced by 1.
Player scored less	Police will search you for weapons. If armed will ask you to surrender your weapons. If agree, do so and continue on your way. If not then Walk the Walk - Go to In Sight. If you injure the Police you will count as <i>Enemies</i> .

ALL THINGS ZOMBIE – FINAL FADE OUT

SURVIVORS

# OF SUCCESES	RESULT
Player scored more	Player may choose to Walk the Walk or Talk the Talk. If Walk just go to In Sight. If Talk Citizens with equal or lower Rep will ask to join your group. Regardless of answer all will <i>barter</i> if desired.
Player scored same	Survivors will engage in pleasantries but that's all.
Player scored less	Survivors with lower or equal Rep engage in pleasantries but that's all. Survivors with higher Rep will Walk the Walk (1-2) or engage in pleasantries (3-6) but that's all.

WALK THE WALK

Players can always choose to Walk the Walk at any time. When doing so simply have both sides take an In Sight Test. This can happen even if the groups start out in sight of each other.

Example – A rival Ganger is active and scores a result of exchange pleasantries. In fact he even barter with you. You activate next and both groups are in view of each other. You decide to draw your gun and Walk the Walk. Both groups take the In Sight Tests.

ENEMIES

If you are an Enemy of someone and meet them again you do not take the Talk and Walk, instead go right to the In Sight. You can become an Enemy from a Talk and Walk Test or from other reasons that may arise. But friends may come and go but Enemies are for life!

CHALLENGE TEST

2

CHALLENGE TEST

(Taken vs. Rep)

A score of "6" is always a failure

CIRCUMSTANCE	MODIFIER TO REP
Challenge is very easy.	+1
Challenge is difficult.	-1
Each opponent over the first	-1
Challenger is using an applicable tool to increase the chance of success.	+1
Challenger or opponent has applicable Attribute.	+1/-1
Challenger has higher Rep than opponent if taking a Physical Challenge.	+1
Challenger has lower Rep than opponent if taking a Physical Challenge.	-1
Challenger has higher People Skill than opponent if taking a People Challenge.	+1
Challenger has lower People Skill than opponent if taking a People Challenge.	-1
Challenger has higher Savvy Skill than opponent if taking a Savvy Challenge.	+1
Challenger has lower Savvy Skill than opponent if taking a Savvy Challenge.	-1
CIRCUMSTANCE	MODIFIER
Challenger scored a Success on a previous Challenge with the Challenger.	Any result of pass 1d6 counts a pass 2d6 instead.
Challenger scored a failure on a previous Challenge with the Challenger.	Any result of pass 1d6 counts a pass 0d6 instead.

# D6 PASSED	RESULT
2	Character completes the challenge successfully.
1	Character may choose to immediately re-roll the challenge counting a result of pass 1d6 as if pass 0d6. OR Decide not to continue the challenge and may never try again.
0	Character fails and suffers consequences.

ALL THINGS ZOMBIE – FINAL FADE OUT

REP	IN SIGHT
<i>(Looking for successes)</i>	

CIRCUMSTANCE	MOD
Active - Character is active.	-1d6
Concealed - Enemy is concealed.	-1d6
Concealed Weapon– Weapon is out of sight and must be drawn to be used.	-1d6
Ducking Back - Character is Ducking Back.	(1)
Inactive – And moving in a vehicle	-1d6
Leaving the Table - Character is Leaving the Table.	(1)

(1) Ducking Back or Leaving the Table figure cannot fire.

IN SIGHT RESOLUTION

WHEN IT'S TIME TO ACT
Stars: Can choose to Fire, Duck Back, Charge into Melee, Move or Runaway.
Grunts: Go directly to Grunt Actions.
GRUNT ACTIONS
Retrieving Wounded: Continue movement.
If fired at and Outgunned: Forfeit your action and Duck Back instead.
Those that can fire will: Fire.
Those that cannot fire will: If in Charge Reach, will charge. If out of Charge Reach will Duck Back.

X	OUTGUNNED
<i>Stars, chargers, and those retrieving wounded are never outgunned.</i>	

CIRCUMSTANCE	RESULT
Fired at by a weapon with higher TR.	Outgunned.

WEAPONS TABLE

TYPE	RANGE	TARGET	IMP
Assault Rifle	48	3	3
BA Pistol	12	2	2
Bolt Action Rifle	48	1	3
Machine Pistol	12	3	1
Pistol	12	2	1
Semi-Automatic Rifle	48	2	3
Shotgun	12	3	2
Squad Automatic Weapon	48	4	3
Submachine Gun	24	3	1

TARGET	RANGED COMBAT
<i>(Each d6 added to Rep)</i>	
<i>A roll of two or more "ones" means out of ammo</i>	

#	RESULT
7 or less	SHOOTER MISSED
8	SHOOTER MISSED IF <ul style="list-style-type: none"> Moved Fast. Rush Shot. TARGET WAS MISSED IF <ul style="list-style-type: none"> Charging. In Cover. Prone. Moved Fast. If second or higher target. OTHERWISE – HIT.
9	SHOOTER MISSED IF <ul style="list-style-type: none"> Rush shot. TARGET WAS MISSED IF <ul style="list-style-type: none"> In Cover. If third or higher target. OTHERWISE – HIT.
10+	SHOOTER HITS TARGET

1	RANGED COMBAT DAMAGE
<i>(Read result as rolled)</i>	

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 Knocked Down Test.

ALL THINGS ZOMBIE – FINAL FADE OUT

CHARGE INTO MELEE

2 CHARGE INTO MELEE

(Taken versus Rep)
Zombies always count as passing 1d6

CHARACTER TYPE	MODIFIER
Survivor	+1d6
Citizen	-1d6
ATTRIBUTE	MODIFIER
Rage	+1d6
Runt	-1d6
CIRCUMSTANCE	MODIFIER
Target charged to rear	-2d6

#D6 PASSED	CHARGER	TARGET
More than opponent	Target may not fire. Charger moves into melee. No Reaction Tests taken. Target counts as Unarmed for the first round of melee.	Target fires up to the Target Rating. Charger moves into melee. No Reaction Tests taken.
Same as opponent	Target fires one shot. Charger moves into melee. No Reaction Tests taken.	Target fires one shot. Charger moves into melee. No Reaction Tests taken.

REP MELEE COMBAT

(Looking for successes)

MELEE WEAPON	MOD
Unarmed	-1d6
Improvised weapon	0d6
One Hand Melee Weapon	+1d6
Two Hand Melee Weapon	+2d6
ATTRIBUTE	MOD
Brawler	+1d6
Rage	+1d6
CIRCUMSTANCE	MOD
Evenly Matched - If fighting an opponent that scored a result of evenly matched and is still involved in a melee. <i>The effects are cumulative.</i>	+1d6
Prone - If fighting a prone enemy.	+2d6
Zombie Opponent - If fighting a zombie	+1 success

#

MELEE RESULTS

(Comparing successes)

SCORE	RESULT
Score more successes than opponent	Opponent knocked down. Roll 1d6 versus Impact. <ul style="list-style-type: none"> "1": Opponent Obviously Dead. Equal or less than the number of successes more but not "1": Opponent Out of the Fight. Score higher than more successes: Opponent knocked down and immediately takes Recover From Knock Down Test.
Same number of successes as opponent	Evenly matched. Remain in melee and when active may either break off the melee or continue the melee.

2

UNIVERSAL REACTION TESTS

REASON	PASS 2D6	PASS 1D6	PASS 0D6
FAST MOVE -1d6 if Citizen with cover between them and a threat	<i>All</i> - Move up to twice normal move counting as Moving Fast.	<i>All</i> - Move up to one and a half times normal move counting as Moving Fast.	<i>All</i> - Move up to one normal move counting as Moving Fast.
ZED OR NO ZED? Taken the very first time a zed comes to within 6" of you.	<i>All</i> - Identify target as Zombie, Charge into Melee taken normally. If doubles scored then Zombie is someone you know. Count as if passed 0d6.	<i>All</i> - Identify target as Zombie. Fire one shot and Zombie charges into melee. No Charge Into Melee Test is taken by either side.	<i>All</i> - Identify target as Zombie but too late. Cannot fire and Zombie charges into melee. No Charge Into Melee Test is taken by either side.
SEE THE FEAST Taken the first time you see a Zombie Feast	<i>All</i> - Stunned. Cannot act when next active but may react normally.	<i>All</i> - Duck Back and count as Stunned for 1/2d6 turns.	<i>All</i> - Runaway. Subject to future See the Feast Tests.

ALL THINGS ZOMBIE – FINAL FADE OUT

2 ARMY & NATIONAL GUARD REACTION TESTS

* = Star May choose to pass 2d6, 1d6, or 0d6.

REASON	PASS 2D6	PASS 1D6	PASS 0D6
RECEIVED FIRE * (LDR) +1d6 if in cover	<i>Outgunned</i> – Duck Back. <i>If retrieving wounded</i> – Carry On. <i>If in range and able to fire</i> - Fire. <i>If out of range or unloaded</i> - Charge into Melee if in reach, otherwise Duck Back.	<i>Outgunned</i> – Duck Back. <i>If retrieving wounded</i> – Carry On. <i>If in range and able to fire</i> – Fire. <i>If out of range or unloaded</i> - Charge into Melee if in reach, otherwise Duck Back.	<i>Outgunned</i> – Duck Back. <i>If retrieving wounded</i> – Carry On. <i>If in range and able to fire</i> – Rush Shot. <i>If out of range or unloaded</i> - Duck Back.
MAN DOWN * (LDR) +1d6 if in cover	<i>All</i> - Carry On.	<i>If twice more friends Stunned, Out of the Fight or Obviously Dead</i> – Duck Back. <i>Otherwise</i> - Carry On.	<i>All</i> - Runaway.
RECOVER FROM KNOCK DOWN <i>All Army and National Guard are protected.</i>	<i>Protected</i> – Knocked to ground but Carry On. <i>Otherwise</i> – Stunned. Figure may not act or react until having spent one full turn of activation doing nothing.	<i>All</i> - Out of the Fight.	<i>All</i> - Obviously Dead.
RECOVER FROM DUCK BACK (LDR)	<i>All</i> - Carry On.	<i>All</i> – Carry On.	<i>All</i> – Remain Ducked Back.

Note – “Friends” refers to the number of characters that started the Encounter.

ARMY

#	GEN	REP	PEP	SAV	WPN	ATTRIBUTE
2	M	4	2	3	AR	Born Leader
3	M	4	3	2	AR	Medic
4	F	4	3	2	AR	Attractive
5	M	4	3	2	AR	Brawler
6	M	4	3	2	AR	Fast
7	M	5	4	3	SAW	Dim
8	M	3	1	2	AR	Rage
9	F	4	2	3	AR	Greedy
10	M	4	3	2	AR	Runt
11	M	4	2	3	AR	Slow
12	M	3	2	1	AR	Poser

NATIONAL GUARD

#	GEN	REP	PEP	SAV	WPN	ATTRIBUTE
2	M	4	2	3	AR	Attractive
3	M	4	3	2	AR	Brawler
4	M	4	3	2	AR	Fast
5	M	3	1	2	AR	Dim
6	M	5	3	4	AR	Rage
7	M	4	2	3	SAW	Greedy
8	M	4	2	3	AR	Runt
9	F	3	1	2	AR	Slow
10	M	4	3	2	AR	Poser
11	M	4	3	2	AR	Free Spirit
12	M	3	2	1	AR	Logical

ALL THINGS ZOMBIE – FINAL FADE OUT

2

CITIZEN REACTION TESTS

* = Star May choose to pass 2d6, 1d6, or 0d6.

REASON	PASS 2D6	PASS 1D6	PASS 0D6
RECEIVED FIRE * (LDR) +1d6 if in cover	<i>Outgunned</i> – Duck Back. <i>If retrieving wounded</i> – Duck Back. <i>If in range and able to fire</i> – Rush shot. <i>If out of range or unloaded</i> – Duck Back.	<i>All</i> – Duck Back.	<i>All</i> – Runaway.
MAN DOWN * +1d6 if in cover	<i>All</i> - Carry On.	<i>All</i> - Runaway.	<i>All</i> - Runaway.
RECOVER FROM KNOCK DOWN	<i>Protected</i> – Knocked to ground but Carry On. <i>Otherwise</i> – Stunned. Figure may not act or react until having spent one full turn of activation doing nothing.	<i>All</i> - Out of the Fight.	<i>All</i> - Obviously Dead.
RECOVER FROM DUCK BACK (LDR)	<i>All</i> - Carry On.	<i>All</i> – Remain Duck Back.	<i>All</i> – Runaway.

Note – “Friends” refers to the number of characters that started the Encounter.

CITIZEN (1-3)

#	GEN	REP	PEP	SAV	WPN	ATTRIBUTE
2	F	4	3	2	BAP	Runt
3	M	4	3	2	P	Slow
4	F	4	2	3	BAR	Poser
5	M	3	2	1	P	Free Spirit
6	F	3	1	2	SG	Logical
7	M	2	1	0	K	Agile
8	F	3	2	1	BAP	Initiative
9	M	4	3	2	BAR	Hard As Nails
10	F	3	1	2	P	Born Leader
11	M	4	3	2	SG	Medic
12	M	3	1	2	SP	Attractive

CITIZEN (4-6)

#	GEN	REP	PEP	SAV	WPN	ATTRIBUTE
2	M	4	2	3	BAP	Dim
3	F	4	2	3	P	Rage
4	M	4	3	2	BAR	Greedy
5	F	3	2	1	P	Runt
6	M	3	1	2	SG	Slow
7	F	2	1	0	K	Poser
8	M	3	2	1	BAP	Free Spirit
9	F	3	2	1	SB	Logical
10	M	4	3	2	BAR	Agile
11	F	4	3	2	SG	Initiative
12	M	3	1	2	SP	Hard As Nails

ALL THINGS ZOMBIE – FINAL FADE OUT

2

GANGER REACTION TESTS

* = Star May choose to pass 2d6, 1d6, or 0d6.

REASON	PASS 2D6	PASS 1D6	PASS 0D6
RECEIVED FIRE * (LDR) +1d6 if in cover	<i>Outgunned</i> – Duck Back. <i>If retrieving wounded</i> – Carry On. <i>If in range and able to fire</i> – Rush Shot. <i>If out of range or unloaded</i> - Charge into Melee if in reach, otherwise Duck Back.	<i>All</i> – Duck Back.	<i>All</i> - Runaway.
MAN DOWN * (LDR) +1d6 if in cover	<i>All</i> - Carry On.	<i>If more friends Stunned, Out of the Fight or Obviously Dead</i> - Runaway. <i>Otherwise</i> - Carry On.	<i>All</i> - Runaway.
RECOVER FROM KNOCK DOWN	<i>Protected</i> – Knocked to ground but Carry On. <i>Otherwise</i> – Stunned. Figure may not act or react until having spent one full turn of activation doing nothing.	<i>All</i> - Out of the Fight.	<i>All</i> - Obviously Dead.
RECOVER FROM DUCK BACK (LDR)	<i>All</i> - Carry On.	<i>All</i> – Remain Duck Back.	<i>All</i> – Runaway.

Note – “Friends” refers to the number of characters that started the Encounter.

GANGER (1-3)

#	GEN	REP	PEP	SAV	WPN	ATTRIBUTE
2	M	5	3	4	BAP	Dim
3	F	2	0	1	P	Free Spirit
4	M	5	4	3	BAMP	Logical
5	F	3	2	1	MP	Agile
6	M	3	1	2	SG	Initiative
7	M	5	4	3	BAP	Hard As Nails
8	M	4	4	3	MP	Born Leader
9	M	3	1	2	Shotgun	Medic
10	F	3	1	2	MP	Attractive
11	M	3	1	2	SG	Brawler
12	F	3	1	2	P	Fast

GANGER (4-6)

#	GEN	REP	PEP	SAV	WPN	ATTRIBUTE
2	M	5	4	3	BAMP	Born Leader
3	M	3	2	1	MP	Medic
4	M	3	1	2	SG	Attractive
5	F	5	4	3	BAP	Brawler
6	M	4	3	2	SG	Fast
7	F	3	1	2	MP	Dim
8	M	2	0	1	None	Free Spirit
9	M	5	4	3	AR	Logical
10	F	3	1	2	SG	Agile
11	M	3	1	2	P	Initiative
12	F	5	4	3	AR	Hard As Nails

ALL THINGS ZOMBIE – FINAL FADE OUT

2

POLICE REACTION TESTS

* = Star May choose to pass 2d6, 1d6, or 0d6.

REASON	PASS 2D6	PASS 1D6	PASS 0D6
RECEIVED FIRE * (LDR) +1d6 if in cover	<i>Outgunned</i> – Duck Back. <i>If retrieving wounded</i> – Carry On. <i>If in range and able to fire</i> - Fire. <i>If out of range or unloaded</i> - Charge into Melee if in reach, otherwise Duck Back.	<i>Outgunned</i> – Duck Back. <i>If retrieving wounded</i> – Carry On. <i>If in range and able to fire</i> – Rush Shot. <i>If out of range or unloaded</i> - Charge into Melee if in reach, otherwise Duck Back.	<i>Outgunned</i> – Duck Back. <i>If retrieving wounded</i> – Carry On. <i>If in range and able to fire</i> – Rush Shot. <i>If out of range or unloaded</i> - Duck Back.
MAN DOWN * (LDR) +1d6 if in cover	<i>All</i> - Carry On.	<i>If twice more friends Stunned, Out of the Fight or Obviously Dead</i> - Runaway. <i>Otherwise</i> - Carry On.	<i>All</i> - Runaway.
RECOVER FROM KNOCK DOWN <i>All Police are protected after Day 10, otherwise SWAT only.</i>	<i>Protected</i> – Knocked to ground but Carry On. <i>Otherwise</i> – Stunned. Figure may not act or react until having spent one full turn of activation doing nothing.	<i>All</i> - Out of the Fight.	<i>All</i> - Obviously Dead.
RECOVER FROM DUCK BACK (LDR)	<i>All</i> - Carry On.	<i>All</i> - Carry On.	<i>All</i> – Remain Ducked Back.

Note – “Friends” refers to the number of characters that started the Encounter.

POLICE

#	GEN	REP	PEP	SAV	WPN	ATTRIBUTE
2	M	5	3	4	BAP	Born Leader
3	M	3	2	1	BAP	Medic
4	M	3	1	2	BAP	Attractive
5	F	4	2	3	BAP	Brawler
6	M	4	3	2	BAP	Fast
7	M	5	4	3	BAP	Dim
8	M	4	2	3	BAP	Free Spirit
9	M	4	3	2	BAP	Logical
10	M	3	1	2	BAP	Agile
11	F	3	0	2	BAP	Initiative
12	M	5	3	4	BAP	Hard As Nails

ALL THINGS ZOMBIE – FINAL FADE OUT

2 SURVIVOR REACTION TESTS

* = Star May choose to pass 2d6, 1d6, or 0d6.

REASON	PASS 2D6	PASS 1D6	PASS 0D6
RECEIVED FIRE * (LDR) +1d6 if in cover	<i>Outgunned</i> – Duck Back. <i>If retrieving wounded</i> – Carry On. <i>If in range and able to fire</i> - Fire. <i>If out of range or unloaded</i> - Charge into Melee if in reach, otherwise Duck Back.	<i>Outgunned</i> – Duck Back. <i>If retrieving wounded</i> – Carry On. <i>If in range and able to fire</i> – Rush Shot. <i>If out of range or unloaded</i> - Duck Back.	<i>All</i> – Duck Back.
MAN DOWN * (LDR) +1d6 if in cover	<i>All</i> - Carry On.	<i>If more friends Stunned, Out of the Fight or Obviously Dead</i> - Runaway. <i>Otherwise</i> - Carry On.	<i>All</i> - Runaway.
RECOVER FROM KNOCK DOWN	<i>Protected</i> – Knocked to ground but Carry On. <i>Otherwise</i> – Stunned. Figure may not act or react until having spent one full turn of activation doing nothing.	<i>All</i> - Out of the Fight.	<i>All</i> - Obviously Dead.
RECOVER FROM DUCK BACK (LDR)	<i>All</i> - Carry On.	<i>All</i> – Remain Duck Back.	<i>All</i> – Runaway.

Note – “Friends” refers to the number of characters that started the Encounter.

SURVIVORS

#	GEN	REP	PEP	SAV	WPN	ATTRIBUTE
2	M	5	3	4	BAMP	Born Leader
3	M	3	2	1	MP	Medic
4	M	3	1	2	SG	Attractive
5	F	4	2	3	BAP	Brawler
6	M	4	3	2	SG	Fast
7	M	5	4	3	AR	Dim
8	M	4	2	3	SMG	Agile
9	M	4	2	3	AR	Initiative
10	M	3	1	2	SG	Hard As Nails
11	F	3	1	2	P	Greedy
12	M	5	3	4	AR	Runt

ALL THINGS ZOMBIE – FINAL FADE OUT

3

ATTRIBUTES

#	ATTRIBUTE
3	Born Leader: Counts a +1d6 when taking the Keeping It Together Test if they are the Leader.
4	Medic: Those with the Medic Attribute can help other characters to recover from wounds. There are two levels of the Medic Attribute; level one (1-5) and level two (6). When a character rolls the After the Battle Recovery Test (page ##) if a Medic is present the Medic rolls 1d6 for each level of Medic Attribute he possesses. Each Medic Die works like a Leader Die, is compared to the Rep of the Medic, and is applied to the character taking the test. Medic Dice can be combined with Medical Supplies (page ##).
5	Attractive: Counts a +1 when taking a People Challenge against the opposite sex.
6	Brawler: Counts a +1d6 when in melee.
7	Fast: Normal move is now 10" and allowed to use 3d6 when taking the Fast Move Test counting all three results
8	Dim: Counts a -1 when taking a Savvy Challenge.
9	Rage: Counts a +1d6 when in melee. Counts a +1d6 when taking the Charge into Melee Test
10	Greedy: Empty structures, corpses, or anything that offers possibility of loot will delay him for 1d6 turns. A Leader can cut this short by moving to within 1".
11	Runt: Counts a -1d6 when taking the Charge into Melee Test.
12	Slow: Only rolls 1d6 when taking the Fast Move Test.
13	Poser: Will roll only 1d6 when taking the Received Fire and Man Down Tests.
14	Free Spirit: Counts a +1 when taking a People Challenge but counts a -1 when taking a Savvy Challenge.
15	Logical: Counts a +1 when taking a Science or mechanical related Savvy Challenge.
16	Agile: Counts a +1 when taking any Physical Challenge involving agility
17	Initiative: Counts one Rep higher for Activation purposes when operating alone.
18	Hard as Nails: Once during each Encounter the character treat its first human inflicted Obviously Dead result as a Knock Down result instead.

2

AFTER THE BATTLE RECOVERY

(Taken vs. Rep)

CIRCUMSTANCE	MODIFIER
Each Medic Die	+1d6
If using a Medical Supply	+1d6

#D6 PASSED	RESULT
2	All will return to the band.
1	Out of the Fight returns to the band. Those that Ran Away will not return.
0	Figure does not return.

2

MERCY

(Taken versus People Skill)

CIRCUMSTANCE	MODIFIER
If occurring during Days 1-20	+1d6
Surrendering	+1d6
Surrendering and have a higher People Skill than the enemy Leader	+1d6

#D6 PASSED	RESULT
2 or more	They take all your weapons and Items/Resources but you are left alive. Onto the next Encounter.
1	<i>Gangers</i> kill Survivors and rival Gangers and rob Citizens of all their Items/Resources. Onto the next Encounter. <i>Survivors</i> take all the weapons and Items/Resources from Gangers, Survivors and Citizens but leave Citizens with one Food for all of them. Onto the next Encounter. <i>Citizens</i> kill Gangers and take all weapons and Items from Survivors and Citizens but let them live. Onto the next Encounter.
0	Obviously Dead. Game over man!



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