

Palladium Books® Presents:

Fear the Reaper™



Dead Reign® Sourcebook Four

By Matthew Clements

Warning!

Horror, Violence, Zombies & the Supernatural

The *fictional* world of **Dead Reign®** contains subject matter that deals with the supernatural, death cults, zombies, conspiracy theories, the paranormal, magic, war and extreme violence.

The setting is our modern world taken over by the walking dead – zombies. Hideous animated corpses that feed upon the living. The heroes are ordinary people who battle for their own survival and to reclaim the world from the dead. Human civilization has collapsed, our cities and towns are infested with zombies, madmen and cultists.

Some parents may find the subject matter, violence, magic and supernatural elements of the game inappropriate for young readers/players. Furthermore, the realistic manner in which the fictional horror material is presented *may* be disturbing for some young readers.

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Fear the Reaper™ is a sourcebook
for the ***Dead Reign®*** zombie role-playing game.

Dedication from the Author

For everyone who feels the need to make their own path in life, from the trailblazers of old to modern day pioneers. There are always new frontiers out there for those who are willing to explore and take risks.

– Matthew Clements, November 2013

Dedication

To Matthew Clements, the author of this book. You've earned it. I love your imagination, the fact that you are up for any challenge and can write anything, and I admire your courage to follow your dreams. May those dreams come true. It is a joy working with you, Matt.

– Kevin Siembieda, November 2013

The cover, by *E.M. Gist*, depicts a zombie Crawler bellowing in the middle of the road. In my imagination, this is a zombie that was just run over and cut in half. Originally submitted by E.M. Gist as a cover to *The Rifter*® #45, it inspired my idea for a Road Reaper Sourcebook. Thus, it seemed only fitting to also use it as the cover to this very book. Enjoy. – Kevin Siembieda, Publisher

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Fear the Reaper™

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– *Kevin Siembieda, 2013*

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“*Memento Mori*”

“Remember that you are mortal.”

– *Motto of the Road Reapers*

Rachel ran, staggering, sweat and tears mixing in her eyes. The dozen or so shuffling figures had been chasing her for what seemed like hours. She had twisted her ankle when her car overturned, and even as slow as the zombies were, it took every ounce of energy just to stay a few desperate feet ahead.

An engine rumbled somewhere nearby. A long shape swept through the darkness, shooting out of an alley and blazing past. One of the zombies fell.

Rachel looked all around, confused. She saw nothing.

Two more long shadows emerged from the darkened side streets, buzzing in close to the zombies. There was a flash of blades, a stifled zombie moan, and she thought she could see tires spinning in the moonlight, grinding a scowling undead face into the pavement.

She stopped. The zombies were disoriented now, no longer chasing her. A row of silhouettes appeared far up the road, closing in fast, engines whining. They grew larger and larger as they bore down on the Slouchers, a blurred image of riders painted with flashing brush strokes of black leather and chrome, boots and bandanas.

A chain with a heavy padlock on the end whipped into a zombie's head. A samurai sword chopped one of the undead in half at the belly with a single pass. A passenger fired a crossbow point-blank, holding on to the rider in front of her.

In a matter of seconds, the zombies were nothing but twitching chunks of chopped meat. One of the bikers pulled to a stop in front of Rachel as the others surged onward, looking for stray Slouchers and the occasional Crawler that may have been overlooked. The biker removed his helmet; a flying Grim Reaper waving a sickle was painted on each side.

“Are you alright?” he asked, eyes searching left and right. Rachel could see a pistol held unobtrusively in one hand.

“It's my ankle. I think I rolled it.”

“Here, hold on to my shoulder. We'll get you off the street.”

He holstered the pistol and helped her back to his bike. “You ever been on a motorcycle before?”

“Yeah, my ex-boyfriend used to have one.”

“Have you seen him since . . . since all this?”

“No.”

“Well, then your boyfriend's dead, sweetheart, or if he's any good, he's one of us.”

“Who are you?”

“We are the Road Reapers. Death on wheels. But if you mean me specifically, my name is Brad Ashley.”

The Road Reapers

“Don't you give in to despair. There is hope. The growing legion of Road Reapers and survivor camps are living proof of that. We fight for you, but YOU are the real heroes. Don't let us down.”

– *Brad Ashley, Leader of the Road Reapers*

In the time since the Wave and the coming of the zombies, those who traditionally protect and defend society have disappeared or been scattered by fate. In their place, survivors must provide for each other, protect the innocent against zombies, and keep fighting in the endless war on the risen dead.

The most famous zombie fighters of this terrifying new world are the **Road Reapers** and their reluctant general, Brad Ashley. A mix of motorcycle clubs, biker gangs, street racers, off-roaders, former highway patrolmen, thugs and new recruits, Road Reapers have the speed and skill to stay one step ahead of zombies, using bikes and guns to wage a wheeled crusade against the undead and the sinister Death Cults alike. They sweep in on their vehicles to rescue civilians or wipe out the zombies in an area, getting out as the streets become clogged with masses of dead. Where the image of the biker was once synonymous with criminals, rebels and outlaws, those who have been saved by the Road Reapers now see themselves as traveling warriors, freedom fighters and knights on bikes who give their lives to defend those who have not yet succumbed to the zombie hordes.

The Road Reapers are not a well-connected army with uniforms, standard equipment and procedures. Instead, the Road Reaper philosophy is a way of life amongst the dead. Always on the road, always fighting, killing zombies and rescuing people who couldn't have cared less about bikers before the dead rose. Brad Ashley and his disciples have spread their hard-won wisdom and fighting tactics throughout survivor groups and fellow street soldiers. They print and distribute the **Road Reapers' Survival Guide** through whatever means they can find. It is a small booklet that has saved countless human lives and gives survivors that the Road Reapers cannot physically reach a fighting chance.

Now that things have reached a kind of insane equilibrium with camps of survivors hidden throughout a world crawling with zombies, the Road Reapers have split into smaller groups to widen their impact. A troop of riders will patrol the open road looking for survivors who they can rescue, train or assist. Locals know where motorcycle dealerships and dirt-bike rentals can be found, which are attractive targets for the Road Reapers. They also might be able to point out concentrations of zombies for the biker heroes to avoid or attack, or human enemies like Death Cults, Retro-Savages and raiders to take down.

For every person who is saved by the Road Reapers, a dozen more embattled survivors learn of the heroes when they see a pack of bikers cruise by, cutting down zombies and revving their engines. Even more learn about them in the **Road Reapers' Survival Guide**, which has elevated the bikers to the status of living legends. As a result, when the Road Reapers do make an appear-

ance, some people are too afraid to make contact even if an opportunity presents itself. Most are either concerned that the Road Reapers are really just raiders or are too terrified to reach out to *anyone* for any reason. In a time of so much death and suffering, however, the Road Reapers, and all zombie fighters who dare to hope for a future, have learned the true value of human life. They have dedicated themselves to the war against the dead, protecting the innocent and delivering wheeled justice to zombies and madmen alike.

The Birth of the Road Reapers

They gathered close around the fire, worried faces, shuffling feet. These were the leaders, the Road Captains, people who were supposed to stand strong no matter what. People the others were supposed to look up to.

Around them, bikes were parked throughout the trees. Riders with guns kept watch on the woods all around them, nervous, twitchy. They had seen many things in the last twenty-four hours. Things they could not understand.

"I say we grab our shit and ride up to South Dakota. I do the rally in Sturgis every year, I know the way. There ain't nobody up there. Less people means less of these . . . things."

"And what do we do when winter comes? We've gotta go west, where it's warm. Arizona or Nevada or something. There's nowhere for these dead bastards to hide out in the desert."

"There's nothing to eat, either. How long do you think the supermarkets are gonna last? We need farmland, or else none of this even matters."

"I ain't no farmer, and I don't plan on ever being one."

"Then I guess you don't plan on eatin', do you?"

Brad stood in silence, looked around at the others, further away from the fire. Boots and jackets, leather and chains. Many of them were wounded, tired, beat up. To the others, they were just normal people who liked bikes. But Brad Ashley saw something else, something greater. He saw knights of old reborn, he saw cavalry sweeping in to crush the undead.

"Why don't we fight back?" he said simply.

The conversation stopped. Eyes turned to him.

"We don't even know what we're fighting against."

"They look like people to me."

"Dead people. Dead people who refuse to die."

"Maybe they just need some convincing."

Brad stepped out in front of the light from the flames.

"I don't know what the rest of you are thinking, but I only know how to do one thing: ride. These zombies can't keep up with us. No one can keep up with us. We use that to our advantage. We become the hunters. If we're always on the offensive – then we'll never be on the run."

When the Wave exploded into the full-blown rise of the zombies, the Road Reapers were cruising near Milwaukee, out on the club's annual road trip. A large biker organization from the greater Chicago area, the dozen different chapters and charters that made up the Road Reapers would come together every year for one big ride up and down the state of Wisconsin. Though some bikers had fallen ill, most showed up for the event, eager to get out of the increasingly chaotic Windy City for a while. None could know that the Wave was only the beginning, a sign of much, much worse to come.

When the zombies began to flood the streets, the Road Reapers were almost two-hundred strong, dozens and dozens of bikers watching each other's backs and sharing fuel and resources. They quickly realized that it was futile to try to help the shuffling dead; only a bullet to the head could release them from their macabre reanimation. Bikers who were 'killed' by the zombies would rise up again, twisted, cannibalistic mockeries of their former selves. There was nothing that could be done for them.

That night, after emptying out a pair of gun stores, the newly armed Road Reapers made camp deep within the forest, away from the madness of the cities and suburbs. There, the leaders of each chapter and charter gathered to discuss the future. They each had their own plans: escape north, flee west to the desert, hunker down until the zombies slowly died off. Only one man dared to suggest they fight back: Brad Ashley.

Newly promoted after the death of his chapter's Road Captain, Brad Ashley organized the rest of the Road Reapers into packs that could combine forces for large operations or split up into individual units. They headed south for the border with Illinois and their home: Chicago.

The Battle of Chicago

Now committed to fighting the zombies, the Road Reapers swept back onto the road. *Their first mission:* Fight their way back home to Chicago, rescue their families and loved ones, and escape back onto the road. If they struck fast they could get in and get out before the number of zombies made movement impossible. Or so they thought.

The world the Road Reapers saw as they closed in on Chicago was very different from that which they had left behind. Distant fires burned day and night, crowds of the dead filled the streets. The bikers rode past the scenes of battles where no corpses were left behind, just abandoned police vehicles, blood trails and empty shell casings.

They had planned to be out of the city before anyone or anything knew they were there. Instead, the Road Reapers arrived in the middle of an apocalyptic firefight between the Illinois National Guard and zombie hordes that vastly outnumbered them. Ordered out into the streets to direct traffic and supervise emergency medical treatment during the Wave, the soldiers were armed for crowd control, not open warfare, and called in every reservist, aircraft and armored vehicle they could once the scale of the zombie threat became apparent. Even so, the endless waves of the dead pouring out from within the city were too much; ammunition ran low, cowards broke and ran, and the defense of Chicago devolved into savage hand to hand fighting.

At this pivotal moment, the Road Reapers unleashed their full fury upon the zombies. Winding their way through the city, they followed the sound of machine-guns and explosions to the epicenter of the battle. The bikers crashed into the distracted zombies like a tide of wheels and improvised weapons, rescuing hundreds of National Guardsmen who had been cut off from their comrades. The soldiers rallied behind the Road Reapers and charged back into the heart of the city where the battle raged at its fiercest.

Over the next three days and nights, the bikers and soldiers fought side by side, weathering the siege of attacking zombies. Bombs and artillery wiped out whole crowds of the undead in the blink of an eye, but the ensuing firestorms that swept through the



Windy City killed zombies and survivors alike. Motorcycles rode alongside tanks and humvees, smoke filled the sky during the day and fires lit up the clouds at night. Individual acts of heroism went unrecorded and unnoticed in the chaos of flying bullets and running bodies.

When it was finished, the streets were riddled with craters and entire neighborhoods had been reduced to ash by raging fires. Weary soldiers and bikers tried to figure out who was still alive as they retreated back into the suburbs. Some of the Road Reapers had found their missing families under the protection of the National Guard, others had watched their loved ones die or could uncover no evidence of any fate, good or bad. One way or another they would have to abandon Chicago; the ruins and ash-fields were still stalked by an uncountable number of the risen dead, and few human survivors remained.

The grateful soldiers spared what weapons, ammo and intelligence they could before the Road Reapers struck out on the open road again. A few hundred of them rode off with the bikers and in short order, became Road Reapers themselves. Now veteran zombie fighters united by a shared loyalty to *Brad Ashley* and the Road Reaper way of life, they would spread out throughout the continent, serving up retribution to zombies, rescuing survivors and standing strong as a symbol of determination and resolve.

A Crusade Against the Dead

*“On wheels we ride all through the night,
on wheels we live, on wheels we fight.
These roads are ours, we have earned
them by bloodshed and rubber burned.
Be you Cult of Death or zombie creeper,
you better watch your back,
you better fear the reaper.”*

– Big Gus, Road Reaper and One Damn Lousy Poet

Road Reapers are not the kinds of people who are willing to hide away in Safe Haven Communities or spend their time running from the zombie hordes. They believe that the only way to free the world from the menace of the risen dead is to fight until both the *zombies* and the *Death Cults* are wiped out forever. Road Reapers have voluntarily taken it upon themselves to stand between the innocent and the waves of the animated dead that threaten to descend upon them at every turn. Once ordinary Joes, gearheads, street racers and renegades, they have become knights who ride to the rescue when things get out of hand.

In places where the Road Reapers regularly operate, their reputation is known and their riders are trusted. Safe Haven Communities cheer when these bikers drive into town, and stranded survivors watch and listen for some sign of motorcycles and their rumbling engines. Children look up to the Road Reapers, teenagers try to join their ranks, and adults share intelligence and information, and may even provide a few spare bullets, fresh water, food, spirits, meds and other supplies. Most survivors and Safe Haven Communities are happy to give Road Reapers a roof over their heads when the warriors need a place to sleep or rest for a few days. And that’s all it ever is, a few days. With some exceptions, Road Reapers are constantly on the move.

To **Retro-Savages** and **Death Cults**, the Road Reapers are fundamental enemies who must be destroyed whenever they are encountered, the crusade stopped in its tracks. Retro-Savages

hate their use of vehicles and technology, and both they and the Death Cultists are incensed when the Road Reapers kill their beautiful zombies. Unlike mindless Slouchers who function on instinct, humans can use strategies like disrupting fuel supplies and tainting water sources. Insanely committed to their cause, Retro-Savages and Death Cultists are also both willing to throw their own lives away to spread the glory of the walking dead, and are arguably more dangerous than any zombie.

The Biker Image

Before the Wave, the image of the stereotypical ‘biker’ was associated with crime, lawlessness and social rebellion. While motorcycles and motorcycle culture had become much more mainstream over the years, biker gangs who ran guns and drugs, and committed even more heinous crimes like human trafficking and murder, kept the outlaw biker image alive in the minds of most people.

Now that zombies rule the Earth, many survivors are cut off from any outside information. People who have not heard of the **Road Reapers** may be untrusting, unwilling to reveal their location or share their resources. Some may be outright hostile. After all, Road Reapers and raiders look very much alike, and no one can be accused of being too careful or suspicious in the aftermath of a zombie apocalypse.

White flags and cautious introductions are a start, but most Road Reapers are introduced to groups of survivors after they rescue a few of the survivor group’s members who were out on the move. Sometimes bandits or raiders will claim to be Road Reapers to earn the trust of survivors whom they wish to exploit, but the Road Reapers have utterly annihilated a handful of such imposters in revenge for using their name, seeing them as traitors to humanity, little better than the Death Cultists, and without insanity or mass hysteria as an excuse. Stories of such deadly enforcement of the Road Reapers’ hard-earned reputation have kept imposters to a bare minimum.

Selfless or Suicidal?

In desperate conditions, Road Reapers are known for volunteering to hold the line, often against overwhelming odds. They gladly trade their lives to rescue groups of ‘civilians’ – the kind of people needed to rebuild the world once the zombie threat is over, and the Road Reapers are no longer necessary. This willingness to fight and to sacrifice their own lives for a cause is sometimes mistaken for a death wish. Nothing could be further from the truth.

These warriors fight for the future, for their children, for every man and woman who has not been reduced to one of the mindless walking dead. Most Road Reapers do not have a death wish but see saving the world as their *personal responsibility*. Some may be privately atoning for wrongdoings they committed before the Wave. Others kill zombies to avenge loved ones they have lost. Many are pragmatists who believe sooner or later they will die at the hands of a zombie mob, Death Cultist or madman, so they choose their own fate: To fight and perhaps die so that others may live. Still others see it as their duty. Why? Because someone has to do it, and they have the will, the strength and the ability to do so. And they do. Such logic has become the new, simplistic and straightforward way of looking at survival since the zombie apocalypse.

Brad Ashley, Leader of the Road Reapers

Rumors regarding Brad Ashley have spread far and wide since the Road Reapers began their crusade. He and the original Road Reaper group have become folk-heroes of the post-apocalyptic world. Some claim he is a veteran soldier who learned how to fight in Afghanistan and Iraq. Others say Brad is a criminal mastermind whose Road Reapers ran drugs and guns before the Wave. One of the most popular tall tales describes how Brad Ashley was an ordinary man – a factory worker from Chicago – who after watching friends and family perish at the hands of the zombies, raised an army to exact bloody revenge. When the Battle for Chicago was over, his men looked to him for direction. The ipso facto general divided his army into small squads and sent his Road Reapers out into the world to raise new armies and carry the fight for survival beyond Chicago and across North America. There are countless variations of this story, and others, as well as speculation on who Brad Ashley was before the Wave. Depending on who you talk to, Brad Ashley was a stunt driver, a police officer, a preacher, a sinner reborn into a hero, a high school sports coach, a low-level street thug, a millionaire entrepreneur, astronaut turned bike enthusiast, a movie star who underwent extensive plastic surgery, the illegitimate son of a former US President, and on and on. Whoever he may be, all who regard the Road Reapers as champions of the innocent agree, Brad Ashley is a natural born leader and noble hero.

Of course, there are those who are not fans of the Road Reapers. People who dismiss or disparage the legend of Brad Ashley and his followers. Some consider the Road Reapers to be gangs of nomadic thugs masquerading as heroes, while others insist Brad Ashley is a figment of someone's imagination that has grown into a baseless urban legend. While the majority of such people are bandits, thugs, and lowlifes who have reason to fear the Road Reapers, there are those who simply question Brad Ashley's existence. Some wonder if he may be nothing more than a tall tale, an illusion, a fake hero *invented* to give hope to desperate survivors. If this is true, who invented Brad Ashley? The government? A well-intentioned survivor group looking to bring hope in a world where hope is a rare and precious commodity?

No one knows what is true and what is legend, and the **Road Reapers' Survival Guide** doesn't waste any pages on the author's background. Only Brad Ashley's closest and most loyal followers know the truth, and they have remained close-lipped about their boss – partially out of respect, partially because they know Death Cult assassins would like nothing more than to take out the Road Reapers' highly influential leader. As a result, the face of this leader is known to but a few, and while a growing number of people claim to have met the man, it is impossible to know if they are telling the truth, mistaken, deceived by an imposter, delusional or flat-out lying.

The Road Reapers, however, are most definitely real. And they credit a man named *Brad Ashley* as their founder and leader. Indeed, the group might not exist at all if not for Brad. He is the organization's strategist, general and founding father. Other Road Reapers gain strength and composure from his example and his steely words, whether he is planning an operation, comforting

rescued survivors or leading an attack from the front lines. The (supposed) words and wisdom of Brad Ashley are recounted in stories, poems and songs, and written down and shared with others by various means.

In addition to his value as a folk hero, living legend and leader of men, Brad Ashley is also said to be an amazing rider and relentless killer of zombies. He has survived the Wave, the Battle of Chicago and months of constant warfare with zombies and the followers of the Death Cults. He is a true veteran Road Reaper and the originator of many of the group's most effective anti-zombie strategies. Other Road Reapers have learned not to second-guess his commands or his instincts, and his commitment to saving mankind is unquestionable. Stories about Brad Ashley, the Road Reapers, and the data in their Survival Guide have inspired other groups and have helped a vast number of people survive the apocalypse this long. Whether real or fictitious, Brad Ashley and the Road Reapers have become symbols of hope and humanity's will to live.

The Road Reapers' Survival Guide

Knowledge can make the difference between life and death, especially in a world of zombies that can only be killed in specific ways. Spreading the word on how to fight zombies and survive their attacks insures more people will make it through the dark night of the dead. Misconceptions like the spread of undeath through a zombie's bite can also get people killed. When most survivors think of zombies they imagine Hollywood zombies that ravenously eat flesh and can doom a person with a single nip, quite unlike the real animated dead that now walk the streets.

In order to help educate survivors, Brad Ashley has spent his precious free hours since the Wave writing the **Road Reapers' Survival Guide**. A manual for fighting zombies and staying alive in a world haunted by the monsters. Whenever they can, Road Reapers will stop to print off copies of the Survival Guide, handing them out at Safe Haven Communities and to survivors met along their travels, as well as leaving them at supply caches, shelters, churches and places where survivors are likely to find them. Some Safe Haven Communities and survivor camps have started printing out the little hand-made booklets as well, passing them around and adding their own notes and personal observations. The Survival Guide is a way to reach out to other survivors, and just seeing the book is enough to give isolated communities hope; letting them know that someone out there is taking the fight to the zombies and beginning the long, slow process of turning the tide.

The Road Reapers' Survival Guide is full of advice and anecdotes, from the effectiveness of different weapons, to descriptions of rare types of zombies to mentions of the Death Cults. For isolated survivors who have no way of learning about the outside world, finding a Survival Guide provides vital knowledge for survival. Humans fear the unknown, so just knowing that an organized zombie-resistance group like the Road Reapers exists can make helpless survivors feel like the entire world hasn't died off around them. That there is hope, and that there is someone out there, fighting for them.

Teaching other Survivors. Brad Ashley is the credited author of the Survival Guide, but it is clear that others have contributed

to the booklet. He and the Road Reapers know they cannot fight the good fight by themselves. That for humanity to survive, everyone must come to terms with their new world and learn to deal with the reality of zombies. That's where even just a few details about fighting the monstrous enemy can make a difference. In addition to directly fighting zombies and distributing their Survival Guide, the Road Reapers take a direct part in educating and training survivors. Road Reapers who arrive at Safe Haven Communities almost always spend a few days or a week or two training civilians in basic anti-zombie tactics. This includes things like zombie behavior, hiding from them, and head shots, decapitation and stopping the Zombie Moan. They tell stories about strange and unusual zombies like *Juggernauts* and *Thinkers*, point out communities of *Retro-Savages* to avoid, and ask around for anyone who might be able to help them track down Death Cults and bandits.

False Safe Havens and Rumors

"Don't believe it until you see it, and even then, be on guard. I've found too many burnt-out camps and abandoned buildings that were supposed to be Safe Havens to trust anyone anymore. Don't rely on a rumor, don't build a plan around something that might not exist. You can never be too careful."

— Brad Ashley, *Leader of the Road Reapers*

While the **Road Reapers' Survival Guide** represents truth, the Death Cults and bandit gangs that have emerged since the Wave rely on lies and deceit. A common ploy amongst the Death Cults is to use fake survivors to spread the word on supposed 'Safe Havens.' With so little communication between groups of survivors, cultists can sow *misinformation* that is impossible to verify. The only way to tell if a Safe Haven Community or supply cache is real is to go and personally investigate, and by that time the cult member has usually slipped away or is preparing the next part of the trap. These deceivers have almost no fear of being found out, and can generally claim ignorance even if their bad information has already led to deaths and disappearances. This might not save them from a summary execution, but it will spread doubt at the very least. Experienced survivors and Road Reapers are wary of anyone who seems too helpful. Most people who know about hidden treasures like food, fuel or weapons keep that information to themselves or only share reluctantly.

Even more insidious to the morale of survivors are rumors and falsehoods spread with good intent. It is human nature to embellish things, to claim special inside knowledge, to hope that a particular tale is true. Stories abound; New Zealand survived unscathed, Iceland is one giant Safe Haven island, American soldiers deployed overseas have built an armada to reclaim the US. There is no way to tell if any of these rumors are real or in any way based in fact, but many survivors will cling to even the tiniest grain of hope. Realists know that relying on empty words is no way to plan for the future, but confronting the horrors of daily life without allowing oneself to hope is more than most people can manage.

Road Reapers & Other Survivor Groups

"We're not the only ones out there fighting back. Cops, soldiers, citizens – we're all in this together. Just because they can't keep up with us doesn't mean they can't kill zombies. Work with others when you can, save their asses when they need it, and get the hell out of there if they think you're one of the bad guys. Don't stick your neck out for anyone who seems hellbent on dying or getting you killed – but don't leave a good man or woman behind if you think you can save 'em."

— Brad Ashley, *Leader of the Road Reapers*

The Road Reapers are by no means a united front with a cohesive chain of command. They are made up of a thousand chapters, charters, convoys, gangs, groups, hideouts and Safe Haven Communities scattered across the United States, Canada and Mexico. Old borders mean nothing, old political ties are gone, and the only law that remains is that which survivors make for themselves.

In this vacuum of power where only zombies and madmen roam without fear, the Road Reapers are a surprising voice of reason and order. There are others, however; survivors who have nothing to do with the Road Reapers but wage their own war on the dead. Policemen, soldiers and self-trained zombie hunters, they may either clash or combine with a Road Reaper unit depending on the situation and the attitudes of both groups' leaders.

Police and Law Enforcement

Before the zombie threat united people of all kinds, there were many bikers who had good reason to be uncomfortable around law enforcement. For legal riders the threat of speeding tickets, vehicle violations and restriction of personal freedom sometimes painted the police as the bad guys. Criminal biker gangs tried to avoid the authorities for obvious reason. When the Wave came, looting and rioting came with it and bikers had an advantage on streets clogged with larger vehicles and sailed through back alleys to escape the mounting chaos and danger.

Since the Wave, the police have had much bigger problems to deal with than biker gangs and vigilantes. Biker gangs who once trafficked drugs or worked as enforcers are now just survivors struggling to get by, and those who have evolved into the Road Reapers are a symbol of hope for anyone left alive. Many police officers have cooperated with the Road Reapers and their fight against zombies; in fact, a surprising number of motorcycle cops, law enforcement and soldiers have joined the group's ranks. Road Reapers may have finally learned to work with the police, but an ex-cop and an effective zombie-killer are not necessarily one and the same, and respect still has to be earned as with any other survivor or teammate.

That said, lawlessness abounds in the post-apocalyptic world. Many a Road Reaper finds himself in the undesirable role of lawman, peacekeeper, arbiter or traveling judge, jury and executioner. While many a survivor community tries to hang onto some semblance of law and morality, few have the resources to enforce such laws or mete out justice. A heroic warrior like a Road Reaper, however, has the combat skills, sense of duty and most importantly, a sense of right and wrong, to bring evildoers

to justice and exact revenge – even if it’s at the end of a rope or shotgun somewhere in the wilderness. Many Road Reapers dislike functioning as ‘lawmen’ while many others see it as part of their duty. The Brick has been quoted on the matter as stating, “Let’s face it, some men need to be killed to make the world a safer, better place.” And, “Sometimes vengeance is as close to justice as one can hope for, especially in this world. Who else is there to stand up for the innocent if not us? It’s all about doing the right thing. It ain’t that difficult.”

The Military

While they may not get along with its rules and command structure, Road Reapers have great respect for the military, the soldiers who are still out there fighting, and the unbelievable firepower that they can bring to bear. Soldiers are combat experts and many of them have specialized skills that are hard to find in the post-Wave world.

The armed forces also have access to the most powerful weapons out there, like tanks and artillery, or at least know where they might still be stored. Even slightly more modest weapons like machine-guns and grenades are almost impossible to find without some kind of military connection. Not that the remaining scraps of the combat troops are in a hurry to hand out rocket launchers and automatic weapons, but they certainly have more respect for *Road Reapers* than helpless civilians and unknown gangs. Soldiers are often willing to see what they can spare for the wheeled knights of the road.

Other Zombie Fighters

When they encounter other zombie fighters, the Road Reapers’ reaction depends on several things. First, are these serious, skilled warriors or just a bunch of kids who have played too many video games? Do they have guns and actual weapons or little more than bats and knives? Regardless of the weapons they wield, do they know how to use them? And are they out for themselves or looking to help any worthwhile survivor?

Road Reapers are willing to combine forces with real soldiers and like-minded Zombie Hunters, but they also know that relying on amateurs and yahoos is an easy way to get killed. A Road Captain is advised to use his judgment on a case by case basis, but overall they are suspicious and prefer to be self-sufficient. When push comes to shove, a Road Reaper would rather trust a fellow Reaper than a stranger, unless that stranger has already proven himself.

Human Enemies

“It’s not just the zombies you need to worry about. Death Cults, Retro-Savages, and even just plain bad folks can all spell serious trouble. Unlike the zombies, they can think, which makes them even more dangerous. We can kill as many zombies as we can find, but this war will never be over as long as the Death Cults are still around.”

– Brad Ashley, Leader of the Road Reapers

Not All Bikers Are Heroes

Before the Wave, most bikers were simply people who enjoyed riding. Even if they were part of a larger organization, it was likely a racing or social club, not any kind of criminal group. *The American Motorcycle Association* once stated that less than one percent of riders were part of the ‘outlaw biker gangs’ that had given all motorcyclists an undeserved reputation as harbingers of disorder and trouble. Such criminal groups did exist, however, and often placed very highly on FBI wanted lists.

In the post-apocalyptic world, not all bikers are Road Reapers or heroes. Far from it. Since the zombie outbreak, the ranks of biker gangs have swelled. While some have become Road Reapers, fighting zombies, others have devolved into violent gangs, scavengers, and packs of motorcycle-bound vultures who kidnap, rape, murder and steal. Some see the chaos as an opportunity to dominate Safe Havens, towns and cities, ruling like the feudal knights of old, taking whatever and whomever they like. Others are roving bandits who only kill zombies when they are in between looting buildings or raiding and pillaging Safe Haven Communities and survivors’ camps. It’s sad, but there are plenty of motorcycle gangs and nomadic convoys that roam the roadways in search of survivors and heroes to rob.

Amongst criminal biker gangs, in particular, are dangerous opportunists, violent offenders and even a few serious psychopaths. For them, the post-Wave world means there are no organized law enforcement groups, no parole officers or maximum security prisons to stop them or threaten them with incarceration. For them, might makes right and they take whatever they want. In the lawless lands spawned by the zombie apocalypse, where there are few groups of heroes like the Road Reapers, a single motorcyclist could be a roaming paladin killing zombies, protecting the innocent and always searching for the next place to fill up the gas tank, or he may be a scout for bandits, raiders and worse.

When Road Reapers ride to the rescue only to receive cold stares and frightened responses, they know that they have either come upon a band of villains or that a band of nomadic evildoers have already poisoned the reputation of motorcyclists in the area. In either case, the heroes may see this as an invitation to track down and destroy such brigands. There is a certain nobility in cleansing the ranks of bikers and teaching renegades and competitors that the Road Reapers are the new kings of the street. Road Reapers have rebuilt the biker image for themselves and are outraged by pretenders, imposters and evildoers who dare to ride. It is common knowledge that fools who pose as Road Reapers will be hunted down and slain, so a surprisingly few evildoers pretend to be Road Reapers.

Fighting Bike to Bike. While killing zombies involves drive-by attacks, traps and fighting on foot, combat with other bikers typically takes place at high speeds along the nation’s highways and roads. A single misstep or mistake can spell doom for a rider, sending him tumbling down the pavement and breaking bones. A serious crash might have meant months in the hospital before the Wave, but with only limited medical resources, it could well be fatal or crippling in these dark times.

Since crashes are so dangerous, taking out a bike’s rider is not necessary. Popping a tire or wedging an object in the spokes can instantly disable a motorcycle, throwing the rider or at least forcing him or her to stop. Bringing in a car or truck also works very

well against biker gangs; the gentlest nudge sends riders flying and smears bikes across the road, weapons aren't even necessary.

Bandits

Superficially, a gang of bandits and a pack of Road Reapers might look very much alike. Road Reapers are heroes, however, consumed by their need to fight zombies and help the living, while bandits and raiders are some of the lowest of the low, willing to betray their fellow humans to get ahead in a time when everyone should be working together to stay alive and save the planet. Zombies are mindless foes that operate on the level of base instinct. Bandits and lowlives know full well that what they are doing is wrong, and incur the full wrath of the Road Reapers if they get in their way or hurt someone they care about.

Sometimes Road Reapers go out of their way to do a little 'bandit hunting' when they are low on supplies. Zombies don't stockpile anything useful, but human enemies do. When the gas is almost gone, Road Reapers may have no choice but to capture new reserves from nearby *human* enemies.

Fighting other humans is nothing like fighting zombies. People deploy strategies and tactics, use firearms and are often unpredictable. Outlaw bikers and bandits will always have weapons and are unafraid to use lethal force. While they may be wary of facing off against even a few Road Reapers (the heroes' reputation is the stuff of legend), it won't stop them from engaging in an ambush or firefight, or robbing them of their supplies if the opportunity is there. On the other hand, there will be fuel, vehicles, weapons and supplies that a triumphant band of Road Reapers can capture from defeated or slain outlaws – the spoils of war.

Death Cults

Zombies are a persistent background menace that are difficult to completely exterminate from an area, but Death Cults are usually concentrated in a single place and can be wiped out in one fell swoop. Unlike the zombies they worship, cultists are intelligent, reasoning enemies capable of using tactics and long-range weapons. Brad Ashley himself has declared the Death Cults as a priority target. They have the power to spread zombies far and wide, spark new outbreaks and compromise survivor camps and Safe Havens. Left to their own devices, they might extend the reign of the dead by years or even doom mankind once and for all. Some dedicated Death Cultists will try to infiltrate Road Reaper groups in order to betray them from the inside, but most are too recognizably crazy or obsessed with zombies to keep up this act for long.

Retro-Savages

As a modern day nomadic army who depends on their bikes and vehicles to survive, the Road Reapers are naturally at odds with communities of Retro-Savages. When Road Reapers try to establish Safe Haven Communities off in remote areas, they sometimes encounter the farms and villages of Retro-Savages, or come across them traveling the roads and highways with their horses, oxen and carriages.

Retro-Savages are relatively easy for Road Reapers to outrun and outdistance, but these groups are also obsessed with stopping technology and would like nothing better than to sabotage

the engines on a bunch of loud, smoke-belching motorcycles. Road Reapers don't go to the same lengths to hunt down Retro-Savages as they do when they are searching for Death Cults, but if they cannot avoid them, then sometimes the bikers are forced to fight their way through the maniacal, zombie-worshipping technophobes. Likewise, Road Reapers will conduct raids on Retro-Savage towns and camps to rescue innocent survivors who have been captured by the madmen and forced into slave labor, scheduled for public execution or kept as food for zombies. Such rescues are usually quick, in and out operations, but if it is one of their own who has been taken captive and/or tortured or killed, or if the Savages keep large groups of zombies, the Road Reapers' rescue mission may become one of brutal retribution. Such confrontations can lead to mass casualties among the Retro-Savages and the setting to fire of their slave pens, homes and sometimes, entire towns.

Raider Packs

Raiders typically operate in small groups, moving from one source of supplies/victims to another. They are scavengers and predators after many of the same resources as Road Reapers: bikes, gasoline, weapons, ammunition, food and medical equipment. Unlike Road Reapers, Raiders are willing to slaughter the innocent to get what they want, or abandon survivors they have robbed to whatever fate awaits them in a world ruled by the dead.

Apart from their relentless pursuit of plunder and murder, Raiders are usually organized and operate in many of the same ways as Road Reapers. They have access to the same weapons and vehicles, but use them to forcibly take whatever they can from anyone they can overpower. And while hapless civilians make the easiest prey, Raiders will attack zombies, Death Cults, Retro-Savages and fellow bandits if they sense an opportunity or are backed into a corner. Fighting against these predators is a point of honor for Road Reapers, but tricking them into situations where they face overwhelming numbers of zombies has a definite sense of poetic justice.

Road Reapers Gone Bad

Not every Road Reaper is a knight on a shining chrome horse. Some started off as criminals and retain their violent and dangerous habits. Others have gone a little crazy. However, even violent, hair-trigger and brutal Road Reapers can usually be counted on by their chapter brothers and close comrades. Many learn to control their dark inclinations, especially among their brethren. The Road Reapers' Code goes a long way to provide gang members direction and purpose, even if it's in a rather violent manner. In a world where death lurks around every corner it is difficult to tell the difference between a ticking psychological time-bomb and a survivor who is just like anyone else. Sometimes the most unmanageable people make the best fighters, and any Road Captain knows this and knows which of his or her people can be trusted with important orders and which ones are simply rage-fueled zombie killing machines.

When a rider gets way out of hand, forsakes the Road Reapers' fabled Code, or becomes too violent, unstable or a danger to his comrades or innocent bystanders, Road Reaper justice is swift and final. Of course, there is usually a certain amount of tolerance, talking and warnings that come first, but when that fails,

strong action is required. For crimes like rape and murder, a bullet to the head is the usual sentence. The same goes for conspiring with enemies such as Death Cultists. For lesser crimes, a biker may have his possessions or authority stripped away, an embarrassing lesson. In other cases, the offender may be designated as an 'outcast' and *exiled* from the group. Some of these bad seeds and maniacs accept their punishment and work to rebuild trust and regain their position in the heroic gang. Others ride off alone or slip out during the night, embarrassed or embittered, ready to start their own zombie-killing crew or fall in with raiders and bandits. The worst of the worst seek revenge upon their former allies and may work to undermine all Road Reapers and heroes. They may even help the gang's enemies in a bid to destroy them.

When Road Reapers go bad, they often seem to become especially unhinged, violent and malevolent. Such villains, especially those who hurt survivors and the innocent, are likely to earn the animosity of their former comrades and become hunted by them. When found, the Reaper gone bad is put to an end with a bullet, knife or rope. The Road Reapers take no satisfaction in this, but have a reputation to keep. They see it as their responsibility to manage and control their own, and if one goes dangerously rogue, it is their duty to put an end to it. That is, if they can find the blackguard. Road Reapers gone bad know their ex-brethren will hunt them down, so they are very cagey and constantly on the move, or find safety amongst larger gangs of cutthroats. Many rising to the position of second in command or leader of outlaw gangs.

Lone Bikers and Outcasts

Sometimes a Road Reaper simply cannot reconnect with society at large. With all the horrors they have seen, some people buckle under the pressure. Some have lost all of their pre-Wave friends and comrades and find themselves unable to trust new people or make new connections. This can be due to the fear of losing friends all over again, or not wanting to be tied down or obligated to anyone else. Others are just tired of it all, take their bikes and head off into the wilderness to escape both the zombies and the ruins of civilization.

Occasionally, a Road Reaper commits some serious crime against his or her fellows, or against an innocent civilian, and is exiled from the organization. Capital punishment may be quick and final, but sometimes it is too extreme a punishment, and a rider is told to take their bike and their personal gear and move on, sentenced to die fighting the zombies *alone*. Other times, the biker may simply lose his/her nerve and freezes, flees, or just the opposite, takes too many crazy risks, or otherwise behaves in an unstable and dangerous manner. Such an individual can no longer be trusted to hold the line and work alongside fellow Road Reapers, and is sent away before he gets someone killed.

Many of these outcasts are not bad guys. They are just too crazy, reckless, wild or unreliable for the organization that booted them out. These outcasts may still see themselves as *Road Reapers* and may try hard to live by the Road Reapers' Code alone or in a new group. Others may even start their own gang, recruiting other bikers and survivors to join them in their own crusade to rescue humanity and battle the creeping doom. In other cases, these would-be heroes may do things to win back their position in the Road Reaper gang that rejected them. In any case, they con-

tinue the Road Reapers' tradition of fighting zombies and helping survivors the best they can, or in their own unique ways.

Not all individual Road Reapers, pairs or small groups of riders are outcasts. As noted earlier, a lone Road Reaper or small group may be sent on special missions. Necessity sometimes means manpower is limited, and encountering one or two Road Reapers might mean he/she/they are on an important mission, engaged in reconnaissance, or looking for new recruits or temporary help. Sometimes joining forces with a few outsiders can help to make the difference between success and failure. Of course, even a single Road Reaper is a zombie-killing force to be reckoned with, far more dedicated and capable than the average Survivor, skilled with weapons and vehicles, and knowledgeable in the ways of fighting the dead.

Joining the Road Reapers

The Code

By Brad Ashley

As presented in the Road Reapers' Survival Guide

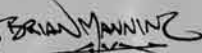
"Everyone wants to believe he has a hero inside of him. That even under the most difficult of circumstances he'll do the right thing. Good luck with that, because it's harder than you might think. That's why the Brick and I created the **Road Reapers' Code**, a guideline to help keep all of us from losing our way when the darkness creeps in.

"There ain't anything to be ashamed of if you fall short, from time to time, especially if you pick yourself up and try to be the man or woman you want to be – or that others need you to be. Trust me, we've all done things we are ashamed of. It takes courage to forgive yourself, get back on your bike and work at being a better person. I think that can be said to apply to every single one of us, especially in this nightmare world.

"People call the Road Reapers 'heroes' but none of us are comfortable with that tag. We know right from wrong and we try to do what we think is right more often than not. What's right, at least for us, is summed up in the Road Reapers' Code. The short version is this: People matter. They matter more than ever. And we aim to give people a fighting chance. We do that as grunts fighting in the streets and as fellow survivors, lending a helping hand whenever we can.

"The real heroes are those of you who have the courage to try to rebuild and keep human civilization alive and kicking. Truth be told, I don't know if I, or my fellow Road Reapers, have that kind of heroism and strength in us. We're good with bikes, guns and our fists. We're mad as hell and we take that anger on the road to vent it at zombies and those who worship death and prey upon the innocent.

"Someplace in the Bible it says, the meek shall inherit the Earth. Well, right now, the dead have inherited the Earth, and we aim to protect the meek and the innocent until their time comes around.



“That has made us something of protectors and avengers. We protect survivors from the risen dead and the dirt bags who try to profit from people’s fear and hardship.

“There is no law anymore. There are no rules except the ones we make for ourselves. In this new world, all too often, might makes right. A bad situation can make some good people bad and many bad people worse. I’ve also seen it bring out the best in folks. Right here among the Road Reapers we have people who done bad, but now walk on the side of the angels.

“We don’t, for a minute, pretend to be the law. The Road Reapers aren’t policemen. We hate the very notion of being seen as such, but like I said, we know right from wrong and we can handle ourselves in a fight. So when someone needs protecting and we’re around to have a say in it, we’re there to make things right. Taking down dirt bag death cultists, rapists, raiders and murderers isn’t so different from slaying zombies; they just squeal more and make a fuss before they die.

“People are always asking Road Reapers why we do it. Why we risk our necks for people we don’t even know. Let me answer that right here and now. Two reasons: One, because humanity needs to survive, and two, because it keeps us alive. It gives us a purpose. I find it a bit ironic, because we’re always hearing how our actions bring people hope, but it is *you* who give *us* hope. We fight to save lives and help our fellow survivors because we cling to the belief that we make a difference. That we are giving people a chance. That our sacrifices are not in vain if it means others get to live, survive and rebuild. That hope is what drives us. Gives us purpose. Keeps us alive. Without that, we wouldn’t be Road Reapers, we’d be lost.

“Is that crazy thinking? Maybe, I don’t know. But we need that hope. We need it bad.

“I trust *the Brick* with my life. He has saved my keister more than a dozen times, and I’ve returned the favor just as often. He’s one of the bravest men I have ever known. I have also seen this zombie killing machine display an uncommon gentleness and kindness, especially toward children, the elderly and those driven to madness. I have witnessed depths of compassion and empathy you would not expect from a big bruiser like the Brick. I’ve also seen that same man beat two other men into unconsciousness because they said the Road Reapers were delusional, and that nothing we did would make a lick of difference. The Brick dove into those men with the same savagery he keeps locked up inside for the zombies and death cultists. He beat them with his bare knuckles until they laid on the ground like rag dolls.

“Road Reapers will fight for you. Bleed for you. We’ll even die for you. You can think of us as madmen or heroes, but don’t tell us we do this all for nothing. Yeah, maybe we’re fooling ourselves. We know that. But we need to believe we make a difference. It keeps us alive. Without that conviction, purpose and hope, we’re just another band of wandering monsters. And maybe it’s that fear of becoming monsters, ourselves, more than anything else, that makes us strive to be the very best we can be and help others.

“If any of that makes sense and compels you to want to join us, then do so. The Road Reapers can always use another strong arm and compassionate soul. But you need to believe like we do. You need to feel it with all your heart. You need to be able to handle yourself on the road, handle a bike and be prepared to die to save your Road Reaper brother or an innocent survivor. That’s what makes us the Road Reapers.

“If you can’t do all of that, it’s okay. It doesn’t make you any less of a person if you can’t be like us. Hell, that’s probably a good thing. Don’t make the Road Reapers out to be more than we really are. We’re grunts who have a place and purpose at the moment as fighters and ass-kickers, but the future of humanity rests in *your* hands. You are meant for something else. Probably something better. Find your place and fight not to lose your humanity and compassion along the way. You win that battle, and you’ll have everything. It’s not enough to be alive if we stop loving and caring about other people. That makes us as much the walking dead as the monsters we battle.

“That’s why we fight. That’s why we’ve created the Code. So we don’t lose our souls to the fighting and terror. So we don’t become monsters ourselves.

“Just as the night gives way to day, this too shall pass. Someday, humanity will shine brighter than it ever has, because we’ll know the true value of life.”

– Brad Ashley, *Leader of the Road Reapers*

The Road Reapers’ Code

Who We Are

The past or who you once were before the Wave doesn’t matter. Only *now* matters, and now you are a Road Reaper. Behave like one.

We are the Reaper who brings final peace to the devouring dead.

We are the Reaper who brings death to those who prey upon the living.

We are the Reaper who avenges those who deserve to be avenged.

We are the defenders of life and freedom.

We are the eyes and sword of justice.

We are the fist of the meek and defenseless.

We are the protectors of the innocent and good.

We are the voice of people forced into silence.

We are the Road Reapers who purge death from the streets and clean them of the filth that would enslave, torment or kill the living.

Honor

Stay true to the Code and your principles.

Keep your word of honor. It may be all you possess.

Never betray your brother or sister Road Reaper.

You cannot save everyone. Learn to live with that hard truth.

There is no dishonor in being afraid, only in being a coward.

Respect life and beauty.

Life

People matter. Life means more than ever. Respect it, honor it, and preserve it whenever possible.

Live bold, embrace the living and be a force for good.

Live brave, dare to laugh, love and have hope.

Live well, strive to be just and fair, noble and good.

Live for others, protect the living and defend what is right and good.

Keep in your heart what is right and wrong, and seek to do right.

A pointless death will not bring back the dead. Fight smart, always.

Death

Death is not to be feared. It comes for us all. Fight hard. Live well. Die doing good.

Death does not breed wickedness and cruelty, those are the product of evil people.

Death Cultists are worse than zombies. Destroy them without regret.

Zombies are monsters to be annihilated without hesitation. They are not your loved ones. They are not human at all. They should not be kept as pets, a work force or as trophies. Lay them to rest once and for all.

Spare your brothers and sisters the walking death. Put a bullet in their brain after you are sure they have died. Do the same to anyone who has died, but has yet to turn.

Road Reapers are not the bringers of death, we are the harbingers of life and hope. Never doubt that.

The Road

The road is our home and our life.

The road leads to all things. Ride it well.

The road is our salvation and our doom.

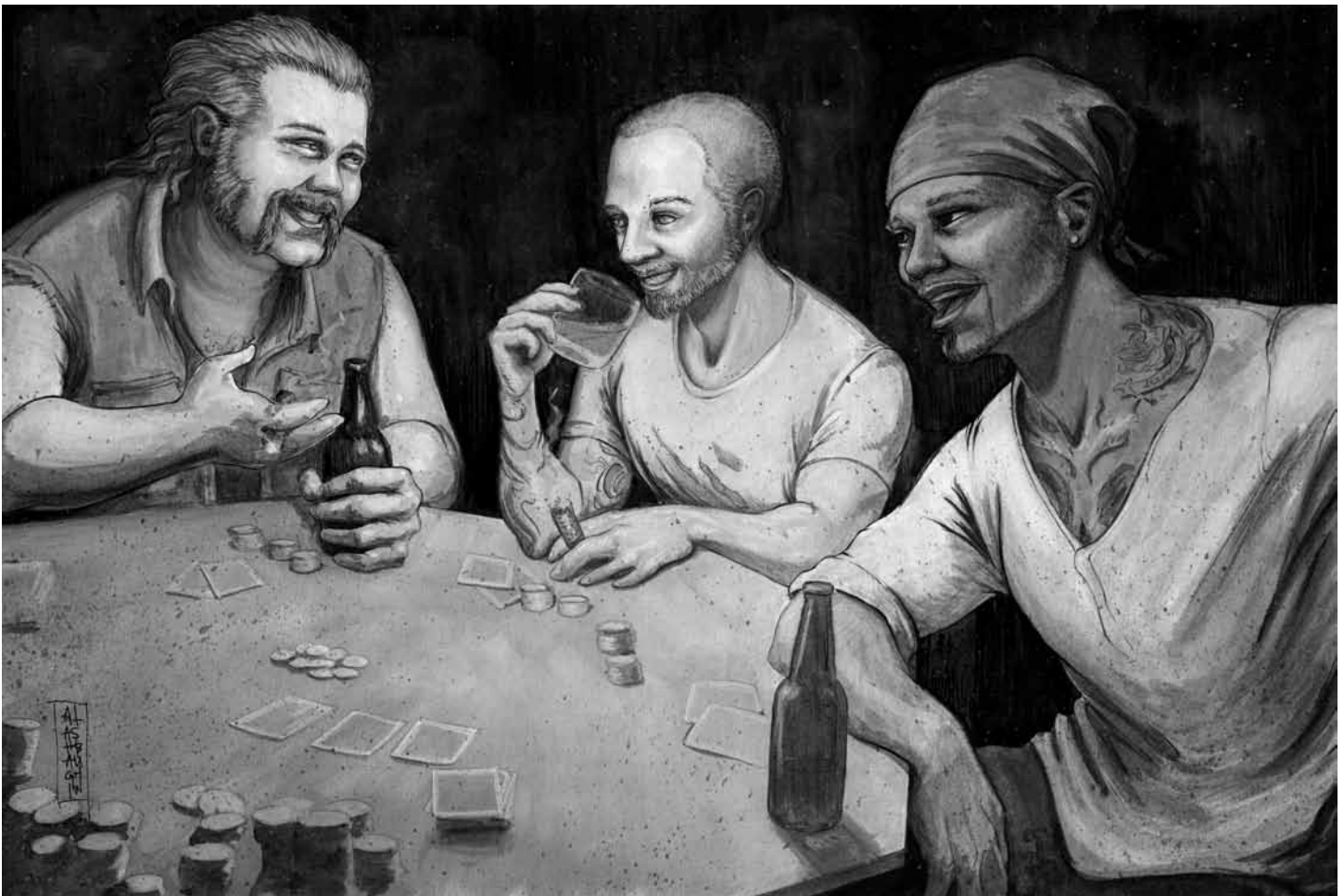
We reap what we sow. Let that be life and hope.

A few unspoken rules

Beside the Code, there is an intense sense of loyalty, trust and camaraderie amongst the Road Reapers. They are very much a band of brothers and sisters – a nomadic tribe who trusts each other more than any other third party. That sense of brotherhood is a powerful bond between those in the pack who fight and live together every day, but it is also extended to other Road Reaper packs that have never met. As soon as the identity of a fellow Road Reaper pack is confirmed (a surprisingly fast procedure amongst people who share a common code and way of life), they treat each other like long-lost friends and family, even if they have never encountered each other before and may never see each other again. They will trade food, meds, ammo, gasoline, information and stories with genuine sincerity and often with a festive air.

While the bikers fight hard, they also play hard whenever they get the chance. Many are much more lighthearted and playful than outsiders would expect. Some of that is false bravado, but most Road Reapers have learned to live in the moment and enjoy what they have. That includes their bonds of friendship and taking count of acts of heroics on the road.

This has led to a spontaneous culture of storytelling, tall-tales and laughter about feats of derring-do, bravery, teamwork, stupidity and dumb luck. Road Reapers, very much like a band of brothers in war, razz and tease each other, engage in contests and friendly scuffles, and are fond of telling jokes, teasing and roughhousing for laughs. This closeness and lighthearted, swashbuck-



ling attitude helps them to push the horror and brutality of their daily life out of their minds, and makes them all the more close to one another. Of course, some of the things these hardened warriors may find funny and entertaining might chill the blood of innocent and less combat experienced survivors. For example, a band of Road Reapers might find it hilarious how a decapitated zombie's head bounced off the back of a fellow Reaper, flew up into the air and landed in a garbage can like a basketball. Making light of such horror helps them to deal with it. Keeping it light helps keep them sane.

There is one important and prevailing rule that is mentioned in the code and easy to overlook, but which all Road Reapers live by. *It does NOT matter who you were or what you did before the Wave, and no Road Reaper ever asks.* Not ever. A Road Reaper may *offer* to speak about *himself* and his own past, and the things he may have done, good or bad, but that's his personal choice. His opening up about himself *may* be regarded as an invitation to do likewise, but such reciprocation is *not* required nor expected. No Road Reaper will ever come out and ask another person what he did before the Wave. Not even people who are not part of the gang.

The Road Reapers count untold numbers of heroes amongst their ranks. Some of them were fine, upstanding people before the Wave. Others have found *new purpose* in protecting the innocent from human and inhuman monsters. Many fight to preserve the future of humankind. Former criminals and violent bullies have been transformed into champions clad in armor of leather and chains.

Some members of the gang feel comfortable sharing their past and may speak about having a new beginning or a chance at redemption for past sins. The majority, however, seldom speak of their past. Nor do they expect others to speak of theirs. For them, the past and who someone once was truly does not matter. Road Reapers live in the now. This is who they are *now*, Road Reapers. While many were upstanding citizens who put in their nine to five and stayed out of trouble, others have done bad, even terrible things. Amongst every band of Road Reapers there are warriors who, before the Wave, were priests and poets, lawmen and criminals, gang-bangers and social workers, murderers and politicians. It doesn't matter who you were once upon a time. All that matters is who you are now. If you're willing and able to live by the Road Reapers' Code, kill zombies and rescue people worth saving, and can handle yourself on the road and in a fight, you are welcomed to join the Road Reaper fraternity.

Should an outsider ask about a Road Reaper's 'past life' (which is how most see their days before the Wave), he'll either be ignored, or told, "Who anyone was in the past doesn't matter, friend. The past is dead and gone. We are Road Reapers." This is a statement that usually elicits nods and comments to the affirmative from other Road Reapers, and sometimes even cheers of approval. Prying and pressing the matter is likely to result in a much sterner response, threats and even physical violence. ("What's your problem, brother? The man said it don't matter. Now drop it before I drop you. Got it?")

New Recruits

Though leaders generally receive unquestioning respect from their troops, the Road Reapers are a society of like-minded and motivated individuals more than a military organization. When it

comes time to induct new members into a particular chapter, legion or pack, bikers make their choice democratically and equally in a ceremony known as *the Vote*.

As an anonymous ballot, hopeful new Road Reapers do not know who specifically voted for or against them. Sometimes votes are close, and spreading mistrust between members leads to avoidable casualties in the field and leaders who cannot be sure their followers will work together.

Before the Vote, however, a new recruit must demonstrate his bike skills and find an official Road Reaper to vouch for him. A Road Captain also has the power to make new members as a kind of 'battlefield promotion.' This honor is normally reserved for extreme circumstances where a potential new recruit saves the lives of Road Reapers or performs such a dazzling display of wheeled zombie-killing that offering him a place in the pack is a no-brainer.

Training survivors is also a good tool for recruiting new Road Reapers. Most survivors, no matter how eager they are to kill zombies, simply don't have the necessary motorcycle and combat skills to be a Road Reaper. Anyone can be taught how to ride a bike, but Road Reapers are talented riders who use their vehicles in combat and maneuver over roads that have been disintegrating for months. You also need the right mind set and determination, which is why the author(s) of the Road Reapers' Survival Guide, has a section about what drives the gang on their crusade and includes *the Code* – a sort of shorthand on how to live and survive as a Road Reaper.

All new recruits to the Road Reapers are expected to learn the Code and perfect their skills on the job. Those who don't, and those who don't work as a team, usually meet with a quick death in the field. This is a hostile and changing environment, so even experienced biker warriors continually learn new things about zombies, discover new threats, develop better strategies and tactics, and hone their fighting skills. Rescued survivors might spend weeks with the biker pack before they reach a safe place where they can part ways, and by that point they may already be Road Reapers in everything but name.

Women Amongst the Road Reapers

There were plenty of women who rode motorcycles before the Wave, hung out with bikers or even had their own chapters with all-female riders. Women amongst the Road Reapers include these individuals, but others are new to the bikers' life. Some women have learned to ride since the fall of civilization for the speed and mobility such vehicles provide and gravitated to the Road Reapers. Other joined because of the increasingly romanticized image of the Road Reapers, or after one saved them from a zombie attack. Others just see being a Road Reaper as their duty or responsibility to the survival of humanity as is common among this group.

As a society based on merit, gender is nowhere near as important as driving skills and zombie-killing proficiency. If a woman can ride well, handle herself on a bike and in a fight, and lives by the Code, she is given equal status to any male. In fact, there are many a female Road Captain and zombie slaying Road Reaper. That said, there are men and women in the gang who are capable and even fearless fighters who lack the physical strength or skill to drive a motorcycle with the proficiency truly needed. These Road Reapers often volunteer to ride 'shotgun' on the back seat



as a ‘designated shooter’ who sits behind the male or female driver and fires weapons or hurls Molotov cocktails at zombies and other targets while the more capable driver navigates the road. These second riders may also be dropped off to grab up weapons, ammo and supplies left on the side of the road, or to run into a building to rescue an innocent survivor or to gun down a zombie or Death Cultist while the driver circles around to pick them up. Some of these ‘designated shooters’ are daredevils willing to take wild risks or perform startling acrobatics from the back seat of a motorcycle. Some of the best shots amongst the Road Reapers are ladies who ride shotgun on the back of a bike and can drop a zombie or snatch up a parcel or child without the driver slowing down.

Chapters and Charters

Before the zombies overran the world, biker clubs were organized into chapters and charters. A large motorcycle club might have several different branches, all located in different cities, with some kind of central hub or ‘mother chapter’ linking them. It is this preexisting structure that has allowed the Road Reapers to organize themselves so quickly when the rest of the planet is falling apart. Clubs have linked up to share resources and information, or to join forces for battles against the risen dead.

Bikers from near and far have been exposed to the Road Reaper way of war, and various chapters or biker groups have estab-

lished themselves in particular territories. Some still roam over the streets they used to call home before the zombies, but most have abandoned their old living space and range over wide areas. Plans change quickly when roads are blocked off or targets of opportunity present themselves, and the need to escape groups of zombies, raiders or Death Cults often sends Road Reapers cruising down the first open road available. Chapters and individual packs are now scattered and dispersed, and few of them have any plans to settle in a single area for a long term.

Hierarchy/Ranks

Not all Road Reapers are created equal. Experience and seniority are very important, and new members, or *Prospects*, have to demonstrate their skill as a rider, their driving ability, and their capacity for following orders before they are trusted with important roles in attack runs and rescue missions. New recruits, even if they claim to be experienced bikers, are all put through their paces before the other Road Reapers and Road Captains are willing to accept them as part of the organization.

Prospect: Prospects are the Road Reapers’ new recruits. Civilians, trainees and teenagers, they are learning how to handle their motorcycles while at the same time picking up Road Reaper tactics and wisdom. Unlike experienced Road Reapers, Prospects have yet to prove themselves, and many of them will not live to claim the title of true Road Reaper. They are still picking up the

finer points of motorcycle maintenance and may be unfamiliar with guns and basic combat.

Road Reaper: Experienced riders who know the perils of battle, true Road Reapers are the core of any RR group. They are skilled bikers and zombie fighters who know how to maintain both their bikes and their guns. Road Reapers have the necessary ability and confidence to take charge of a group of soldiers or survivors if need be, but also know to fall in line when a Road Captain starts giving orders and the pack is about to hit the road.

Veteran: Veterans may be looked at as the non-commissioned officers of the Road Reaper command structure. They lead groups of other riders, serve as lieutenants to Road Captains and are charged with overseeing the defense of convoys and Safe Havens. Vets are familiar with the rarer and more deadly species of zombies and know how to fight them, and are perfectly capable of leading operations on their own.

Road Captain: The leaders and commanders of Road Reaper units, Road Captains are the toughest, smartest and most experienced bikers in the organization. Also known as *Ride Captains*, the responsibility of decision-making is on them, as well as the lives of the men and women they lead into battle and on missions. Many captains were already in positions of leadership before the zombies even appeared, others are voted in by the bikers of their chapter or have stepped up as previous Road Captains are killed. Road Captains have a lot of autonomy, as many don't or can't report in to Brad Ashley or any kind of centralized command.

Leading the Pack. Bikers are predominantly free spirits who crave the openness of the road and thrive off adrenaline rushes on missions and in combat. While some resent the law, most exhibit a fair amount of self-discipline and know right from wrong. It takes a strong personality to unite renegades and rebels, and Road Reaper leaders are some of the toughest, least compromising, most pragmatic people left alive. Earning the respect of their followers is difficult enough; surviving in the face of zombie hordes is an entirely new ordeal that has claimed the lives of weak or indecisive leaders, often dooming those who relied upon them as well.

Calling for orders is also not an option without a true chain of command. Whoever is there – on scene – must make the final decision. *Chapter Leaders* and *Road Captains* are usually the highest ranking figures available. Their authority stems from the Road Reapers' unity, power and speed, not from any kind of legal basis or political appointment.

Road Reapers with Other O.C.C.s

Not everyone who rides with the Road Reapers is a dedicated motorcycle warrior. *Shepherds of the Damned*, *Scroungers*, *Soldiers*, *Sentinels*, *Survivalists*, *Zombie Hunters*, even *Hound Masters* and *Zombie Researchers* might be found amongst a gang of Road Reapers, either temporarily riding along or providing some kind of specialist service. *Wheelmen*, in particular, are likely to be found amongst the Road Reapers, trying to keep up with the nimble bikers or serving as a rolling headquarters.

Road Reapers also pick up followers, family members and random folks as they travel and fight zombies. Almost any O.C.C. or Survivor might be found at a Road Reaper camp or sanctuary, from Civilians to Soldiers, while units in the field are much more likely to be composed entirely of (or mainly) bikers and combatants.

Road Reapers Around the World

In places where the Road Reapers cannot be found in force, a single biker or very small group might be operating as their own independent chapter, a tiny cell of anti-zombie warriors. Other times, a lone biker may fight like the Road Reapers and have similar equipment, but have never heard of the biker army and answer only to himself. These kinds of people make an easy fit as new recruits when they encounter the real Road Reapers, though they will have to prove their skills and loyalty first.

While the actual Road Reapers and their subchapters are an American phenomenon, their style of anti-zombie warfare exists in pockets all over the world. From the Autobahns of Germany to the favelas of Brazil, from the streets of Tokyo to the open deserts of the Sahara, nomadic zombie-fighters wage war from convoys of vehicles, from horseback, and from streetbikes and off-road vehicles of their own. Australia has its own native biker scene as well as long miles of deserted highway to cruise, as do Russia and Japan, and many biker gangs had a surprisingly strong international presence before the coming of the Wave made communication and travel impossible.

Optional Random Road Reaper Creation & Background Tables

Sometimes player groups unexpectedly encounter a gang of Road Reapers or a single Road Reaper who may play a large role in a campaign as an NPC (Non-Player Character). The following tables are useful for creating random Road Reapers without the need to fill out full stats.

If the G.M. allows it, Road Reaper players can roll on the appropriate tables to add depth and background to their own characters.

Typical Size and Organization of Road Reaper Units

Note: The percentile number is provided for the use of Game Masters who might want to use this list and descriptions of Road Reaper units for determining *random encounters*. Roll percentile dice or pick the one(s) that seem most appropriate, G.M.'s discretion.

01-10% Lone Warrior: On rare occasions, survivors may encounter a single Road Reaper driving in solitude. Most Road Reaper scouting patrols consist of at least two riders, so a Lone Warrior is likely the sole survivor of a larger force, someone separated from the other riders or an individual who has been *cast out* or decided to abandon the group for some reason.

A Lone Warrior may also be due to a lack of manpower with a gang, forcing them to send out riders alone for certain missions. If this is the case, they might well be interested in recruiting a few qualified survivors as new Road Reapers, or looking for a little mutual cooperation or trade with a survivor group like the player group.



11-25% Deadly Duo: Scouting missions, patrols and message delivery are much more reliable when a pair of Road Reapers are deployed together. Each has the other's back, and if one rider doesn't make it his partner can finish the job. Likewise, in emergencies, one rider can hop on the back of the other's bike. Sometimes both riders are sent out intentionally on one motorcycle, especially when Road Reapers raid motorcycle and car dealerships for fresh vehicles and need to bring extra drivers along to acquire additional vehicles.

26-50% Wolfpack: Small groups of 1D4+6 riders are often referred to as 'Wolfpacks.' They operate in small enough units that they can easily escape or conceal themselves if need be, but still have the necessary numbers to fend off determined zombie attacks, hold strategic safe houses and deal with hostile groups of survivors. Wolfpacks are often excellent guerilla fighters skilled at hit and run tactics and fast, in and out supply runs. For anything other than scouting and reconnaissance, the Wolfpack is the smallest Road Reaper unit one is likely to come across.

51-75% Street Squad: When Road Reapers travel or head out on actual missions, they tend to move in groups of 2D6+12 riders. More than that and the bikes can get in each other's way and are difficult to hide from observers or passing zombies. Street Squads can also break down into smaller units of Wolfpacks and scouts when need be, or afford to spare a rider or two to send off with an urgent message, important passenger or injured Road Reaper in need of rapid medical attention.

76-85% Road Reaper Pack: 4D6+26 riders along with their bikes, weapons and supporting vehicles, a Road Reaper Pack is armed and on a mission to kill. In addition to the personal weapons that all Road Reapers carry, a biker group this big is likely to have a few serious heavy-hitters like machine-guns or explosives. If they are all working side-by-side they are probably protecting a nearby Safe Haven, hunting down a Death Cult or engaged in a large-scale zombie sweep.

86-95% Road Reaper Legion: 2D6x10+50 Road Reapers along with heavy weapons and support personnel. When a Legion hits the road, zombies know it. A Legion is the next best thing to a mechanized military company in the zombie-infested world. Stealth and subtlety are out of the question, but if a group this large has been organized, then they are ready for a fight, prepared to isolate and clear out a town or sweep through a large urban area like a vengeful, wheeled tide.

96-00% Town on Wheels: The largest Road Reaper unit likely to be encountered is a Town on Wheels; 6D6x10+150. It usually consists of one huge Road Reaper group that includes their families and support personnel, or two or more Road Reaper Legions or several Packs that have joined forces for one reason or another. The most likely reason to gather in such large numbers is moving from one Safe Haven or secret camp to another. Sometimes, however, a Town on Wheels is gathered for a massive onslaught or defensive stand. In other cases, only 25% of the people in the Town on Wheels are Road Reapers prepared for battle. The rest are survivors and ordinary people the Road Reaper Pack(s) or Legion has recently rescued and are escorting to some kind of sanctuary or location believed to be safer or better for long-term survival and development into a Safe Haven. That means at least half of the people are non-combatants, women and children. A Town on Wheels always has numerous cars, trucks and other vehicles mixed in with the motorcycles and ATVs, so sticking to actual roads is a necessity.

Types of Road Reaper Packs

While Road Reapers are loosely united by their beliefs, the tactics they use and their overall goal, every RR band comes from different origins. Their attitude, equipment and outlook can all change drastically depending on how that particular Road Reaper group got its start, but all try to live by the Code and fight for right. Only their outlook, methods and level of violence vary.

Note: The percentile number is provided for the use of Game Masters who can use this list and descriptions of Road Reaper units for determining random encounters. Roll percentile dice or pick the one that seems most appropriate, G.M.'s discretion.

01-25% Biker Gang: A cross between a Motorcycle Club and organized crime, Biker Gangs routinely break the law and might have had connections to a larger criminal group before society collapsed. As outlaw tough guys, they used to traffic drugs, extort businesses, gamble, steal cars, engage in vandalism and brawl; some functioned as muscle for hire, bouncers, thugs and even carried out 'hits' on individuals. That was *before* the Wave. Since then, the Biker Gang has turned over a new leaf, they not only fight for their own survival against the zombie hordes, but fight as Road Reapers to rescue and protect others.

Alignments Composition: 10% Miscreant (but mostly toe the line, at least when they are around other members of their group), 10% Aberrant (100% loyal to the Road Reapers and live by their own code of honor), 20% Anarchist, 30% Unprincipled, 20% Scrupulous and 10% Principled; or as the G.M. deems appropriate. For many in this Road Reaper group, *redemption* for a troubled past and doing what matters – i.e., saving lives and fighting for humanity – is what motivates them. Hence the large percentage of good alignments. This group is very likely to give a chance to other criminals, ex-criminals, gang-bangers, thugs and outcasts who want to join the group and promise to live by the Code. They fight for right, but are likely to use harsh measures, intimidation, blackmail, brutality, and extreme violence to get the job done. They also show no mercy to Death Cultists, Retro-Savages, Raiders and other villains.

26-60% Motorcycle Club: The most common type of Road Reaper group was a club of motorcycle enthusiasts before the zombie threat reared its ugly head. These were usually law-abiding, working middle-class and upper middle-class citizens who would get together to ride, work on their bikes, go on road trips and socialize. The club members hit the road together when the zombie outbreak occurred. They might have started out as hard-riding, rough-and-tumble types or just bike aficionados who liked to indulge in a shared hobby. All knew how to ride and maintain their vehicles. They have since become Road Reapers.

Alignments Composition: 5% Aberrant (100% loyal to the Road Reapers and live by their own code of honor), 10% Anarchist, 30% Unprincipled, 35% Scrupulous and 20% Principled; or as the G.M. deems appropriate.

61-70% Street Racers: Usually equipped with more nimble street bikes and 'crotch rockets,' Street Racers are a primarily urban phenomenon. The core of this Road Reaper group was probably a racing team (pro or amateur) or even the entire local racing scene, now out on the zombie-infested streets and riding for their lives. Street Racers who might have had criminal connections may have been involved in drugs, drug running, theft and other criminal activity just like a Biker Gang, though they are

less likely to have been pressed into acts of extreme violence or jobs as enforcers or leg breakers.

Alignments Composition: 5% Miscreant (but mostly toe the line, at least when they are around other members of their group), 15% Aberrant (100% loyal to the Road Reapers and live by their own code of honor), 30% Anarchist, 30% Unprincipled, 15% Scrupulous and 5% Principled; or as the G.M. deems appropriate. (**Note:** Same alignment range as Motorcycle Club, above, for Street Racers who were law-abiding citizens.) For many in this Road Reaper group, redemption and doing what's right – i.e., saving lives and fighting for humanity – is what motivates them. This group is suspicious of other criminals, ex-criminals, gang-bangers, thugs and outcasts who want to join the group unless they too were street racers, but are likely to grudgingly give them a chance provided they promise to follow the Code. They fight for right, and are likely to use trickery, deception and speed as a big part of their strategy and tactics to win their battles and harass enemies like Death Cultists, Retro-Savages, Raiders and other villains.

71-80% Off-Roaders/Motocross Riders: Some riders don't like being confined to pavement and city streets. Using dirt bikes and ATVs, they prefer to tear up dirt tracks and open country like grassy fields or sand dunes. Road Reapers who start out this way are likely to be a racing team or the patrons of a particular track or facility who have joined forces. Their off-road vehicles give them a huge advantage over more street-bound Road Reapers, cutting through difficult terrain and climbing over city streets that have become clogged with bodies and debris. They will struggle to keep up, however, on highways and long trips.

Alignments Composition: 5% Aberrant (100% loyal to the Road Reapers and live by their own code of honor), 15% Anarchist, 30% Unprincipled, 30% Scrupulous and 20% Principled; or as the G.M. deems appropriate. They like to surprise opponents and come up on zombies off-road where they are not expected.

81-85% Law Officers/Highway Patrol & Military Personnel: Dedicated to upholding the law, Highway Patrolmen and patrol officers (may include military personnel and/or the National Guard) are familiar with their home stretch of road and come equipped with pursuit bikes and souped-up vehicles. They have either been forced to abandon their homes and positions as lawmen or now see themselves as the only law left – high-speed defenders of the peace who gun down zombies and patrol the roads for cultists, bandits and raiders. They are quick to help survivors and have a hate for brigands who harm and take advantage of innocent and desperate people. Police and military body armor and military-style weapons are definitely a help, but the real asset of these riders is their knowledge of the local roads, their experience with high-speed chases and shoot-outs, and their ability to eyeball and read people.

Alignments Composition: 5% Aberrant (100% loyal to the Road Reapers and live by their own code of honor), 10% Anarchist, 20% Unprincipled, 40% Scrupulous and 25% Principled; or as the G.M. deems appropriate. They are likely to utilize their street experience and combat strategies and tactics against zombies and other enemies.

86-00% Mixed Group: This band of Road Reapers is a combination of two or more of the above, who have learned they have more in common with surviving and slaying zombies and Death Cultists than the differences of their past. Nobody asks or cares

about their fellow Road Reapers' life or behavior in the past. They are united in purpose and combat.

Alignments Composition: 1% Miscreant, 5% Aberrant, 20% Anarchist, 24% Unprincipled, 30% Scrupulous and 20% Principled; or as the G.M. deems appropriate. They work well together but use different strategies and tactics within their own gang.



Road Reaper Personality

01-20% Soldier Looking for Orders: This character is a grunt, a soldier who is not a leader type, but is a skilled combatant and zombie fighter. Many Road Reapers fall into this category. They are part of the pack, skilled and hardworking, but don't have the drive or personality to lead. They would rather implement orders and deploy strategies and tactics as necessary rather than come up with operations and lead missions themselves. Too many people trying to command just creates confusion, and Road Reapers who can be relied upon to carry out assigned tasks, no matter how dangerous or ugly the assignment, are the backbone of the rolling army. The term *soldier* does not necessarily mean someone with actual military training. In this case, it can include

anyone who has always had a strong sense of duty and responsibility. That person who is always willing to step forward and do the heavy lifting to get a job done, help others and do what's right. This individual is loyal, honorable and dedicated to his fellow Road Reapers and lives by the Code. Bonuses: +1 to P.E., +1D6 to Spd, and +1D6 to Hit Points.

21-40% Looking for Redemption: This Road Reaper may have been a criminal or bad person before the Wave, but now sees his role as a defender of the innocent to make amends for those wrongdoings or poor choices. Or he may have done something that he considers to be a terrible wrong or reprehensible act since the zombie apocalypse erupted (a wrong that may be real or imagined, as survivor guilt can be a horrible thing to live with). In either case, being a Road Reaper is his way to redeem himself. Optional, roll (or pick one) for pre-Wave alignment: 01-35% Diabolic. 36-70% Miscreant. 71-90% Aberrant. 91-00% Anarchist. Optional, roll (or pick one) for the character's current alignment: 01-35% Principled. 36-75% Scrupulous. 76-00% Unprincipled. This character works hard to be a good person, a loyal Road Reaper and to do right by others. Bonuses: Good alignment as above, +1 on Perception Rolls, +1 to M.A., +1 to M.E. and +2 to pull punch.

41-50% Grim to the Grave: Some Road Reapers know in their hearts that they will not survive the reign of the zombies. Maybe they have lost too many loved ones and no longer see rebuilding their lives as an option. For these riders, combat, loss of friends and comrades, and suicide missions are an inevitable part of the job. Their only hope is to put off the inevitable and beat the odds for as long as possible so they can take down as many of the zombies as they can. When his time comes, this Road Reaper plans to go out big and/or save lives in the process. The Grim to the Grave character tends to be focused and serious all the time, and is always prepared for the worst. Bonuses: +1 on initiative, +2 to parry and +3 to save vs Horror Factor.

51-60% Grinning Reaper: This personality type comes across as a swashbuckling, devil-may-care Road Reaper, even when battling zombies or facing dire consequences. Many who see this gent in action may mistake him to be without fear. Using wit, humor and bravado is a coping mechanism that helps the Grinning Reaper deal with the horrors and dangers he must face. His wisecracking, jokes and sarcastic observations disguise his genuine concerns and fear. It is difficult to tell when a Grinning Reaper is being serious and what his real viewpoint or worries might be. Some people will only be able to take so much of this cheerful and flip attitude, especially if the individual is prone to frequent jokes or wisecracks that are overdone, annoying or directed at teammates. This can sometimes lead to confrontations and distrust, but if done right and directed at the enemy, it can often alleviate tensions and provide a bit of welcomed levity. Grinning Reapers are perfectly capable zombie fighters, but can't force themselves to be deadly serious. In fact, the more dangerous the circumstance, the more flip and cavalier the character is likely to become. Bonuses: +1 to parry, +1 to roll with impact, and +2 to save vs Horror Factor.

61-70% Untrusting: Road Reapers are dedicated soldiers who are accustomed to working together and relying on each other. The people who they fight to rescue, however, are often panicky civilians who do not know how to keep their cool in a crisis situation. The Untrusting biker may have lost a close comrade or loved one when someone else screwed up or betrayed them. Now

he finds it impossible to trust anyone who isn't a Road Reaper. All outsiders, especially those who represented the authorities/government/military and the law, are viewed with suspicion and distrust.

Riders of this type prefer to handle things themselves and often volunteer for dangerous solo missions or have a nasty habit of wandering off on their own to explore, scout or tail people and investigate places they find *suspicious*. Anyone, including fellow Road Reapers known to have betrayed another, stolen, cheated others, or frozen in combat, is likely to never be trusted by this character. That includes people *accused* or *suspected* of betrayal or wrongdoing. The Untrusting Road Reaper even finds it difficult, at times, to completely trust his RR comrades. Which is why he often volunteers to do something himself or to accompany another person on dangerous missions, because he doesn't believe he can rely on anyone else to finish the job or do it right. Bonuses: +2 on Perception Rolls involving traps, ambush, trickery and treacherous actions by people he doesn't trust, resulting in a bonus of +1 to dodge and roll with impact; +10% bonus to the skills Detect Ambush and Tailing if the character has them.

71-75% Avenger: This Road Reaper has lost everything and everyone. That anger and pain is what motivates him to be a noble zombie fighter. He is especially driven when he sees an injustice or unfair fate befall an innocent person, fellow Road Reaper or hero. And if there is nobody to punish or make those responsible pay for that wrong, the *Avenger* is motivated to deliver that justice and avenge those who have been hurt. Bonuses: +1 to strike and parry when fueled by the conditions above, and +1 to save vs Horror Factor.

76-80% Free Spirit: This Road Reaper is a free spirit who is likely to have been a proponent of green technology and healthy living, loves nature and was a bit of an anarchist before the Wave. He tends to be a straight-forward, honest, and optimistic dreamer with a strong dislike for politics, rules and laws that curtail personal freedom. The Free Spirit may break the letter of a law or rules, but lives by the spirit of the Road Reapers' Code to get a job done or to achieve what he considers true justice. This character is likely to blame the Wave and the zombies on big corporations, secret government experiments, and/or the methodical pollution of the environment. The character has a soft spot for children, families and other idealists, and is happiest amongst nature and serene, beautiful surroundings. The Free Spirit despises Death Cultists and other tyrants, and is happy to take them down. Bonuses: +1 to dodge, +1 to disarm and +2 to pull punch.

81-85% Rebel with a Cause. This Road Reaper won't admit it aloud, but in some ways, he likes the post-apocalyptic world better than the one before the Wave. He's never been one to play it safe or by the rules. He enjoys the role of 'hero' rebelling against the chaos and battling against impossible odds. It is a thrill that fuels him and motivates him to take risks and save lives. The rebellious Road Reaper may ignore or disobey orders to rescue others or save the day. However, sometimes such reckless and risky action not only puts his own life in danger, but those of his teammates and/or the survivors he's trying to protect or rescue. As a rebel and a maverick, this character is unafraid of taking risks and thinks outside the box to find solutions to problems. Bonuses: +1 to M.A. and M.E., +1 on initiative and +1 to strike.

86-95% Natural Leader: This Road Reaper is a charismatic, confident and loyal individual who others are willing to trust and follow. He or she is also likely to be empathetic toward others and has a good to excellent mind for strategies and tactics, or thinks fast on his feet. Such Natural Leaders are quick to formulate plans and solve problems, as well as take charge of survivor groups and zombie fighters. He or she is an example of courage and discipline, always putting the lives of the innocent first and fighting back against the dead to the bitter end. Brad Ashley is the prototypical Road Reaper leader; tough and capable, clever and committed. He never saw himself as someone to be followed and emulated, and most Road Captains and Chapter Leaders were equally unprepared for their position of responsibility in a war against an enemy they never saw coming. Bonuses: +2 to I.Q., +1D4 to M.A., +1 on Perception Rolls and initiative, and +2 to save vs Horror Factor.

96-00% Psycho-Biker: Whether they were unbalanced before the Wave or have simply lost it as a result of too many traumatic experiences, Psycho-Bikers are raging zombie killers who revel in the act of riding down the undead. They might simply be too aggressive and violent for polite company, or might have trouble with deeper issues like schizophrenia or paranoia, exacerbated by the worldwide chaos that has resulted from the global zombie pandemic. They find being part of a Road Reaper Pack brings some sense of order to the chaos and death around them, as well as a purpose and a pseudo-family to help anchor their unstable personalities and tortured minds. The only thing a Road Reaper Psycho-Biker cares about more than destroying zombies and anyone who worships death or keeps zombies as pets (the bonuses apply when battling such villains), is his brother bikers. A Psycho-Biker goes berserk and will fight to the brink of being overwhelmed or killed himself to rescue or avenge a brother Road Reaper or innocent survivor, especially women and children. Bonuses: *Berserker-like determination* when fighting zombies and Death Cultists or when fighting to save the lives of the innocent or fellow RR, provides a temporary bonus of +1 attack per melee round, +1 to strike, +1 to parry and +3 to save vs Horror Factor. These bonuses are not applicable under calmer conditions and when fighting other opponents.

Character's Rank or Position

01-50% Prospect: A new recruit who has spent less than six months with the Road Reapers. Typically 25-35% of the pack are prospects.

51-79% Road Reaper: A skilled rider who lives by the Code, and has proven himself to be a zombie fighter and reliable comrade. Must be with the group for 8-12 months before being accepted as a fellow Road Reaper. This is the majority of the riders in an RR pack.

80-95% Veteran: More experienced and capable than a normal Road Reaper, but still subservient to a Road Captain. Veterans often function as advisors and teachers to younger, less experienced riders. Some may also function in the role of a Wolfpack or squad leader, sergeant or lieutenant within the larger group.

96-00% Road Captain: The leader of a Road Reaper chapter or pack, or a commander who has been tasked with overseeing a specific mission.

Road Reaper Background

01-35% Apocalyptic Apprenticeship: This individual is either a potential Prospect who has been accepted by the group, or someone from a Survivor camp who was trained by the Road Reapers.

36-45% Original Road Reaper: One of the founding members of the Road Reapers, this biker has been with the group since before the Wave. May look down on new members who have been added after the rise of the zombies.

46-70% Rescued by the Road Reapers: A Survivor who was saved from zombies by Road Reapers and has now joined their ranks. This rider will look up to and idealize the more senior Road Reapers and may not be able to see their faults or shortcomings. He or she might also have an unrealistic view of survival in the post-Wave world and the reality of day-to-day life amongst a roving biker army.

71-80% Trained Pre-Wave: This character is someone who was taught riding and at least basic fighting skills before the Wave. He knows how to operate a bike, handle firearms (may be military, law enforcement, a hunter or a weapons enthusiast), but might still be acclimating himself to Road Reaper strategy and way of life.

81-00% Self-Trained: This is someone who has taught himself since the zombie outbreak began. He knows how to operate a bike, but might still be acclimating himself to Road Reaper strategy and way of life.

Type of Bike

01-25% Standard: A basic street bike with good maneuverability and power but poor off-road capabilities.

26-50% Cruiser: A longer, lower bike made for street riding.

51-70% Sport Bike/Street Racer: High-powered, lightweight bike made for racing as opposed to cruising highways.

71-80% Dual-Sport: A bike that can operate on streets or off-road.

81-90% Touring Motorcycle: Motorcycle designed for long-distance comfort and cargo capacity.

91-00% Dirt Bike or ATV: Off-road capable vehicle with less road speed and raw engine power.

Favorite Weapons

The character may have many weapons, but one of the following describes his favorite weapon or weapons of choice.

01-10% Knives and Clubs: Two large knives and one blunt weapon like a baseball bat, club, length of pipe, crowbar, tire iron and similar, simple clubbing weapons. Every Road Reaper carries a large knife or survival knife and a melee weapon, no matter what guns or other weapons he or she may also have.

11-15% Blunt Weapon Other than a Club: This can be a wooden or metal staff (5-7 feet/1.5 to 2.1 m long), hammer, mallet, sledgehammer, shovel, mace, morning star or similar blunt weapon.

16-20% Sword or Large Blade Weapon: This can be any type of sword that strikes the Road Reaper's fancy, be it a machete or other short sword, a large sword, or other blade weapon such as a sickle (a crescent shaped blade), hatchet, axe and so on.



21-30% Crossbow, Speargun or Bow and Arrow: A single crossbow, bow or speargun with a quiver holding 1D4x10+6 bolts, arrows or spears.

31-47% Trusty Side Arm: Large caliber revolver or a semi-automatic pistol (does no less than 4D6 damage, probably 5D6 or 6D6 damage per bullet) with 1D6x10+30 rounds of ammunition.

48-65% Big Gun: A shotgun; could be a sawed-off or full length. Always tries to have 4D6+30 shells on him at all times.

66-80% Hunting Rifle: One long-range rifle with a telescopic or passive nightvision scope and 1D6x10+24 rifle bullets.

81-95% Automatic Weapons: An automatic pistol and a sub-machine-gun (fires bursts of pistol rounds) or assault rifle (fires rifle rounds) with 2D6+2 extra clips of ammunition.

96-00% Armed for Bear: One large knife, one pocket knife, one pistol or revolver, one shotgun or rifle, one or two automatic weapons, 1D6 flares, and 1D4 hand grenades or 1D6 Molotov cocktails. Guns each have 1D6 clips/1D4x10+30 rounds.

Special Item/Supply

01-10% Extra Ammo: 1D6x100 rounds of pistol ammunition and 1D4x10+20 shotgun shells.

11-20% Food/Rations: Enough food and drinking water to sustain four people for up to two weeks.

21-30% Gas Can: 3D6+20 gallons (87 to 144 liters) of usable gasoline/petrol.

31-40% Map – Battle Map: A map of the local area marking out ambush zones, secured firing positions and attack routes for a major offensive against the local zombies (and cultists, if any).

41-50% Map – Survivors' Camps: A map of the region/state/province, with key urban areas, places to avoid and locations of known survivor camps/Safe Haven Communities marked off.

51-60% Map – Weapons Caches: A map with three nearby weapons caches indicated. The weapons might already have been retrieved, or they might still be there, ripe for the taking.

61-70% Medical Supplies: A prepackaged or home-assembled supply of medical gear, including bandages, scissors, disinfectant/rubbing alcohol, painkillers, antibiotic pills, anti-bacterial spray, syringes, a medical bag with stethoscope and surgical tools, and two first aid kits.

71-80% Walkie Talkies: A portable radio setup with recharging station, rechargeable batteries for each walkie-talkie and 1D4+2 walkie-talkies (5 miles/8 km range) used for keeping in touch with other Road Reapers.

81-90% Road Reapers' Survival Guide: One or two copies of the Road Reapers' Survival Guide printed on loose paper and bound with string.

91-00% Tool Box: A portable tool box with all the gear needed for maintaining motorcycles. Includes screwdrivers, pliers, wrenches, sockets, 2D6 fuses, 2D6 spark plugs, a small flashlight, a large flashlight, tape measure, oil, a hammer, duct tape, box cutter, cleaning brushes, and other handy tools and items.

Optional Road Reaper Specializations

Some of the most deadly and dangerous Road Reapers had completely unrelated jobs during their previous life. While many were bikers already, others have only learned the Road Reaper way of life since the collapse of civilization. These people may

have very valuable skills that could come in handy in a variety of situations. Selecting a Road Reaper Specialization replaces a character's Elective Skills. It is assumed that the Specialization represents the character's previous job, special training or skills he has learned by necessity since the appearance of the zombies. Pick one or roll percentile to make a random determination.

Note: In all cases, if the character already has a skill offered by the Specialization, apply the bonus in parenthesis as an additional bonus.

01-10% Boater

A Road Reaper who was a sailor, merchant marine, crewman, diver or dockworker and has a basic knowledge of boats and sea travel. They understand sails and knots as well as currents and proper use of anchors.

Astronomy & Navigation (+10%)

Boat: Motor, Race & Hydrofoil Types or Boat: Sail Types (+15%)

Boat: Ships/Seamanship (+5%)

Carpentry (+5%) or Rope Works (+10%)

Swim (+10%)

11-20% Ex-Con

A former prisoner who has done his time or escaped during the Wave, this Road Reaper has a few skills that he learned in jail or on the streets that could come in quite useful when dealing with zombies, breaking into abandoned buildings or finding illegal weapons.

Find Contraband or Pick Pocket (+10%)

Gambling (Dirty Tricks) or Barter (+10%)

Pick Locks or Concealment (+5%)

Prowl (+5%) or Body Building & Weight Lifting

Streetwise (+10%)

21-30% Scout

Someone with an eye for detail, observation and stealth. This can be an ex-criminal familiar with casing a place, lookout or breaking and entry man, a military reconnaissance operative, law enforcement, private detective, surveillance operative, hunter or someone else with a knack for the job.

Detect Concealment (+5%) or Outdoorsmanship

Prowl (+10%) or Wilderness Survival (+10%)

Land Navigation (+10%)

Radio Basic (+10%) or Roadwise (+10%)

Surveillance (+5%; includes Tailing)

31-50% Fix-It Man

Road Reapers are dependent on their bikes and vehicles, and most know how to do their own maintenance and basic repairs. True mechanics, engineers and handymen are often necessary, however, especially in a world where everything is slowly breaking down.

Automotive Mechanics (+10%)

Basic Electronics (+10%)

Basic Mechanics (+10%)

Jury-Rig (+10%)

Salvage (+5%) or Carpentry (+10%)

51-65% Makeshift Doctor

Since the Wave, all types of people have been pressed into service as emergency medical staff. Whether they worked as physical therapists, lab researchers or trauma surgeons, their basic medical skills are now of the utmost importance.

Biology (+10%)

Chemistry (+5%)

Holistic Medicine (+10%) or Animal Husbandry if a Veterinarian (+10%)

Paramedic (+10%)

Pathology or Veterinary Science if a Veterinarian (+5%)

66-80% Aircraft Pilot

A Road Reaper with aircraft skills is likely to be a former military pilot or a contractor who worked for a news agency, police department, logging/mining operation, film studio or government bureau. There aren't many Road Reapers who know how to fly, but they are sure to be sought out when the organization finds a helipad or clears out an airport.

Aircraft: Airplanes: Propeller Types or Helicopters (+15%)

Aircraft Mechanics (+5%)

Basic Mechanics (+10%)

Navigation (+5%)

Sensory Equipment (+5%)

81-90% Gun Hobbyist

A Road Reaper who collected guns and engaged in hunting and/or target shooting and competitions, as well as collecting and understanding firearms.

Recognize Weapon Quality (+10%)

W.P. Hunting or Outdoorsmanship

W.P. Handguns or W.P. Rifles

W.P. Submachine-Gun or Archery

W.P. Trick Shooting or Munitions Expert (+10%)

91-00% Road Captain

Leadership is a virtue that cannot be taught, but even so, many of the Road Reapers' Road Captains have similar skills and talents. They know how to manage people and stand tall as examples of courage and perseverance in a world gone mad.

Automotive Mechanics (+5%) or General Repair & Maintenance (+10%)

Land Navigation (+10%) or Wilderness Survival (+10%)

Public Speaking (+10%) or Language: Other (+10%)

Roadwise or Tailing (+14%)

Streetwise (+16%)

Living on the Road & Road Reaper Strategy

In order to stay alive and remain one step ahead of zombie hordes, the Road Reapers have adopted a nomadic lifestyle. They move from one potential source of supplies to the next, sometimes pursuing zombies to destroy, sometimes fleeing for their lives in the face of overwhelming numbers. Many survivors who barricade themselves inside buildings starve to death or dehydrate. According to Road Reapers, staying mobile and keeping plans flexible is the only way to avoid being cornered in a death trap.

Over the months since the collapse of civilization, every Road Reaper has become familiar with tents, portable stoves, sleeping bags and other survival equipment. Camping stores are almost as valuable as finding a motorcycle dealership, especially if they carry a selection of preserved and freeze-dried food. Businesses that cater mainly to hunters and sportsmen are even better, typically loaded with all the same goods as a camping or hiking supplier, but with a section devoted to bows, crossbows, rifles, shotguns and ammunition.

Gas stations and truck stops out in the country are always a welcome find, supplied with fuel but far enough from population centers to be light on zombies. *Retro-Savages* have a vicious habit of burning down gas stations to deny gas to survivors and destroy cursed technology, leaving nothing but blackened pits behind. Yet another reason to take down these fanatical lunatics. *Death Cults*, with their insane devotion to their cause and willingness to die, sometimes lay in wait at gas stations, gun stores, camping suppliers and other targets that attract survivors, attacking with zombies and armed cultists when the time is right. They may strike to kill or to capture live food for their zombie hordes, as well as to capture and recruit desperate survivors into the cult.

Raiders and bandits are more likely to clear out a storefront and vanish, rather than wait and try to ambush Road Reapers or other survivors. They are out for themselves and hoard supplies rather than destroy them or kill potential customers.

Road Reaper packs sometimes investigate police stations and military bases as sources of weapons and equipment, but most of these sites were being used as emergency relief centers for victims of the Wave, making most completely overrun by zombies at this point. Surviving military units might also try to commandeer the Road Reapers' weapons, vehicles or fuel, or even force the bikers into joining them as new recruits. To avoid possible misunderstandings, Brad Ashley has issued a standing order to stay away from military bases and large units of active soldiers, or at least to make contact carefully without exposing an entire pack of bikers.

Off-Roading & Traveling Over Difficult Terrain

People living in the urban environment of the modern world often take easy traveling for granted. Clearly-marked trails, good roads and endless highways make driving simple and straightforward. Most cars and motorcycles have very limited off-road capabilities, their tires and suspensions designed for flat concrete and little else. Off-roading as a sport and leisure activity was quite popular, however, particularly in the more rural areas of the US, Canada and Mexico where there was an established car culture and lots of open space.

Now that most roads are clogged with abandoned vehicles, debris and the risen dead, going off-road can be one of the best ways



to get around. Streets and highways that are not maintained will slowly disintegrate, making them just as difficult to traverse as rough terrain, especially in the North, where seasonal temperature differences crack and break pavement. Salt trucks and snowplows are a thing of the past, and in winter, roads are covered with ice and thick snow that goes unplowed and hides *dormant zombies* and *solid obstacles* that could stop a car dead in its tracks. When snowfall is really heavy, the roads can only be distinguished due to the snowcapped abandoned vehicles sitting in long rows.

Travel Penalties by Terrain

Highway or Intact Road

On foot: No penalties.

Horseback: No penalties.

Vehicle: -5% on Control Rolls at 90 mph (144 km), increase the -5% penalty for each additional 15 mph (24 km).

Dirt Road or Flat Desert

On foot: Speed -5%.

Horseback: No penalties.

Vehicle: Reduce speed by 5% and -5% on Control Rolls at 75 mph (120 km), and an additional -5% for each additional 15 mph (24 km) of speed.

Trail, Open Ground, Fields or Deteriorated Concrete

On foot: Speed -15%.

Horseback: Speed -10%.

Vehicle: Reduce speed by 25% and -5% on Control Rolls at 60 mph (96 km), and an additional -5% penalty for each additional 10 mph (16 km).

Rough Terrain

On foot: Speed -25%.

Horseback: Reduce speed by 50%; 01-10% chance of pulling up lame (pulled muscle, broken bone, etc.) for every 10 miles (16 km) traveled.

Vehicle: Reduce speed by 40% and -5% on Control Rolls at 45 mph (72 km), and an additional -10% penalty for each additional 10 mph (16 km).

Snow and Ice

On foot: Speed -30%.

Horseback: Reduce speed by 40%; 01-15% chance of pulling up lame (frostbite, pulled muscle, broken bone, etc.) for every 10 miles (16 km) traveled.

Vehicle: Reduce speed by 60%, -10% on Control Rolls at 40 mph (64 km) and an additional -10% penalty for each additional 5 mph (8 km).

Deep Snow

On foot: Reduce speed by 60%, -1 melee attack and -2 on all physical combat bonuses.

Horseback: Reduce speed by 60% and there is a 01-55% chance of pulling up lame (frostbite, pulled muscle, broken bone, etc.) for every 5 miles (8 km) traveled.

Vehicle: Normal vehicles become bogged down after 2D6 feet (0.6 to 3.6 m) of travel and cannot move until dug out and roads cleared. All-terrain vehicles and cars with four-wheel drive move at -40% speed and are -10% on Control Rolls at a speed of 30 mph (48 km) and an additional -5% for each additional 10 mph (16 km) of speed.

Note: Generally, movement penalties are reduced by half for dirt bikes and all-terrain vehicles. Snowmobiles and other **vehicles** intended for snow receive no penalties due to snow and ice. See page 37 of **Endless Dead™** for more information on Vehicle Driving & Combat Rules, including the optional Road Quality & Obstacle table.

Moving as a Unit

For Road Reapers, mobility is life. The only way they stay ahead of the shuffling zombie hordes and the spreading of mini-outbreaks is by refusing to stay in one place for any length of time. When ‘in the field,’ Road Reapers typically pair off, each rider responsible for alerting the other if the gang is about to move out. Scouts and recon riders automatically look for good campsites and defensible locations, and if they have radios, stay in constant contact with the unit as a whole. When high-tech communication is not an option, flares, smoke signals, light reflected in handheld mirrors, and most of all, messengers on bikes, keep separate units apprised of the overall situation.

Riders also have predetermined positions within the pack when moving in travel formation. There is a designated ‘Point Man’ who takes lead, ‘scouts’ (a two-man team) to ride 1-4 miles (1.6 to 6.4 km) ahead to find obstacles and sniff out danger, as well as a ‘Road Lieutenant’ or ‘tail gunner’ at the back of the pack who makes sure that no one falls behind and that the Road Reapers aren’t being pursued. This position is always taken by an experienced rider who can be relied upon to keep up with the others and manage any lingering threats to the rear. Prospects and bikers with less time on the road stay in the center of the pack, where things are safer and the other riders can keep an eye on them.

When traveling across familiar roads and countryside, there are likely to be one or more rendezvous points and even a safe house or two where Road Reapers can go if the group gets split up. Likewise, when on familiar turf, the biker gang is likely to know back roads, safe zones (at least safe from known enemies), railroad track lines, and other places that should be safe enough to meet at to regroup, catch their breath or hide for a while. They may also know the location of any Safe Havens as well as known hostiles (Retro-Savages, bandit lair, etc.).

Secret Bases & Safe Houses

Since the rise of the zombies, the Road Reapers are one of the few groups who can still travel and get around. In their explorations, they have found many remote sites, out-of-the-way buildings and underground facilities that can be used as *secret bases* and *temporary hiding places*. These are staging points, supply caches and redoubts where the Road Reapers can retreat if necessary. Some go unwatched, while others are manned and maintained by grateful locals, Road Reaper family members or riders recovering from wounds they have received fighting zombies.

Maps marked with the locations of secret bases are among the most valuable of the Road Reapers’ possessions. A dedicated Road Reaper is willing to die to prevent a map from falling into the hands of bandits or Death Cults, and for the cults in particular, a secret map is an incredibly alluring object; a playbook for sabotaging survivors and finding more victims for the zombies that the cults worship.

Inside cities and former population centers, most Road Reaper secret bases are usually emergency retreat points. **Emergency retreats** are fortified buildings and compounds where the Road Reapers can fall back if things get too hot. They are generally disguised as any other abandoned building, or might be located underground where they are even harder to find. When zombies overwhelm the Road Reapers they retreat, vanishing into designated buildings and improvised bunkers. If they have managed to slip away without being followed by too many zombies, they can wait until nightfall or even lie low for a few days before gathering together for a mass exodus or breakout. If the zombies are right on the Road Reapers’ heels as they fall back, then they will have to defend against the undead in siege-style warfare. Until the attack is broken or a secret escape route discovered, the bikers will be pinned down, a frustrating condition for those who rely on maneuver warfare.

In rural areas with more space and fewer zombies, Road Reapers hide their supply caches and improvised training camps. Cities can be difficult to get into or even inaccessible, but the countryside has more room for maneuvering, moving about in secret, and hiding facilities where they won’t be discovered. Rural areas are also preferred by *Retro-Savages*, however, who are always eager to undermine the Road Reapers and the heathen technology that they use to survive. *Death Cults* typically like to stay close to cities, using them as near-limitless sources of zombies, but their headquarters or camp might be a few miles outside the city proper to avoid attracting too much attention.

With greater mobility and freedom of movement than other survivors, Road Reapers take advantage of remote farmhouses, ranches, logging operations, hunting lodges, mines and campgrounds to hide out. Keeping your head down is the best way to avoid drawing in zombies or catching the eye of the live adversaries, and it is much easier for a scout or sentry to look for movement in areas that are not crawling with zombies.

Ambush Position: This building/location has been temporarily secured. The Road Reapers plan on using it as a *staging point* to launch an ambush against Death Cults, raiders, zombies or other bad guys. As a temporary site, food and water are scarce, but there might be ammunition and weapons that the Road Reapers have placed in preparation for the attack. If so, the ambush position will definitely be guarded or watched over.

Observation Site: A *lookout post* that watches over an important crossroads, mountain pass, highway or source of supplies. These ‘bases’ are lightly staffed and quickly constructed, often abandoned after a few days or weeks and relocated. There are probably only a few (3D4) Road Reapers inside, but they are all warriors and have no civilians or bulky supplies to protect. Unencumbered, they can jump on their bikes and disappear in 1D4 minutes.

Secret Training Center: Most new recruits don’t start out knowing how to ride, and it is impossible to train them hiding out in a basement or running every day from the zombies. While there are only a few of these locations, groups of Road Reapers have marked out several spots where they have access to fuel, bikes or replacement parts, and a track, parking lot or other open area where they can practice on their motorcycles. A stadium, ballpark or other isolated compound that can be cleared out and locked down is ideal. 1D4x10+6 Prospects or new recruits will be supervised by 2D6 Road Reapers, possibly with 3D6 random other survivors as well. Such Training Centers can be temporary sites or long-term training camps.

Supply Cache: A *supply cache* might be stuffed with weapons, preserved food, drinking water, bikes and spare parts, medical equipment or other valuables. These sites are not guarded unless Road Reapers are currently establishing a cache or emptying one out. Instead, they are carefully hidden, sometimes even buried. Supply caches may be located in cities or rural areas, and are often found close to the gun shop, warehouse, auto dealership or hospital that has been looted in order to fill the cache up.

Making Camp

While the Road Reapers do establish and protect Safe Haven Communities, they are primarily nomads who travel the undead-infested wastes of North America looking for food, fuel, vehicles and zombies to kill. Some Road Reapers were drifters even before the Wave, accustomed to living on the road. Now entire chapters have learned to live out of tents and sleeping bags, braving both the elements and the zombies.

When making camp in the zombie-infested world, Road Reapers look for buildings they can secure against attack or a place where a hasty retreat is possible. Campsites in the middle of nowhere are also sometimes safe, but if zombies do show up, they may be impossible to defend against. Walls and locked doors provide some level of comfort and security, but zombies are determined opponents and will steadily break down defenses and obstacles if they know that people are trapped inside. Spending a single night in an area might not draw much attention, but every day they remain stationary, the odds go up that zombies will begin to home-in on Road Reapers or that they will be discovered by a scout from one of the Death Cults. Watch posts in cities and along thoroughfare areas are well disguised to trick humans and avoid alerting zombies.

If they do decide to camp out in the open, a Road Reaper unit posts sentries and is prepared to move at a moment’s notice. When zombies show up it may already be too late to protect a given area, but vanishing back onto the road or woods, and putting a few miles between them and the undead, leaves the zombies helplessly confused or at least constantly on the move. Until the numbers of zombies thin out dramatically, movement is the Road Reapers’ best defense and establishing real towns and cities is out of the question.

Road Reaper Safe Havens

Larger and even more vulnerable than secret bases, Road Reaper towns are Safe Haven Communities that the bikers have established to house their families and friends, as well as particularly important or lucky survivors. The Road Reapers do not trust others as a general rule, and prefer to keep the locations of their loved ones secret. Even well-meaning survivors might lead zombies to a Safe Haven, so Road Reapers don’t advertise their whereabouts. When it comes to maintaining secrecy, Road Reapers are highly committed. Road Reaper towns have large numbers of civilians and non-combatants and are not as well suited to defending themselves as a roadbound pack or a group of bikers who have fortified a building. Their isolation and secrecy are their only real defense, and a town might have to be abandoned if Death Cultists, Retro-Savages or other hostile forces figure out its location or zombies start to accumulate in large numbers.

Most Road Reaper Safe Havens are located far from cities, and could have been small communities before the zombies appeared, or maybe a remote farm or industrial site that has been converted to house survivors. Unlike a temporary camp or motorcycle parking formation that can be evacuated in a matter of minutes or even seconds, a Safe Haven is an actual living space, and requires serious defenses and upkeep. Even when forced to stay in one location, Road Reapers play to their strengths, leaving wide open spaces around or between fences and walls that allow them to easily patrol areas or respond quickly to zombies that have broken through. Traffic is certainly lighter now that the vast majority of people are dead, reanimated or otherwise, so pre-Wave roads are usually more than adequate for small groups of survivors, as long as they have been cleared of wandering zombies and abandoned vehicles.

Homes and buildings around the perimeter of Safe Havens are sandbagged and secured against entry from the outside. Building an actual wall is a major operation, so Road Reapers like to take advantage of preexisting structures and natural topography to keep zombies out. The best defense is a good offense, however, and vigilant patrols make sure any threat is met out on the road, where the bikers have a significant advantage.

Road Reaper Areas of Operation

Before the Wave, the Road Reapers were a motorcycle club based out of Chicago with chapters both inside the city and in the surrounding suburbs. After the *Battle of Chicago*, however, the city had to be abandoned, and the bikers fled south. Over the next few months they learned how to survive in the zombie-infested wasteland America has become. Biker gangs, motorcycle clubs, road-bound survivors and highway patrolmen all fell in with the rolling army, a slow trickle of reinforcements that could replace those who had been lost to the zombies. The Road Reapers are now many times the size they were before the Wave, as other biker groups join up and survivors learn to ride. It is impossible to guess at the total number of Road Reapers. Riders are frequently cut-off from communication, sometimes out of radio range, sometimes killed in action. Some new Road Reapers are trained, fight and die all in a matter of weeks or days, with the group as a whole never even knowing of their existence.

Road Reapers are most common in the center of the country, but their speed and maneuverability mean they may be encoun-



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tered anywhere. With their big cities and large population belts, the East and West Coasts are both crawling with zombies, providing the most targets and the most danger. Zombies don't just mindlessly amble into the water, either, so any undead that reach the actual coastline will stop and linger in the general area. Big, coastal cities are attractive goals for looters and supply-seekers, but many Road Reapers who ride in are never seen again.

As one goes further west and north, the population centers become few and far between. Perfect territory for setting up Safe Havens and secret camps, but less than ideal for fighting zombies and locating survivors. Distance is a good way to keep permanent sites safe, as the Road Reapers are some of the only people who can still travel to any degree. Of course, trips back and forth will burn up vital fuel reserves, so a balance must be struck.

Common Road Reaper Missions

Destroy the Death Cults: The Death Cults of Brulyx and other zombie-worshipping madmen are hunted down by the Road Reapers with extreme prejudice. Zombies aren't personally responsible for their actions, but the Death Cults are, and Brad Ashley has decreed that they shall pay for their crimes against humanity. Only serious war parties are sent after the cultists, tasked with wiping them out to the last man so that the word of Brulyx cannot be spread. Mercy is almost never offered to members of the Death Cults; insanity cannot be reasoned with and cultists are bound to return to their infatuation with the undead the moment they are released.

Recon Ride: In order to make supply runs, search for survivors in need of help, to launch full-scale attacks or plan safe routes for convoys, Road Reapers first need to know where the zombies are. For this purpose, small groups of riders, usually pairs, are dispatched to check out an area in advance of the main group. This can be done by riding through it at high speeds, other times by stealth and/or carefully scoping it out from a vantage point like a rooftop. Large units of Road Reapers typically send out scouts ahead of them, and whole packs or legions might break up into scouting parties when looking for new Safe Havens, secret bases or survivors.

Even when traveling on the road, one or more pairs of scouts will ride 1-4 miles (1.6 to 6.4 km) ahead with an eye out for danger. However, danger and enemies are not the only things skilled scouts watch out for. They have learned to keep their eyes peeled for all manner of resources and opportunities. Side roads, railroad tracks, hiding places, alternative ways in and out of any location, locations to camp, locations to set up an ambush or lookout post without being seen themselves, places/buildings that might provide needed supplies, signs of human habitation and what kind of inhabitants (ordinary survivors, Retro-Savages, raiders, bandits, cultists, etc.). And when people are spied, the scouts watch for a while and try to determine whether they are a hostile force, need assistance, can make good contacts, how many there are, whether they are heavily armed, and so on. It is madness in this environment to ride right up to a stranger. If this observation is going to take a while, one scout rides back to report to the biker pack while the other scout remains to observe in secret and from a distance. Depending on the nature of the people being watched, the scout(s) may advise taking an alternative route to avoid contact, and may mark them as a potential threat or target for the future.

Rescue Operations: When someone at a survivor community goes missing, a Road Reaper is likely to join the search. When a Road Reaper learns of survivors being taken captive by raiders, Retro-Savages, cultists or lunatics, he and his crew are likely to mount a rescue operation. Such rescues may be very covert with the Road Reaper team sneaking in and out without a shot fired (if possible), or something more akin to a commando-style raid with plenty of gunfire, taking down bad guys as they engage in a spectacular raid and rescue. Sometimes such rescues are of nameless survivors, other times of fellow Road Reapers or friends, and still other times it may be the rescue/recovery of stolen property – bikes, fuel, weapons or supplies – taken by brigands from a local survivor community or from the bikers themselves.

Rescue operations also include going into cities, suburban neighborhoods, towns and communities dominated by thronging multitudes of zombies to locate and extract survivors who may be

cut off and trapped. Without proper weapons, skills and vehicles, people who find themselves holed up in a city or town crawling with zombies may be unable or too frightened to escape. Road Reapers are notorious for riding into zombie infested neighborhoods and rescuing people before it is too late for them. And there are a great many more pockets of trapped survivors than you might imagine.

Rescuing individuals and small groups of 2-8 is a comparatively simple matter. Extracting larger groups can be a deadly proposition. Even if they are ferried out a few at a time, the Road Reapers' comings and goings will attract and draw out zombies and bad guys. Worse, trying to get a truck in and out carrying a dozen to several dozen people through the littered streets of most apocalyptic cities is like navigating an obstacle course while scores of zombies crawl out of the woodwork to intercept you. It's doable, but very difficult and dangerous. And once out of the zombie infested city, the heroes must now care for their charges until they can transport them someplace safe. It is complex work fraught with challenges and difficulties.

Supply Gathering: This type of operation typically involves one or several trucks or automobiles and a small unit of Road Reapers to escort them. Supply gathering missions are vital to maintaining the war against the zombies and to help survivors. 'Gatherers' go out on their bikes, on small vehicles, and on foot, returning to the central supply carrier(s) with what they find. Protecting the main vehicle/convoy is of vital importance, especially on the return trip when it is fully loaded. Tanker trucks, in particular, are a welcome sight to a band of bikers worried about the next time they will be able to fill up their gas tanks. Food and clothing are also absolute necessities. Food, drinking water, medical supplies, and fuel will all become harder to find as time goes on, forcing the Road Reapers to look further and further away for new supplies and barter with other survivor groups.

Supply Runs: In addition to providing for themselves, Road Reapers must locate and retrieve the necessary weapons, food and fuel to keep their Safe Havens and secret bases running. After the supplies have been secured, they must be transported to the town or secret base, and all done in secrecy to avoid tipping off Death Cults, Retro-Savages or raiders, as well as wandering zombie hordes, to the location of the bikers' families and supporters. Secretly moving a few small, maneuverable bikes is one thing; getting a whole convoy of trucks or loaded automobiles from one place to another without attracting attention is a much more difficult assignment.

Supply Raids: This is an attack on an enemy faction such as the lair of a Death Cult, a Retro-Savage community, or the camp of bandits, raiders or lunatics. These raids may occur when the bikers are either desperate for supplies or they see the raid as a way to resupply themselves and undermine an enemy group at the same time. These may be covert operations where the Road Reapers sneak in and out before anyone knows they were there, but more often than not, are violent attacks. In the former case, a diversion is usually arranged to attract the attention of enemy defenders while the rest of the group grab up the supplies they need. Other times, it is an all-out attack where supplies are quickly scooped up and driven out, and anyone who tries to stop them is taken down with deadly force. A supply raid can be to secure the usual fare of food, water, vehicles, fuel, guns and ammo, or just about anything else, including medical supplies, blankets and

clothing, machine parts, building materials, booze, toys and livestock (cattle, horses, chickens, etc.).

Search for Survivors: For Road Reapers, protecting the innocent comes second only to destroying zombies. When one survivor or a group of them is located, the bikers do whatever they can to link up with them and provide assistance or rescue. Getting trapped people to Safe Havens also lets Road Reapers use indiscriminate tactics on cleared areas like setting whole buildings ablaze to kill the zombies inside or knocking buildings down with explosives to block off streets and crush the risen dead. Survivors have to be found before they can be rescued, and that can be a daunting prospect, especially if they are doing their best to hide from the zombies or think the Road Reapers are really bad guys to be avoided. Scanning radio frequencies is one way to make first contact with people in hiding. One can drive up and down the street with a megaphone calling out, or using a sharp eye for signs of survivors, but both methods are sure to attract zombies and trouble sooner or later.

Zombie Killing: The most common task undertaken by the Road Reapers is tracking down and eliminating zombies. This may be a 'reconnaissance in force' where a large group of armed riders head out without a specific target, killing zombies as they find them and attacking targets of opportunity. If a Recon Ride or scouts have already spotted zombies, then the bikers either surround the targets and fight on foot, or attack in a series of charges, feints, distractions and high-speed ambushes, tactics in which they have become extremely proficient and which are very hard to fight against, even for human enemies.

Even easy slaughters of zombies can turn deadly if too many converge upon a given area, blocking streets and escape routes. Road Reapers are very conscious of this and always on the alert for untenable situations. Thus, the use of hit and run tactics, even during wide-scale offensives involving hundreds of Road Reapers, is a standard tactic. Inevitably, the battle ends when more zombies than they can handle converge upon a specific area. This is especially the case in densely populated urban settings where there may be hundreds of thousands to millions of zombies present.

Road Reaper Strategies

Isolating and Clearing Small Areas

"I don't like to fight for the same ground twice. We can't be everywhere, we can't hold on to everything – but we can fight smarter than we've been fighting. We're gonna take on targets that we can handle. We go into a small town and we kill all the zombies there, real thorough. We create places where people can hide out, places we can go without having zombies on our backs the whole way. We all remember Chicago – and how we barely got out alive. We've got to forget about clearing out the big cities, at least for now. Rescue and supply runs, sure, but no mass assaults. For now, we take positions we can keep and build upon."

– Brad Ashley, *Leader of the Road Reapers*

In order to maximize their impact on the zombie menace and help survivors escape and rebuild, the Road Reapers rely upon hit and run guerilla tactics and an overall divide and conquer strategy. They take on smaller, more manageable objectives that they

can handle without undue risk. Clearing out a small town or farm community is feasible; wading into the literal sea of zombies that can be found in any large city or suburb is a totally different operation that requires careful planning, more shooters and heavier firepower than they have.

Isolate. The first step in clearing an area that can be maintained is to isolate it. *Natural boundaries* like rivers and cliff sides are extremely helpful, but experienced zombie fighters like the Road Reapers are sure to keep in mind the undead's ability to walk along the bottom of bodies of water or throw themselves down drops that would kill a normal person only to get back up and continue shuffling towards their human prey. *Fences and trenches* are also effective, but zombies have a habit of piling up in front of them and either pushing or smashing through it or, in time, climbing over each other in order to get over it. A combination of barriers and obstacles can be effective at slowing down zombies and spreading them out to buy defenders valuable time, even if it's only minutes or even seconds.

Sometimes, isolation is already provided by geography. Small towns and villages might be miles away from the next human habitation, and the forests and farmland between them have little to offer zombies who are in search of living prey. Once an area is clear, the main force of Road Reapers can move on, leaving a skeleton crew of armed Survivors to kill the zombie stragglers that appear or to keep watch for larger groups of the undead. If the area is quiet enough, it might eventually be developed into a Safe Haven, or could become one by necessity after a large group of survivors is rescued nearby.

Going into the City

"Going into the city? Don't even think about it. Too many zombies, not enough open road. Every city is a boiling pot, bubbling over with the dead. And even if you can find a way in, good luck getting out. You remember how hard it was to get around in the big city *before* the zombies? Picture the roads now. Unless you're really looking for trouble, you better stay away. It's dangerous even for us Road Reapers, and we've had some experience with such things."

– Brad Ashley, *Leader of the Road Reapers*

Before the Wave struck, urbanization was at an all-time high. More people lived in cities than ever before, and when the zombies appeared, more people died in the cities than can even be imagined. Many tried to flee into the surrounding suburbs and countryside, avoiding the chaos of the Wave and then the sheer terror of the zombies themselves, but a huge percentage of these people were caught on clogged roads or packed into trains and buses that might be inadvertently carrying infected people. Few ever reached their city's border alive.

All of the panicked citizens who fled onto the roads means that most ways in and out of cities are jammed with stalled automobiles and rife with zombies. Just getting into an urban center can be difficult enough for Road Reapers and other experienced scavengers and zombie fighters. Once inside, many streets are crammed with vehicles just like the highway on-ramps at rush hour or blocked by debris. And the way all these sealed exits and entrances close off the city means the zombies are bottled up and have no place to go.



For humans who have decided to stay put, it doesn't take a lot of work to seal off the windows of a concrete block office or warehouse building. Skyscrapers are trickier business, but there are many stories about survivors living on the upper floors and rooftops after blocking stairs and elevators. Many of these city towers turned into fortresses and hideouts are able to last surprisingly long, even if the streets are awash with animated dead. Signs and banners, painted messages, smoke signals, the glow from fires, even the occasional row of lights are all indicators that there are people alive throughout the city. They are treed like cats, however, and any attempt at escape is likely to end poorly as long as there is a wave of zombies filling the surrounding roads. Spreading fires may force the occupants to make a run for it, and zombies are tenacious enough to slowly break down defenses and suddenly flood inside once secure hideouts. It may be possible to build some sort of bridge to a nearby structure, but this is also a risky proposition, especially up on the higher floors of tall buildings.

Road Reapers go into cities for two main reasons: to kill zombies and to look for these hideouts full of survivors. Since their main focus is on wiping out the zombie threat, survivors are usually seen as a secondary objective. Besides, if the Road Reapers wipe out most of the zombies in an area, anyone left will have far fewer problems dealing with the scattered and shot-up undead that remain. They may also risk a city operation to acquire a particular supply and to track down and exterminate Death Cultists. City excursions usually involve scouts, stealth and small squads.

Sweeping Attacks and Zombie Hunting

"The best way to fight zombies is to hit them hard and fast. If you stay in one area too long, you'll attract every zombie for miles and only make things harder on yourself. Fight as a group, keep moving, and make sure that you have a backup plan and more than one or two escape routes in case things go wrong. Because they will."

– Brad Ashley, *Leader of the Road Reapers*

For Road Reapers, speed and mobility are the keys to killing zombies and staying alive. Patrols and small groups race up and down the street, looking for stray zombies that can be easily outnumbered and destroyed. Charging into a sea of zombies is out of the question, a suicide run virtually every time, but on a bike it is easy to outpace slow, shuffling zombies, even Fast Attack Zombies, then circle back around for the kill.

Zombies also have very limited intelligence and respond in predictable ways to certain events. Herding zombies and leading them into traps are both possible, and experienced Road Reaper units with good communication and cooperation can force large numbers of zombies into small areas before setting them ablaze or detonating explosives that have been placed in advance.

'Hammer and Anvil' techniques can also be very effective, with one group attracting the zombies' attention and another group waiting in ambush to hammer them.

Spreading Zombies Thin

A human wave of zombies is a tide of clawing hands, reaching arms, legs and gnashing teeth. The risen dead are most dangerous in large numbers, where they can overwhelm defenders and it is difficult to focus attacks on individual zombies. Most zombies are slow to move and react, however, and the way they mindlessly chase after human beings and vehicles means they can be tricked easily. A rider or particularly daring/stupid runner can pass close to a large group of zombies, drawing some away, maybe firing a few shots or taking out a loner with a melee weapon. When the zombies pursue a moving target, especially one that does seem too fast, they have a tendency to shuffle at different speeds depending on the decomposition of their legs and feet. *Strung out in a line*, the zombies can be more easily picked off and set upon one at a time. Outnumbering zombies gives them a taste of their own medicine, and a single zombie can be knocked flat by bikers or vehicles that could never plow through a whole crowd.

This technique also tends to separate zombies by type. *Fast Attack Zombies* will leave slower species of dead in the dust, and Thinkers might break away from the crowd or wait carefully in the shadows. It is impossible to tell how much reasoning ability Thinkers have left, and they are much less predictable than other zombies, so it's best to pick them off as soon as one is suspected. *Walking Graves* and similar horrible amalgamations of zombies are slow, sometimes practically immobile, and will be left behind as normal Slouchers and Crawlers move ahead.

Quick and Quiet

Zombies are naturally attracted by noise and the signs of human beings. They also use the *Zombie Moan* to signal other zombies. Silencing them quickly stops this process, giving zombie fighters more time to finish off the undead immediately around them.

Unfortunately, the Road Reapers' signature bikes and other high-speed vehicles are anything but quiet. Rumbling engines can get a zombie's attention from almost a mile (1.6 km) away, drawing in the undead to investigate. Most quiet jobs are done on foot – slow, steady, and hopefully, silent. Bikes are stashed at a nearby location where they can be used for a swift escape, or to turn up the heat and launch a full-scale road assault that unleashes the Road Reapers' speed and maneuverability.

Different weapons are also used for stealth operations. Guns are a must, but until things get out of hand, *melee weapons*, *bow weapons* and *silencers* are used to avoid taking on all the zombies in an area at once. Quiet booby-traps like snares can help, but a zombie who is caught in a trap may panic and start the *Zombie Moan*, blowing the Road Reapers' cover and forcing the whole operation to 'go loud.'

Going in Loud

When an area's zombies have been targeted for elimination, sometimes stealth is detrimental. Road Reapers would rather fight zombies in the street than go house to house clearing rooms, and loud engines, gunfire and the presence of living humans do a fine job of drawing them out and leading them right into the firefight.

Loud operations also mean the Road Reapers can bring their heaviest firepower to bear. Machine-gun fire and explosions can be heard for a long distance, but if the whole point is to get the

zombies' attention, then making a racket is only helpful. A single grenade, the revving of engines and just a lone gunshot is enough to *start* attracting a few zombies. The greater the noise level and the longer it is sustained, the more zombies will be attracted. And keep coming.

Going in loud almost always utilizes hit and run tactics, speed, snipers and ambushes. If done well, zooming up and down designated streets, stopping to fire at zombies and zipping away before too many can triangulate on that location, keeps zombies confused and spread out. Making them relatively easy targets. This tactic demands that the extermination force gets out before the situation gets too hot and the streets too choked with zombies. This is somewhat easier to accomplish in rural areas and places where the population was thin before the Wave, but even then it is impossible to tell how many zombies might be in the area. That number can exceed the original population if zombies have wandered in from elsewhere or if groups of them were attracted to the location for one reason or another. Thinkers and Death Cults can complicate matters, and sometimes Retro-Savages and cut-throats take the battle as an opportunity to bushwhack, rob or kill the Road Reapers or engage in acts of sabotage that lead to the heroes' demise. And if known to them, such villains may use this as an opportunity to raid the community the Road Reapers normally protect.

The real secret in open warfare, be it with zombies or fellow humans, is knowing when the tide has turned and it's time to fall back, take cover and retreat. And the tide can turn quickly in combat. Signaling an end to the fighting and a hasty retreat usually falls to the Road Captain or designated squad leader(s), but may also be the duty of one or more scouts watching from a superior position. In the latter case, this is their sole purpose, to feed the street forces information on the enemy and new threats as they appear and close in. Tales of a valiant group of heroes standing their ground against impossible odds are, with rare exceptions, fairy-tales or usually end badly for the cornered warriors – all perish even though they may have slain large numbers of the enemy (the Alamo and Spartan 300 come to mind) or they win the battle but lose 75% or more of their fighting force in the process (the battle of Rorke's Drift, for example). Neither is a desired outcome if you are one of those combatants. In war, especially against an enemy like zombies that don't know fear and keep coming no matter how many fall, it is better to escape alive, regroup and fight another day.

Road Clearing Before Operations

Thanks to the zombies, highway maintenance and street-cleaners haven't been seen in months, and the open pavement that the Road Reapers rely on to preserve their mobility is in bad shape. Putting repair crews to work with concrete and asphalt is out of the question, but clearing roads, even only partially, can vastly increase the speed and survivability of Road Reapers being chased through the streets by zombies. When a big operation is planned, Road Reapers often labor in secret for a few days or weeks beforehand, sneaking around at night and using winches, construction vehicles and good old-fashioned manpower to quietly clear streets and set up preplanned traps and kill zones. Clear roads are uncommon after the Wave, especially around population areas, often a sign of Road Reapers working in the area. Or at least having been present at some point in time.

Buffer zones between population centers and Safe Havens also benefit from having open roads. Lookouts and Sentinels keep watch for groups of zombies, reporting them in to Road Reapers laying in wait nearby. With unimpeded access to the streets, they can race by at full speed, mowing down slow and helpless zombies before they can react and disappearing before the monsters start to gather in numbers too great. Abandoned cars, fallen buildings and burnt debris make this kind of reactive defense much more dangerous in cities and formerly populated areas, and many Road Reapers have met their end by cornering themselves cruising down a road they thought was open or skidding across a patch of spilled oil, broken glass, metal, rotting carcasses and other rubble.

Other Preparations for Attacks

When fighting unintelligent but relentless enemies like zombies, especially in urban areas, operating on ground that has been *prepared* in advance gives humans a huge advantage. Unlike most survivors, Road Reapers actually confront and destroy zombies instead of running away, and have become quite proficient at creating tricks and traps that confuse and kill the undead.

Mobility is the key to staying alive, no matter how well planned an offensive may be. Boards placed between windows and rooftops can be used as temporary bridges and then quickly pulled aside to prevent zombies from following after. Ropes and ladders let people climb up straight walls and are simple to retract, leaving any pursuing zombies stranded below. Zip-lines leading from the tops of buildings make for fast and uncomplicated escape routes, easy to set in place and practically impossible for any zombie other than a really ambitious Thinker to follow. They can also be cut down swiftly in case bandits, raiders or Death Cultists are in pursuit.

Another trick is to use vehicles, gates, fences and steel plates to seal off an area. As the Road Reapers or those they are trying to protect are chased by zombies, they detour through choke points and tight spaces, closing off their pursuers by dropping a pre-positioned obstacle in place behind them or simply locking and barring a door. Even if such tactics only provide minutes of protection/defense, it may be the difference between escape and death.

Buildings that the Road Reapers intend to fight from or use as tactical retreats and strong points are generally fortified if there is time, or modified to their benefit. Taking out the lower portion of a staircase, for example, while the heroes fire from above and have a back door escape route, can be very effective. Sandbags in windows, boarded-up entrances, sealed stairwells and blocked elevators are all good for keeping zombies out and slowing their pursuit.

Booby-Traps

Fighting face to face with bloodthirsty zombies is a risky proposition in the best of circumstances. When things go wrong, people lose their lives and are transformed irreversibly into the ravening risen dead. Booby-traps can't be turned, won't get scared, and don't put a human being's life on the line when they fail. There are very few zombies that have any kind of problem-solving skills, so the odds that a trap will be disassembled by a

Thinker or a Mock Zombie are much lower than the odds of a Sloucher or Crawler blundering right into it.

Booby-traps are also effective because they can be clearly marked and labeled for people without tipping off the zombies that they are designed to maim or kill. Zombies can't read and only the most intelligent types can figure out traps and tricks of any sort. Explosives, rigged-guns and spring-loaded spears are all excellent zombie killers, but a simple pit trap or a door that locks behind a zombie can be just as effective, sealing off the creeping doom where they cannot easily escape. These types of traps are cheap and easy to make, and if they malfunction or someone accidentally walks into them, they won't be instantly killed or mortally wounded.

Trip wires are another good deterrent against waves of zombies. They won't stop the monster, but zombies are too stupid to belly-crawl under them and too ungainly to leap over them. Good, strong trip wires made of chain, wire, telephone cord or steel cable will significantly slow zombies as those in front fall, requiring those behind them to awkwardly climb over the fallen or push their way through. Some zombies may become damaged or entangled, especially when trying to push through barbed wire, and their reduced speed and movement makes them easy to pick off from afar or by individuals with handheld weapons. Such encumbrance may also slow down a pack of zombies, especially in hallways, stairwells and other confined areas, as the tangled zombies may block and slow the others progress. Series of wires combine to make obstacles that zombies can't figure out, are easy enough for humans to pass through (don't trip) and are quick to set up. Of course, crowds of 30 or more are likely to push right through such traps with relative ease, but it's still worth the trouble to set them up to, hopefully, buy some extra time. **Note:** Road Reapers are wary of placing trip wires on roads and paths outdoors, however, as they stop bikes cold and get tangled up in spokes. Clearly marked, prominently placed warning signs help, but nothing is certain when conducting a high-speed motorized battle against ravenous swarms of zombies.

Ammunition and Weapons Caches

Anyone with military experience knows how quickly ammunition can be expended in a firefight. Zombies are also much tougher and more tenacious than normal humans in the face of gunfire. Moreover, the weight and mass of a whole crowd of them (100 or more) can absorb a lot of bullets with little effect and smash through barriers with quick and shocking ease (within 1D6 melee rounds). In order to keep their troops fighting, Road Reapers always bring as much ammo along as possible and *place weapons and ammo caches* in vital and strategic locations, particularly in buildings and strongholds where the bikers can retreat if things go wrong.

Sometimes after they loot a gun shop or armory, the Road Reapers have too many guns to realistically carry. To prevent them from falling into the wrong hands, such mini-stockpiles are usually hidden at secret locations – like a pirate's treasure – their position recorded carefully, and then retrieved at a later date, either before a big attack is planned or in order to replace weapons and ammo lost in the field. Lists and maps of these locations are incredibly valuable documents, often worth the life of an individual rider to protect.



Motorcycle & Vehicle Combat

“This isn’t a movie, and you aren’t a stuntman. Shooting while riding a bike is difficult, inaccurate and takes time to learn how to do right. Better to focus on driving and let your backseater use the gun. Of course, if you’re already good enough to hit a zombie in the head at full speed, you don’t need any more advice from me.”

– Brad Ashley, *Leader of the Road Reapers*

In some countries, assassinations and drive-bys committed by motorcycle-mounted gunmen were all too common, forever settling the debate over whether or not a skilled rider can hit targets while moving. Road Reapers have had a lot of practice since the Wave, as well, and are learning what works and what does not, and teaching their comrades and new recruits. Many stuntmen, professional racers and trick-riders were already part of motorcycle clubs before the Wave came, and now they have spread their knowledge and experience far and wide, teaching new bikers how to do tricks their bikes were never designed for. Just shooting a gun or striking with a melee weapon is difficult enough from a motorcycle, requiring a level of skill and concentration beyond that of a casual rider. See the **Vehicle Driving & Combat Rules** section on page 37 of **Endless Dead™** for more details.

Motorcycles are not cars, and have their own unique handling and braking capabilities. They normally come with a hand-op-

erated front brake and a foot-operated rear brake, each of which works slightly differently. The rear brake is often referred to as the *steering brake* because it can be used while turning to help keep the bike upright and on the right track. The front brake has more stopping power, but trying to use it during a turn has a tendency to throw the rider over the handlebars or lay the bike down sideways. For right-handed riders, the hand that operates the front brake is also the hand they use to shoot with, making that back brake even more important.

Drive-By Attacks

The simplest way to take down a zombie from on a motorbike is to zip past as fast as possible, firing a shot or two or striking once with a melee weapon. Operating a motorcycle is nowhere near as simple as driving a car with an automatic transmission, and freeing up a hand to shoot or strike with requires lining up the target, coasting and preparing to accelerate away to regain balance and momentum. If the passenger is doing the shooting, the driver can focus completely on the road, avoiding zombies and keeping the bike upright.

Shooting While Driving: Properly operating a motorcycle requires both hands and a good deal of concentration. Maintaining balance while shifting or weaving through zombies is difficult enough, trying to fire or reload a weapon on the move takes real skill. Only one-handed weapons like pistols, sawed-off shotguns and small submachine-guns can be used by a motorcycle rider while driving. Larger rifles and shotguns that occupy both hands make it almost impossible to keep a motorcycle upright, much less maneuver or evade attackers. **Penalty:** Any one-handed weapon fired by the driver while a bike is on the move is -3 to strike, -5 for two-handed weapons like rifles and full-size shotguns.

Shooting as a Passenger: Most motorcycles are designed to accommodate a single passenger behind the rider. If this passenger is armed, a motorbike becomes an extremely fast fire-and-maneuver vehicle capable of taking out zombies on the go. The passenger/shooter is free to fire in any direction, as they do not have to keep their eyes on the road. Virtually any weapon that can be held can also be used: crossbows, pistols, rifles, etc. Only machine-guns and rocket launchers might be too heavy or awkward, even for a passenger, but assault rifles, shotguns and submachine-guns are all options, and accessing saddlebags or cargo compartments loaded with ammunition or hand grenades is easy for a passenger, but could be suicidal for a distracted driver. **Penalty:** Passengers shooting small arms one-handed while the bike is in motion are -1 to strike, -2 for two-handed weapons like rifles and full-size shotguns.

Stopping and Shooting: There is no penalty to strike for a biker when he rides in fast, comes to a screeching stop, fires off several shots (no penalties and can be ‘aimed shots’) while the bike is idling, and drives off a melee round or two later.

The Cavalry Charge

Just as knights of old used to ride down hapless infantry, the Road Reapers occasionally use their bikes as weapons themselves, arranging in a line and crashing into the enemy. Spinning tires and high speeds are a serious deterrent to any zombie that tries to grab at the rider, and grouping large numbers of riders together amplifies the effect of any charge. Even so, bikes are light



and get bogged down easily in masses of grasping zombies and streets littered with bodies and gore. Charging right into a mass of zombies (or humans, for that matter) could be swift suicide.

The cavalry charge is most effective on relatively open streets and grassy fields against just a few zombies. The kind of situation where the bikers can move fast and chop or blow the head off in a single rush. Cars and larger vehicles are much heavier and can be equipped with ram prows and cattle catchers, making running through and over targets a much more viable option. However, even then, there is the risk that tires could get hung up on several bodies, slip and slide on blood and gore, or a wheel could get stuck/jammed by one if the driver has bad luck. Some Road Reaper units have a specially outfitted vehicle that serves as the 'spearpoint' for cavalry charge attacks, or pull supporting trucks or cars to the front when they are needed for their size and striking power.

Semi-trucks can be especially effective in driving through a wall or thin herd of zombies. However, even the big rig can get stuck or stalled if it tries to plunge through a thick mass of the monsters, or loses tire traction on the gore-covered ground. There is also the risk of zombies climbing on board, smashing out windows and getting to the driver. Likewise, debris strewn streets can be a problem for all, except tracked vehicles.

Street Sweep

In order to clear areas, riders and fighters on foot must move in cohesive lines and formations, otherwise zombies may slip through or go unnoticed. The most common way Road Reapers secure ground is with two 'sweeps,' one on bikes and one on foot. The bikers go by first, riding along parallel streets and alleys, shooting or riding down zombies that they find in the open, then drawing the rest out from cover by making noise. The second line follows behind on foot, finishing off stragglers, checking buildings, taking down all zombies encountered, and locking doors or otherwise partitioning the target zone so zombies cannot wander back into sections that have been cleared. It is impossible to be sure, however, so anyone taking refuge in a 'clear' area is advised to check things out for themselves before letting their guard down.

Gun Runs

When ammo is plentiful and lots of backseat shooters can be found, sometimes the safest policy is to ride up and down the streets gunning down any zombies that dare show themselves. When bullets fly, however, there is definitely a chance of hit-

ting one's own comrades, especially when trying to aim while on the move. Riding in predetermined patterns is a good way to avoid friendly fire, and can be as simple as assigning an individual street to each small unit of riders. Gun Runs are fast and help thin out the overall zombie population, and sometimes quick runs through familiar territory are planned as training exercises for new riders and to clear out areas already thin with zombies or eliminate zombies that have wandered back into a clear area. Constant maintenance of cleared areas is a must.

Fighting on Foot

Motorcycles are the perfect vehicles for getting around in a world of clogged streets and closed roads. They have the speed and power for long distance travel and can dip off the pavement for short stretches to get around obstacles or avoid zombies. Fighting from the back of a motorcycle is tricky, however, and it is often necessary for Road Reapers to leave their bikes behind and confront zombies on foot.

Away from their motorcycles, Road Reapers work like any other zombie fighters. Killing zombies before they can Moan, trapping them or using silent weapons is preferable, but guns, fire and explosives are also effective, even if bright lights and loud noises attract the attention of other nearby zombies. No matter how versatile and welcomed travel by motorcycle may be, foot traffic will always be necessary. This is especially true when exploring houses and gathering supplies. At some point, one must park his bike or truck and go inside. Road Reapers are capable fighters on and off their motorcycles, and know the ins and outs of zombie fighting better than most survivors.

Hammer and Anvil

When Road Reapers know where they will be fighting or have become skilled at quickly deploying and recovering dismounted troops, combining high speed and stationary killing techniques is extremely effective. Like dogs chasing cars, zombies instinctively pursue motorcycles and vehicles, even if they have no chance of actually catching them. Ride by slowly, and one can get a line of zombies following along as if he were the Pied Piper. This draws single zombies and small groups out into the open, making them vulnerable targets that are easy to pick off from a distance or outnumber and destroy via ambush or incoming faster-moving vehicles. A well-organized Road Reaper purge involves motorcycles picking off targets of opportunity and leading zombies into traps and ambushes manned by shooters who have dismounted, been placed in advance or dropped off by passenger vehicles.

Passenger Platoon

One of the more precise and complicated of the Road Reapers' maneuvers, using a large number of passengers as an independent unit combines the mobility of bikes with the steady-shooting and fighting capabilities of dismounted troops. A group of bikers with heavily armed backseat riders slow or stop in a designated area, letting their passengers hop off and assemble as a cohesive force. The motorcycles then speed away to continue hit-and-run attacks while the dismounted bikers steadily kill zombies, secure an area or evacuate survivors. The biker unit can then return to extract the foot soldiers, knowing that everyone they brought with them has a seat and can escape quickly. Using cars and larger vehicles such

as APCs or buses also helps carry troops or rescued civilians, but limits the Road Reapers' speed and mobility.

This is a great technique for doing a lot of damage or accomplishing objectives quickly, then getting out before large numbers of zombies accumulate in one area. The sudden change of speed and momentum is also good for throwing Death Cults, bandits and enemy biker groups off balance as well, making it difficult to determine the true numbers of Road Reapers on the attack or their real objective. Again, mobility and the use of hit-and-run tactics are important in being effective.

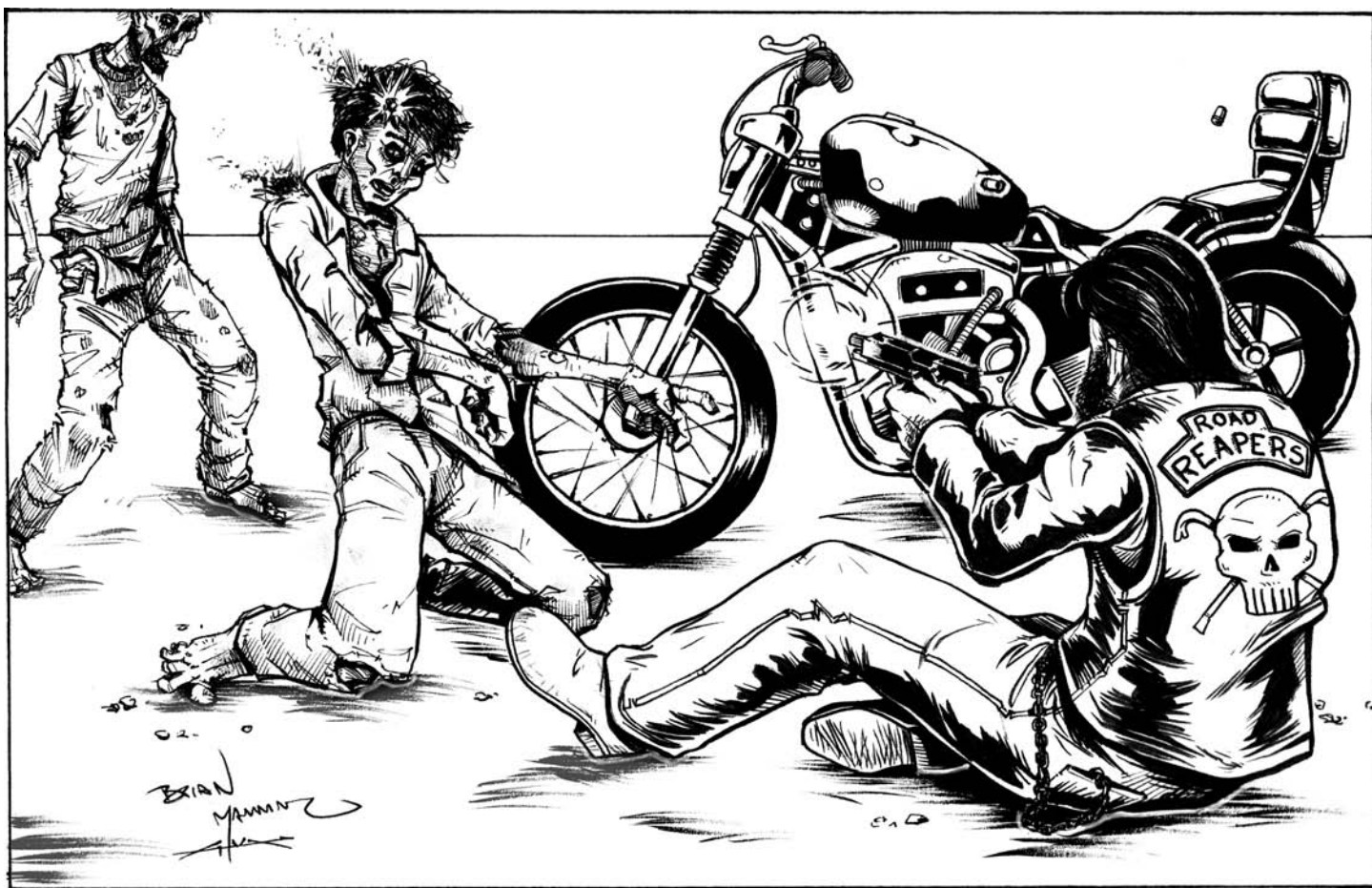
Circle the Wagons

Another precision tactic often used as a last resort or as the finishing blow in a zombie battle, circling the wagons involves swiftly stopping the Road Reapers' bikes in a circle, then using that circle as a defensive wall or perimeter against zombie attack. The Road Reapers assemble in the center of the circle and fire outward, using

melee weapons to chop up any zombies that get close enough to reach inside. Parked motorcycles won't hinder zombies for long, however, so a lot of firepower inside the circle is necessary, and too many zombies outside of it makes the tactic impractical.

Organized Dismount

After the opening shots and high-speed maneuvers of a full-scale battle, it often becomes necessary to fight on foot in order to finish the job. At a signal, the Road Reapers stop their bikes and gather into small units to clear the streets. A biker who misses the signal will ride off isolated and vulnerable, and one who responds too soon or too late might find himself overwhelmed and without support. Planning a dismount in advance is a good idea, though experienced Road Reapers are prepared for improvised orders and sudden changes of plan. Again, this is often used as a hit-and-run style attack, with the warriors jumping back on their bikes and riding off should the zombies' numbers swell beyond what they can manage.



Notable Road Reaper Bikes & Gear

General Types of Motorcycles

To the uninitiated, all motorcycles might look the same. To a serious biker, the differences between a cruiser, a motocross bike and a street racer could not be more apparent. Most Road Reaper packs are equipped with a mix of different vehicles, though some may be committed to off-roading more than street travel. As the world's roads begin to deteriorate, however, all-terrain vehicles are becoming increasingly necessary. See page 121 of the **Dead**

Reign® RPG and page 31 of **Sourcebook 3: Endless Dead™** for more information and stats on vehicles.

Standards are your basic, street-riding motorcycle. They are intended for paved surfaces and not going off-road, but are generally compact bikes with good power and acceleration. As the most common type of motorcycle they are the simplest to repair, maintain and find spare parts for.

Cruisers typically have large engines and are relatively comfortable and simple to ride. While they do have a lot of power and speed, they sacrifice a bit of cornering ability to get it. They could be looked at as a cross between Standards and Touring Motorcycles.

Dirt Bikes and ATVs may have excellent off-road capabilities, but most dirt bikes and small ATVs (also known as quads, quad-bikes and four-wheelers) don't have the raw speed of real motorcycles and can't keep up on actual streets (reduce speed by half). Road Reapers on such vehicles are often combined into purely off-road units where they will not be expected to transition from uneven ground to paved surfaces or vice versa. These off-roaders are excellent for making it through the most difficult rough terrain to circumvent zombies or launch attacks on Death Cults and raiders from unexpected directions.

Small engines and sporty, little off-road vehicles also have different parts and maintenance requirements than street bikes. Very few parts can be swapped back and forth, and an expert at repairing and rebuilding motorcycles will still face a bit of a learning curve when trying to figure out dirt bikes and ATVs.

Dual-Sports are off-road bikes with full street capabilities. Dual-Sports are arguably the perfect motorcycle for Road Reapers. They are at home on long highways and stretches of pavement, yet can still turn off the road and handle trails and dirt tracks. Road Reapers prize these bikes, and riders equipped with them can participate in both road strikes and off-road missions that require driving on rough terrain.

Sport Bikes/Street Racers. Serious street machines made for speed and acceleration, Sport Bikes are associated more with urban racing enthusiasts than biker gangs. Japanese and Italian bikes are some of the most popular, as many American manufacturers focused more on Standards, Cruisers and Touring Motorcycles.

Touring Motorcycles. More comfortable and with greater cargo capacity for long trips, Touring Motorcycles are looked down on by some riders for not having the same aggressive styling and sporty design as most bikes. For anyone traveling long distances, however, a Touring Bike makes the miles much easier on the rider's back and knees, and has built-in cargo containers that can't be ripped off by zombies or snag on obstacles. They are bigger and harder to push through tight maneuvers, however, so most Road Reapers prefer smaller bikes for combat.

Scooters, Mopeds & Minibikes

There are a whole range of small vehicles that are similar to motorcycles and ATVs, but lack the engine power or maneuvering capabilities. **Scooters** are popular in big cities, especially in Europe, Asia and the American West Coast, and many hobbyists in North America own mopeds and other similar light motor vehicles like *go-karts* or small *dune buggies*. Likewise, *golf carts* can be found at any golf course, but they are woefully underpowered, even compared to scooters and mopeds, and expose the passengers to attack from the outside. It takes a real motorcycle to keep up with the Road Reapers, and serious riders look down with disdain at anyone who thinks they can join the pack from the back of a scooter or a go-kart. There might be some useful parts that can be salvaged, but riding any of these types of small vehicles is a quick way to get oneself killed, and the rest of the

bikers aren't going to slow down to accommodate someone on a machine made for children or casual commuters.

Basic Scooter/Moped Stats:

Intended Number of Passengers: 1-2

Maximum Number of Passengers: 2

A.R.: 7. **S.D.C.:** 90. **Speed:** 55 mph (88 km), 35 mph (56 km) with a passenger. **Range:** 200 miles (320 km). **Cost:** \$600+.

Snowmobiles

More common the further north one goes, snowmobiles are intended for use on snow and ice and are virtually unusable on roads. Of course, in heavy snowfall and on snow-covered roads, they can leave most other vehicles far behind, but their limitations mean Road Reapers generally don't consider them worth the time, the gasoline and hauling them around on a flatbed trailer or truck. For a few months out of the year, however, snowmobiles are a viable option for getting around, and Road Reapers may keep a dozen or two at Safe Haven Communities and permanent bases, or stash 1D6 at a secret location or safe house.

Basic Snowmobile Stats:

Intended Number of Passengers: 1-2

Maximum Number of Passengers: 3

A.R.: 7. **S.D.C.:** 150. **Speed:** 75 mph (120 km). **Range:** 100 miles (160 km). **Cost:** \$5,000+.

Trucks & Cars

Bikes might be their image, but the Road Reapers still use plenty of cars and trucks. Larger vehicles are easy to find, even if the clogged roads of the post-Wave environment make it harder for them to get around. There are so many cars scattered across the streets of the old world that Road Reapers generally see them as expendable, finding a car or truck when they need one and abandoning it when they reach a choke point they can't fit through or a temporary destination where they can get back on their bikes. Every vehicle that has been left behind has a fuel tank, however, and every Road Reaper carries some kind of *siphon* that can be used to access the valuable gasoline inside.

True Road Reaper cars and trucks intended to carry supplies or heavy weapons are typically reinforced against zombie attack. Even a small car has many times the carrying capacity of a motorbike, including seats capable of accommodating wounded, elderly or pregnant passengers who may not be able to ride along on a bike. A car or truck may also be the group's designated *ram prow* for clearing wrecks, punching a hole/exit through a line of zombies, and forcing unfriendly riders/vehicles off the road. Large trucks may function as cargo carriers or as VIP/precious materials carriers that the rest of the bikers escort through hostile territory. See page 121 of the **Dead Reign® RPG** and page 31 of **Sourcebook 3: Endless Dead™** for more details on vehicles in the world of the apocalypse.

Engine Noise

The average motorcycle engine emits about 100 decibels of sound, loud enough that prolonged exposure at close range can result in hearing loss. For those looking out for bikers, human

ears are naturally attuned to picking up the sound of car/motorcycle engines, particularly now that the constant flow of traffic on the streets has ground to a halt. Zombies, as simple-minded predators, are even more sensitive to sound, always searching, always hungry, and the noise of a pack of bikers will draw them in for miles around. Some bikers before the Wave would deliberately remove or modify their mufflers to make their bikes as loud as possible; zombies, however, make a good argument in favor of quiet riding.

Silent Coasting: Coasting without power and even walking the bike through certain spots is the only way to quietly move a motorcycle. Overall speed is limited to 10% of maximum, however. Zombies can still detect humans based on their smell and psychic presence, but must be within 25 feet (7.6 m) for groups of 6 or fewer riders, 50 feet (15.2 m) for groups of 7-24 and 100 feet (30.5 m) for groups of 25 or more. Reduce range by 75% if the zombie(s) are currently dormant.

Engines Purring: Going easy on the throttle and coasting as much as possible keeps things quiet, but the engine noise is definitely there, even if it may sound deceptively far away. Speed is limited to 25% of maximum. Zombies can detect motorcycles/riders within 50 feet (15.2 m) for groups of 6 or fewer riders, 100 feet (30.5 m) for groups of 7-24 and 200 feet (61 m) for groups of 25 or more. Reduce range by 75% if the zombie(s) are currently dormant.

Obvious Noise: There's no hiding the sound of a motorcycle moving at decent speed, but a rider can still try to reduce the amount of noise he or she makes in order to avoid attracting distant zombies. Any of the dead that are nearby will give chase, however. Speed is limited to 50% of maximum. Zombies will react within 100 feet (30.5 m) for groups of 6 or fewer riders, 200 feet (61 m) for groups of 7-24 and 500 feet (152.4 m) for groups of 25 or more. Reduce range by 75% if the zombie(s) are currently dormant.

Heavy on the Throttle: If a Road Reaper pack can get in and out fast enough then sound isn't even an issue. Engines roaring, cruising past at full power, the bikers fly by in a cloud of exhaust. No limitation on maximum speed, but any zombie within one mile (1.6 km) can hear the noise and is likely to investigate or pursue, no matter how many or how few bikers. Reduce range by 75% if the zombie(s) are currently dormant.

Horses and Quiet Travel

For certain jobs like monitoring Death Cults and setting up ambushes, using loud, smoke-spewing motorcycles and street hogs is out of the question. When the Road Reapers ride, they are careful not to let zombies follow them, and their rapid movements leave most Slouchers in the dust. For sneak attacks and stealth missions, however, Road Reapers generally leave their bikes behind in a safe place and travel the rest of the way on foot or in an expendable vehicle, perhaps even one just picked off the side of the road. Under such circumstances, they rely on their bikes primarily as a means of escape once the job has been done. While Road Reapers naturally prefer the freedom of their bikes and the open road, they are not afraid to fight on foot.

Horses are a compromise between the two, and are powerful beasts who instinctively kick and bite when threatened by zombies. And, though they are vulnerable to zombie attacks and require food and care, horses provide better speed than walking

and are reasonably quiet. The Road Reapers love their bikes, but they are savvy enough to know when to fight on foot or use a horse; provided they know how to ride. Riding an animal is an entire skill set of its own, and those who don't ride will have tremendous difficulty controlling the animal and staying mounted on its back.

Biker Accessories

Firing a weapon or otherwise fighting from a motorcycle involves many of the same elements as trick riding. As knowledgeable enthusiasts, most bikers were somewhat aware of how to 'mod out' a bike for trick riding, and Road Reapers pass this information freely amongst each other.

Alternate Fuel Sources: One of the biggest advantages motorcycles have over cars is fuel efficiency. While Wheelmen struggle to keep their vehicles fueled, motorcycles are substantially lighter and with half the tires of a car, they are subject to much less friction. Even so, gas supplies are precious, and as time goes on, will be used up completely.

Ethanol, cooking oil and strong alcohol are all alternative fuels. Moonshine can be brewed up even by survivor groups, and if it is strong enough it makes a usable fuel. Customizing bikes to take other fuel sources is beyond the average Road Reaper, however, requiring a *Fix-It Man* or an actual mechanic or engineer to make the necessary engine modifications, as well as specific parts. Such alternative fuel engines may also require more frequent cleaning and maintenance. Plus, once converted to run on ethanol/alcohol, a bike cannot take regular gasoline anymore – like that which can be found in the fuel tanks of abandoned vehicles everywhere, at least during the first year or so of the Zombie Apocalypse.

Bike Armor: Motorcycles are designed for speed and agility, so weighing them down with extra armor defeats much of their purpose. Even so, a few extra plates or bars over the gas tank, gears or other vulnerable parts can make a crucial difference between the bike being damaged or totally destroyed. Windshields and front-plates help protect the rider from projectiles, airborne objects and the grabbing hands of zombies. Zombie fighting is messy work, and a severed head flying through the air can knock a rider clean off his or her bike.

Body Armor: Bikers wear 'leathers' to shield themselves from scrapes and cuts if they should accidentally contact the road. Leather is very good at protecting one from zombie bites and scratches too. Knee and shoulder plates are also common for additional protection and to prevent broken bones, and increase damage against zombies (+1 S.D.C. damage to knee strikes, elbow attacks and shoulder rams/blocks). Many Road Reapers have customized their riding armor as well with metal studs, chains, additional padding and extra plates. *Bulletproof vests* and military-style armor are also becoming more common as Road Reapers raid empty police stations and armories or trade with surviving units of soldiers.

Any sensible biker also rides wearing a helmet (A.R. 14, S.D.C. 50), especially with the kind of unpredictable combat riding that is the Road Reapers' calling card. A helmet helps protect the rider from concussions, brain damage and disfigurement in falls, keeps rain and blood spatters out of the eyes, protects the head and face from zombie attacks, and can be used as a last-ditch weapon to bludgeon zombies with if nothing else is available. Helmets also add +2 S.D.C. damage to head butt attacks and

dramatically reduce the odds that the attacker will end up with a headache later. See page 117 of the **Dead Reign® RPG** for full information on body armor.

Crash cages and subcages are secondary framework and metal bars that help protect the bike and its engine in case of a crash. They are relatively simple to improvise as well, requiring little more than welding equipment, a few metal bars and the proper know-how. Cages won't stop a rider from crashing, but they will dramatically increase the odds that the bike still works once its rider has picked it up off the ground. Spare parts can be hard to come by, and keeping one's bike in working order is an important aspect of staying alive for Road Reapers.

Cruise control systems let riders maintain a specified speed without the need to hold onto the throttle/accelerator. Before the zombies appeared, they were most useful on long highway trips. When fighting the undead, however, cruise control is a nice feature to have for keeping up speed during drive-bys and gun run attacks. Cruise control allows a rider to set his or her speed and then use the hand that would normally control the throttle to hold a weapon.

Foot brakes are standard on almost all motorcycles, controlling the brakes attached to the rear wheel. The majority of a bike's stopping power comes from the front wheel, however, so taking one's hands off the handlebars and exclusively using the rear brake is not a realistic option. Some Road Reapers have installed *improvised twin brakes* in the foot brake position; press forward to brake in front and press backward to brake in the rear. This arrangement frees up the rider's hands and lets him brake whenever necessary or use his knees or elbows to steer for short periods. Acceleration is still controlled by the throttle, however, which requires an available hand to use.

Hand brakes give the rider additional control of the bike in situations where his feet might be otherwise occupied, such as kicking at zombies to fend them off. Their use is limited, however, since most Road Reapers are looking to free up their hands to use weapons and hand brakes only mean more focus on the motorcycle's handgrips.

Sidecars are wheeled passenger pods that connect to the side of a motorcycle. While they reduce overall speed and make the bike significantly wider and less maneuverable (see modifiers below), they also provide a stable firing platform from which a passenger can shoot at zombies. With no need to hold onto the rider, the passenger has freer use of both hands and heavy weapons like machine-guns can even be mounted on the front of the sidecar for some serious firepower.

A motorcycle with a sidecar has its top speed reduced by 20%. Rolls on the Motorcycle piloting skill are -15% due to the increased weight and size. When rolling to see if the motorcycle flips or falls over on its side, however, the bike receives +20% from the superior stability offered by a third wheel.

Notes on Road Reaper Weapons

Automatic Weapons: Submachine-guns and assault rifles deal out lots of damage, but also go through ammunition much faster than other weapons. They are mainly found in the stockpiles of armed forces and police departments elsewhere in the world, but in the USA, a large number of military and military-style weapons are also owned by private individuals, collectors

and criminals, and many of them have been recovered by the Road Reapers.

Untrained individuals are usually unready for the recoil and power of a fully automatic weapon, and could be just as dangerous to their comrades as to the zombies they are fighting if they can't keep the gun under control. Controlled bursts are usually 3-5 rounds to conserve ammo.

Crossbows and Spearguns: Essentially silent and still able to drop a zombie from a distance, a good crossbow, compound bow and arrow or speargun is handy in ways firearms are not. Ammunition can be made if need be, or retrieved from the bodies of zombies. Crossbows are cranked or retracted by hand to provide power, while the traditional bow is hand drawn and can be fired faster than crossbows by experienced archers. Spearguns generally need CO2 canisters to fire, which can be found in diverse places like party stores, sporting goods outlets and paintball fields, but are one more supply that the Road Reaper must locate.

Explosives: *Molotov cocktails* are very common amongst Road Reapers, simple firebombs made by filling glass bottles with gasoline or other flammable liquids and inserting gas-soaked rags into them as 'fuses.' They are especially useful in creating distractions and against living foes. Zombies set on fire simply become more disfigured or fused together; it takes a great deal of fire to completely destroy an active zombie. On the other hand, fire is good for disposing of the remains of the dead.

Hand grenades and military explosives like claymore mines are rare and difficult to find, and few Road Reapers have the expertise in chemistry to produce their own home-made bombs. Dynamite is more readily available, but dangerous to handle unless in the hands of someone who knows what he's doing. Knocking down a building is a way to block-off city streets and bury zombies, however, so Road Reapers who do know demolitions are sought after when going into urban centers or taking out the lairs of Death Cults. For amateurs, however, the risk of accidentally setting off a bomb early is a real danger, not just to the individual placing the explosives but to everyone in range. Big explosions are incredibly loud and create massive dust clouds that draw in zombies and alert every living human for miles.

Hunting Rifles: Getting up close and personal with zombie hordes is dangerous no matter how heavily armed one is. Many military personnel learned this lesson during their first clashes with zombies. Packing a scope-sighted rifle lets Road Reapers terminate zombies from the safety of rooftops and long distances, but they are extremely limited indoors and cannot be accurately fired while on a moving bike. Fewer than a third of Road Reapers carry long-range rifles, and most are used in special situations like search-and-destroy missions, defending areas, fighting humans, and hunting game. They are common at gun stores, camping stores, and even Wal-Mart, as well as kept in many homes.

Knives and Clubs: Melee weapons are important, even in the world of guns and bombs, due to their silence and the fact that they are not reliant on ammunition. Every Road Reaper is sure to carry a decent knife along with a larger blade or a blunt weapon for smashing in zombie skulls. If he is heading out on a mission where stealth is a requirement or has somehow lost his other weapons, a Road Reaper might only be equipped with the basics. A bike chain, tire iron, pipe, large wrenches or crowbar are all common, as is that extra survival knife or switchblade kept in a boot.

Machine-Guns: Real battlefield weapons, machine-guns are extremely valuable for use at defensive positions or Safe Havens, as well as occasionally mounting on a jeep or motorcycle sidecar. They eat through ammunition incredibly fast, however, so most machine-guns that the Road Reapers can get their hands on are left behind soon after. Big .30 and .50 caliber machine-guns need heavy mounts or tripods to stabilize them to fire with any accuracy (-4 to strike without them) and the weapon and its ammo are very heavy. Moving equipment like this around by hand will require a two-man team and is an ordeal. Definitely not suited to the Road Reapers' lightning warfare tactics.

Revolvers and Semiautomatic Pistols: Pistols are small and easy to carry for bikers. Heavier calibers, in particular, have good stopping power, and any firearm is useful for taking out zombies without having to get too close. Silencers are rare, however, so opening fire is sure to attract other zombies, as well as alert bandits, Death Cults or competing groups of survivors. Using a pistol or revolver also requires more skill than firing a shotgun, but they are both excellent at close range.

Shotguns: Shotguns are simple to use and maintain, devastating in close quarters, and can be loaded with buckshot for firing into crowds of zombies or slugs for accurately taking out individuals. Riders can cut down the barrel of their shotgun to make a 'sawed-off' version that is less accurate and has much shorter range (60 feet/18.3 m), but is easier to handle on a bike and in close combat. **Note:** Shotguns with their full stock and barrel shoot straighter, have greater range and can be used as clubs for fending off zombies when the ammo is gone.

Boats and Ships

All listings are for the most common, typical varieties in this category.

Life Raft/Lifeboat: A.R.: 7 for rafts, A.R. 8 for lifeboats. S.D.C.: 20 for rafts, 30 for boats. **Passengers:** 4-10 depending on the size. **Speed:** 10 mph (16 km) for lifeboats with motors, life rafts float with the tide or rely on paddles. **Range:** 72 miles (115 km) for motors; unlimited when adrift. **Cost:** \$500-\$2,000 for life rafts, double for lifeboats.

Small Canoe/Kayak: A.R.: 7. S.D.C.: 30. **Passengers:** 1-2. **Speed:** 4 mph (6.4 km). **Range:** Unlimited. **Cost:** \$300-\$1,000.

Large Canoe/Rowboat: A.R. 6. S.D.C.: 40. **Passengers:** 2-5. **Speed:** 3 mph (4.8 km; 10 mph/16 km with outboard motor.) **Range:** 72 miles (115 km) for motors; unlimited for rowed versions. **Cost:** \$500-\$2,000.

Jet Ski: A.R.: 7. S.D.C.: 100. **Passengers:** 1-3. **Speed:** 45 mph (72 km). **Range:** 100 miles (160 km). **Cost:** \$5,000-\$20,000+.

Cabin Cruiser: A.R.: 8. S.D.C.: 1D4x100. **Passengers:** 4-8. **Speed:** 35 mph (56 km). **Range:** 150 miles (240 km). **Cost:** \$10,000-\$15,000+.

Small Sailboat: A.R.: 8. S.D.C.: 1D6x100. **Passengers:** 4-8. **Speed:** 10 mph (16 km). **Range:** 72 miles (115 km) for an optional outboard engine; unlimited when using sails and wind power. **Cost:** \$3,000-\$35,000+.

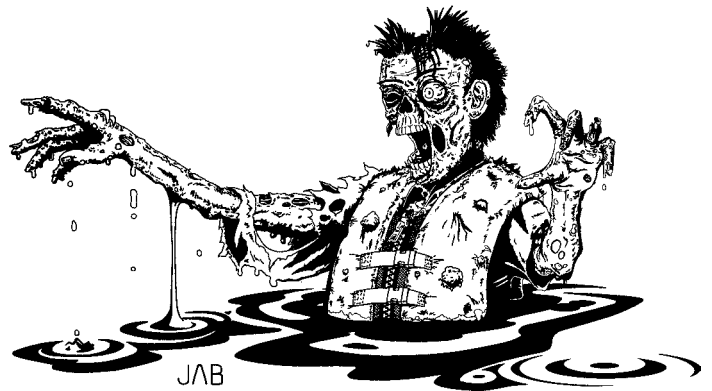
Large Sailboat/Yacht: A.R.: 9. S.D.C.: 2D6x100. **Passengers:** 10-12, minimum crew of four needed to run the ship. **Speed:** 8-10 mph (12.8 to 16 km). **Range:** 120 miles (192 km) for optional outboard/built-in engine; unlimited when using sails

and wind power. **Cost:** \$40,000-\$250,000 and more depending on the size and level of luxury.

Cargo Freighter: A.R.: 12. S.D.C.: 8,000. **Passengers:** 50-100, minimum crew of ten needed to run the ship. **Speed:** 22 mph (35 km). **Range:** 1,000+ miles (1,600+ km). **Cost:** \$15 million+.

Cruise Ship/Super-Freighter: A.R.: 12. S.D.C.: 12,000. **Passengers:** 50-100 for super-freighters, up to 5,000 for cruise ships, though 3,000-4,000 is most common! Minimum skeleton crew of 20-30 needed just to run the ship. A full crew ranges from 1,000-1,800. **Speed:** 22 mph (35 km) for cruise ships, 18 mph (29 km) for supertankers and super-freighters. **Range:** 1,000+ miles (1,600+ km). **Cost:** \$100 million+.

Note: See page 125 of the **Dead Reign® RPG** and page 31 of **Sourcebook 3: Endless Dead™** for more information and stats on automobiles, aircraft and military vehicles.



The Sea and Sky

While the Road Reapers are known for their expertise on bikes and street-fighting across the highways of North America, sometimes the only way to get around is to use the water or take to the sky. Pilots are a rare commodity, but boats are easier to operate than planes and a lot easier to find. Few people made it out to the water when the dead rose, and most docks and marinas are full of abandoned watercraft. Putting even just a few feet of deep water between oneself and the zombies leaves the zombies hopelessly confused, often walking blindly into bodies of water. Many survivors watched from the water as cities burned and zombies took over, knowing that, sooner or later, they would have to go back ashore.

Zombies in the Water

Human beings are land animals, extremely limited in the water, and zombies are no exception. While they may not need to breathe and can walk along the bottom of bodies of water, they are virtually unable to swim and what is left of their minds is far too simple to use a boat. Clinging to floating debris is about as close as the average zombie can get, and mindlessly drifting along is no certain way to travel.

When the dead rose, however, a number of people tried to escape the chaos on boats. Ferries, fishing boats and personal watercraft all lined the shores at many docks and marinas, and many were either taken out by their rightful owners or appropriated and hot-wired as circumstances dictated. Amongst the passengers,

however, were people who had fallen ill with the outbreak of *the Wave*. Some were thrown overboard when the rest of the passengers realized what was happening. Others turned into zombies and attacked everyone they could in the close, confined quarters, turning the boat or ship into a floating platform of death. One way or another, an uncountable number of zombies have been dumped into the world's lakes, rivers, oceans and seas or infest vessels afloat on the waves.

Most of the zombies dropped into the sea sink to the bottom and slowly become fish food as they go dormant or attempt to trudge the often impossible distance back to shore. Still, zombies can survive even with as little as 12% of their flesh and muscle mass, and killing and absorbing the life energy of fish and aquatic mammals can keep them alive the same as eating stray dogs and rats. As always, feeding on the living regenerates the zombie's physical body. **Deep Six Zombies**, laying dormant on the floor of a lake, river or sea or wandering along it, function very much the same as zombies on land. They see life energy, awaken when that life comes near, and are alerted and attracted to sound. They can also continue to Moan. Fortunately, most cannot swim. Most.

Fast Attack Zombies, just by their nature, can intuitively swim on the surface of water, going underwater only to pursue prey and always returning to the surface; Swimming Spd: 2D4+4, much slower than their running speed. Seldom swim deeper than 600 feet (183 m) below the surface and seldom farther from shore than a mile (1.6 km). Fast Attack Zombies always return to the surface and swim with the current or head toward land or a floating object (including boats/ships and oil platforms) provided they can see it in the distance.

Mock Zombies, Impersonator Zombies and Thinkers can figure out how to stay afloat using flotation devices, boats and driftwood. And if they knew how to swim or operate (row, sail, paddle, etc.) a boat in life, the abominations can do so as zombies. Thankfully, these weird, semi-intelligent zombies are a rarity. Still, they can be a real danger to survivors who think they are safe on a boat, especially from Thinkers who can *lead* groups of zombies. Mock Zombies believe themselves to be alive and usually function alone, and once in a while, in pairs. Swimming Spd for both of these types of zombies is a slow 1D4+2.

Pattern Zombies can swim or operate (row, sail, paddle, pilot, etc.) a boat *ONLY* if they did so frequently in life and continue to follow that particular *pattern*. This usually applies only to those who worked on boats, at docks or used boats as a hobby such as a rowboat or motorboat for fishing or leisure, went sailing, etc. Swimming Spd for Pattern Zombies is a ponderous 1D4+1.

Floater Zombies. Other types of zombies, be they Slouchers, Crawlers, Flesh Eaters, Bug Boys, Juggernauts, Fused or other (unless noted otherwise), can *NOT* swim. However, those who died on water and still have life jackets and flotation devices securely attached continue to float on the surface. These 'Floaters' *drift* along with the water's currents until they deteriorate and completely break down, rough weather destroys their life vests and they sink to the bottom (where they go dormant or walk along the sea floor), or they come into contact with land or a boat and climb onto it. **Note:** The common, dumb zombies listed above who become Floaters likely do not even paddle to propel themselves. When a boat with life aboard is identified or sensed, they simply reach up to claw in its direction. They may also Moan, but

are too stupid to do anything to deliberately propel themselves toward the vessel. If the Floaters happen to drift to it, then they'll try to get aboard. Climbing up along an anchor chain, rope, netting and similar is the main way zombies climb aboard large ships. But if there are other handholds, or if the vessel is low on the water, such as rafts and lifeboats, the monsters just grab onto the side and pull themselves on it, or pull its inhabitants off and into the water with them.

A single water-logged zombie might not sound like much of a threat by itself – though under the right circumstances, can be quite deadly. Should even one drift ashore to somewhere survivors might consider cleared and safe from zombies, even a lone Sloucher can present a real threat. If it manages to kill someone, that person becomes a zombie too, and suddenly, the danger of an exponential number of new horrors that continue to attack, feast, and create new zombies is born. This can result in many casualties before anyone realizes what's happening.

The same is true of water vessels. Any Floaters that come across a raft, boat or ship will try to climb aboard and feast on the living. Even worse is when a large number of Floaters (6D6+4; more if the G.M. so desires and it makes sense) are encountered at sea. Such large numbers might come from a cruise ship, large work ship/freighter, military vessel or submarine. Floaters can also reach otherwise isolated islands which may become a harbor for one, a few or hundreds of zombies that may have drifted to its shores and now wander it, preying upon the living. Similarly, Floaters might get hung up on branches, rocks and currents that could string them across an area of a river, lake or pond – a serious threat for swimmers, rafters, kayakers and those in any type of small, shallow boat.

Water vessels *can* be a safe haven. All of the above said, being on a large boat, ship, barge or floating platform has its merits. For one, it is much easier to defend. For another, there are very few zombies around. Zombie attacks are likely to be a rarity and the attacking menace small in number, usually fewer than a dozen. Moreover, being at sea, or in the middle of a lake, is generally serene and tranquil, providing a peace of mind (and sometimes misplaced sense of security) that's hard to find on land. However, you are isolated, at the mercy of the elements and have very limited resources.

Periodic visits to shore to acquire supplies are a necessity. The visits to shore, when the vessel drops anchor in harbor and one or more acquisition teams must go on dry land, are when both the shore teams and the vessel are in grave danger. Manned vessels are also easy to recognize and alluring targets for raiders and bandits piloting smaller, faster watercraft. No place is completely safe and nothing is as easy as it may at first seem when trying to survive the Zombie Apocalypse.

Boats

For those who managed to get to a ship alive, boats provide a means of escape and mobility. Running out of fuel at sea is a stupid way to die, especially in a world full of zombies and other more serious threats, and inexperienced boaters should stick close to the coast and seek shelter at the first sign of rough weather.

Canoes, kayaks and small rowboats are all it takes to make a cross-river escape or to evade zombies that have cornered their human prey on a beach or pier. Larger boats can be used by a small

group to move along the coast, follow rivers, gather supplies and rescue others. Most docks, marinas, private boat launches, Navy bases, Coast Guard stations and seaside shipping terminals also have a large fuel supply somewhere on hand, almost always full of *marine diesel fuel*, a fact many ‘landlubbers’ may not realize. Sailboats make finding fuel unnecessary, though they are reliant on wind and require a more skilled sailor or even a full crew to operate, and regular maintenance to keep the sails in good repair.

For big ships like tankers, cargo carriers and ocean liners, a large crew is a necessity. Many of these vessels were out at sea when the Wave hit, but that doesn’t mean their crews and passengers were spared getting sick or becoming zombies. Moreover, the massive appetite for fuel of these big vessels means they all had to put into port before too long. Some chose wisely and stopped where they could rendezvous with Navy personnel or link up with a survivor group. Others stopped at the first port they could find, became adrift at sea, or ran aground with their fuel tanks dry, leaving passengers and crew at the mercy of whatever lurked onshore. Other vessels carrying sick individuals or actual zombies were consumed in their own mini-outbreaks. Some drifted to shore or port and crashed into the shoreline. Others remain adrift at sea as either empty ghost ships (crews and passengers gone) or floating towns packed with zombies in swimsuits, summer wear and cruise-line uniforms. **Note:** A small cruise ship has 900-1,500 passengers and a crew of 200-500. A typical cruise ship has 2,000-3,000 passengers and a crew of 800-1,200. The largest cruise ships hold 3,500-4,500 passengers and 1,300 to 1,500 crew members. Large warships hold large crew complements of 1,000 to 3,000.

Planes and Aircraft

Knowing how to fly a plane or helicopter was a valuable skill even when civilization was functioning normally. Now that zombies have overrun the Earth, however, pilots are few and far between, as is the infrastructure necessary to keep aircraft fueled, fully repaired and in the sky. Those few that still fly, however, are sure to gather a lot of attention, a sign of hope to those below that maybe, just maybe, someone might appear out of thin air to rescue them.

Some pilots were airborne during the last few days of the Wave, ferrying around medical supplies, doctors and research scientists. They may have been forced to land in improvised circumstances or are cut off far from their homes and loved ones. That means finding an aircraft with little fuel left, in a farmer’s field, on a stretch of highway or other open space is not an uncommon sight. Neither are crash sites, though a shutdown and no fly order (except for military aircraft) during the last few days that the government was still running kept large aircraft and airliner crashes to a minimum.

Aircraft pilots offer their services to any survivor group willing to take them in, or may be obsessed with finding a way to fly home to rescue their friends and families, or to find a safe place and shuttle survivors to it. The odds of success may be low, but then again, having a helicopter or small airplane at your disposal makes rescuing people trapped in zombie-infested cities or finding small groups of travelers a much more realistic option. Moreover, small, private airports are similar to industrial parks and, generally, have small numbers of zombies milling around.

Few survivors’ camps have the space for runways, however, or are built around airports, even small ones. Most of the pilots who have persevered in the zombie-dominated world are bush pilots

used to less-than-ideal ground facilities or helicopter pilots who can land and take off anywhere (wonderful for extracting survivors from rooftops of tall, sturdy buildings). Few people consider air travel an option now that civilization has collapsed. The big, commercial airports were packed full of desperate travelers and emergency workers trying to fight back against the Wave and are now crawling with zombies. But small airports are another story and may have comparatively few (dozens rather than hundreds or thousands) zombies to contend with. Likewise, many large shipping/freight companies such as UPS, Fed Ex and the US Postal Service have their own private airfields, as do military bases, though many also used the big commercial airlines too. However, most airports, large and small, are located in and around cities and other population centers, so getting to them may still require an arduous journey through zombie infested territory.

Military Air Power

The military is in possession of a huge number of aircraft and their own airfields, but zombies overwhelming such bases has led to a complete collapse of the infrastructure necessary to support them. Fuel supplies were already running low as the Wave forced the armed forces to redeploy to deal with growing unrest at home, and the appearance of the zombies has forced pilots to use up most of what remains. Some carried out their missions to the letter, others diverted to try to rescue family members or save their own skins. Still others became sick during the Wave and turned into zombies (or became overrun by them) themselves. See **Dead Reign® Sourcebook 3: Endless Dead™** for information, supplies and tables for military bases.

The Navy also had a massive naval aviation complement, most of it safely out at sea when the undead epidemic swept over the planet. Unfortunately, while aircraft carriers themselves might be nuclear powered, the planes and helicopters they support go through jet fuel at an incredible rate, and will be grounded within a week or two of being cut off from resupply.

Air power tends to be ineffective against zombies unless the user is willing to wipe out entire city blocks and collapse buildings. Even then, such explosive and fiery bombardment often only creates Crawlers and Fused Zombies, rather than destroy them outright, and from the air it is often impossible to tell where survivors might be sheltering. Worse, zombie hordes tend to accumulate around areas where human survivors hide, making it even harder to hit them with air strikes without unacceptable collateral damage to the dwindling number of the living.

Many are the rumors about remote and secret military bases like NORAD, Area 51, Air Force airfields and Navy fleets safe at sea, surviving and functioning as the last bastions of civilization and true Safe Haven Communities. As such, many are the survivors who bravely (or desperately) trek across the country to such rumored safe zones to find shelter and protection. With communication systems down and national power grids spotty at best (most of them are down, making cities across the globe dark), such rumors are little more than stories of hope. You never know if they are true until you manage to get there. More often than not, it is an exercise in futility.

“Civilization is gone. No soldiers are coming to rescue you. Accept that grim truth and rescue yourself before it’s too late.”

— Brad Ashley, leader of the Road Reapers



Terror Zombie

Fused Mock Zombie

One of the most unsettling zombie variations is the Fused Mock Zombie, better known as the *Terror Zombie*.

Mock Zombies have enough of their former mind and personality left that they cling to the delusional belief that they are still human. They are unable to accept reality and absolutely believe they are still alive and human. Normal Mock Zombies are tragic enough, but not without a certain humor as they attempt to interact with human survivors and pretend to be ordinary people. Terror Zombies, however, are Mock Zombies that have become physically attached to one or several other zombies (can be any type of zombie). In this fused state, it is virtually impossible for a Mock Zombie to pretend it is a normal human. This horrific realization and their inability to grasp what has happened to them (“How can I be fused to zombies and still be alive?!”), and the sheer horror of being fused with ‘monsters’ – making it a monster itself – drives the creature to a whole new level of madness.

The Victim Terror Zombie. In some cases, the Fused Mock Zombie decides it is the hapless victim dragged around by its zombie half or pieces. This mindset enables the Mock Zombie to maintain (unplausible) denial and makes it (in its own twisted mind) a supposedly helpless passenger attached to the ‘real’ monsters! The Mock Zombie portion of this fusion may behave terrified and/or disgusted by its human-slaying zombie half, and may even shout warnings (“Look out!” Run, run away!”) or apologize and bemoan the zombies attacking and killing people (“Oh God, noooo.” “Not again.” “How terrible.” “I’m sorry.” “This is a nightmare.” “Someone, stop them. Save me.” “I can’t take it anymore. The horror.”). Because the Mock Zombie still clings to its being human and alive, it is unable to recognize that it is part of the Terror Zombie, so it lives in constant fear and dread as the ‘real’ zombies’ prisoner. However, being smart, the Mock Zombie unwittingly leads its attached zombies, and any others following their Moan, to living people. A Mock Zombie can figure out trails, open doors, etc. and may, unknowingly help the Terror Zombie find, follow and pursue innocent survivors.

The Angry Terror Zombie. The longer time goes on, the more likely a Fused Mock Zombie is to have a complete breakdown of its mental state. It may rush right at human survivors, begging for help to be freed of its monstrous zombie attachments. When a survivor refuses or responds in terror, attacks ‘him’/them or flees, the Fused Mock Zombie becomes enraged and lashes out, killing those who reject it and refuse to help it, or dare to treat ‘him’ as a monster. Such unfair and unforgivably cruel treatment *cannot be tolerated* by the Terror Zombie. And so it is driven by madness to destroy those who reject it.

Multiple Personality Terror Zombie. Whether it perceives itself as a victim or in control, this insane Mock Zombie develops a kind of sarcastic or demented relationship with its zombie half(s), giving each a name and personality. (“Don’t mind Bob, he’s always like that. A real animal.” “Watch out for Selma, she’s always reaching out to grab and bite someone. I can’t control her.” And so on.) Others develop multiple personalities, seeing each fused zombie as an extension of itself or as ‘friends’ fused into one. This Terror Zombie talks to each of its fused zombie

heads out loud as if they were real people who talk back to it. Of course, only the Mock Zombie can hear their voices inside its own warped mind. And those voice often urge it/them to capture and cage, torture and feed upon the living, as well as take other crazy or cruel actions (destroy a bike, dangle a child/captive above a zombie horde to taunt them or lead them to a survivor group, work with Death Cultists or other madmen, etc.).

Killer Terror Zombie. Other Terror Zombies become so tortured by their ‘disfigurement’ – the other zombie or zombies fused to their bodies – that they come to despise all normal people and ‘pretty’ beings. Such monsters become serial killers that hunt humans and animals, slaughtering them for pleasure as much as for their life energy. Such killers may pretend to be benign or helpful, but this Terror Zombie craves to inflict suffering, death and destruction. Thus, unlike other zombies that kill only to feed, Killer Terror Zombies become psychotic serial killers who are likely to capture and keep victims alive for days so they may torture and disfigure them before ending their lives. This is done so that they may know its pain.

All Terror Zombies must feed upon the living, and even a seemingly helpless or benign Terror Zombie will feed ‘the others,’ if not itself, by killing living victims. Likewise, while ‘the others’ will claw and strike out at people, it is the Fused Mock Zombie that ultimately controls them. Which means it can make them do what ‘he’ wants if it really desires them to do so. As with any Fused Zombie, each of the zombie heads must be destroyed to kill this walking horror. If the head that is the intelligent Mock Zombie is slain, ‘the others’ become highly agitated and violent, lashing out to slay and feed upon any people around them. They remain in this hyper-aggressive state (+1 to strike, +1D4 to Spd) until destroyed.

Like all Fused Zombies, the appearance of this monstrosity can vary greatly. The only common denominator is that there is more than one additional zombie attached to it, even if it’s only a head or face. This means a Terror Zombie can have multiple heads, arms and legs, one or several other zombie bodies fused to it like conjoined twins, extra appendages that move and grab, and wire and objects sticking out of the body(s). Since fusion is usually the result of being melted together by fire, heat, rot or chemicals, the Terror Zombie may be disfigured and hideous in other ways such as melted skin, misshapen or elongated limbs (perhaps the forearm of another person/body fused where the hand once was), etc.

Note: Read all about different types of Fused and Multiple Zombies in **Dead Reign® Sourcebook 3: Endless Dead™**.

Terror Zombie

Also Known As: Fused Terrors, Fused Mock Zombie and Bad Company.

Alignment: Considered Diabolic.

Attributes: I.Q. 2D4+4, M.E. 1D6+4, M.A. 2D4+20, P.S. 2D6+18, P.P. 1D4+1, P.E. 1D6+20, P.B. 2D4, Spd 1D4+4.

Hit Points: P.E. attribute number, but all Main Body S.D.C. must be depleted first before Hit Points can be affected. **Note:** See *S.D.C. by Location* and *Hit Points* for more details.

S.D.C. by Location:

- * Hands (3-6) – 1D6+4 each
- * Arms (3-6) – 1D8+6 each
- * Feet (2-6) – 1D6+4 each

- * Legs (2-6) – 2D6+6 each
- * Lower Jaws (1-3) – 1D6+3 each
- ** Necks (2-4) – 1D6+10 each
- ** Heads (2-6) – 2D6+14 each
- *** Main Body – 4D6+20

Armor Rating: 14

Horror Factor: 16

P.P.E. 2D6

Optional Insanity Table: In addition to the types of Terror Zombies described above, the G.M. may roll on the following table or choose an option for the mental state of the Mock Zombie portion of the Terror Zombie.

01-25% Best Friends: This Mock Zombie has developed a close relationship with the zombie attached to it. While the Mock Zombie still refuses to recognize the fact that it is dead, it accepts that it has a zombie connected to its body and will help feed and care for its 'friend.' In the alternative, the Mock Zombie has decided that both of them are alive and human. It explains 'the other's' feral, zombie-like behavior as the result of emotional trauma or brain injury.

26-50% Get it Off Me!: The Mock Zombie section still fully believes in its own humanity and is desperately looking for someone to remove 'the zombie' that is inexplicably attached to it. This type in particular is likely to race towards survivors, begging for help, attracting attention and creating a lot of dangerous noise.

51-75% Partial Denial: Relatively stable, the only way this Mock Zombie realizes its predicament is if a human survivor points out the zombie connected to its body. Unless the subject comes up, the Mock Zombie portion will act completely unaware of its zombie companion(s) attached to it. Likewise, it has no idea why Slouchers and other zombies may follow it around. If someone does mention the zombie, the Fused Mock Zombie will either panic and beg for help, or attack as zombie rage or hunger grips its mind. It doesn't like to be reminded it is a zombie. Those who do so, pay the ultimate price.

76-00% Total Denial: Despite the proof that is firmly attached to their bodies, some Terror Zombies are completely unable to accept reality. The Mock Zombie denies that the second (third or fourth) zombie is even there, and will change the subject quickly or play it down with jokes if asked about its dead other half. Or, as above, strikes out in rage and confusion, killing and feeding on those who upset it.

Natural Abilities: Standard; see the **Dead Reign® RPG** for details.

Skills of Note: Climb 25%/10%. Cannot swim with all the extra body parts or extra fused zombie(s).

Attacks per Melee: Four, usually by biting and hitting with fists, but a Fused Mock Zombie can use weapons and objects and have those fused to it do likewise. Typically melee weapons, not guns, but possible for the Mock Zombie itself. Also see *Bonuses*.

Special Attacks: Grapple and Attack: With its extra arms, hands or heads, a Terror Zombie can grab hold of someone and attack. If they are able to grapple with an opponent they may attack and their opponent has no ability to dodge and may only parry or try to escape the grapple. Roll to save vs grapple, 12

or higher. The zombie will release the grapple after 1D4 melee rounds if the victim is unable to break free.

Damage (S.D.C./Hit Points):

Bite: 2D6 damage (and a chance of infection if the wound isn't treated shortly after receiving it). P.S. damage bonus does NOT apply to bite attacks.

Head Butt: 2D4 damage + P.S. damage bonus (if any).

Punch/Claw Attack: 1D6 damage + P.S. damage bonus (if any).

Power Punch: Not possible.

Kick Attack: 2D4 damage + P.S. damage bonus (if any).

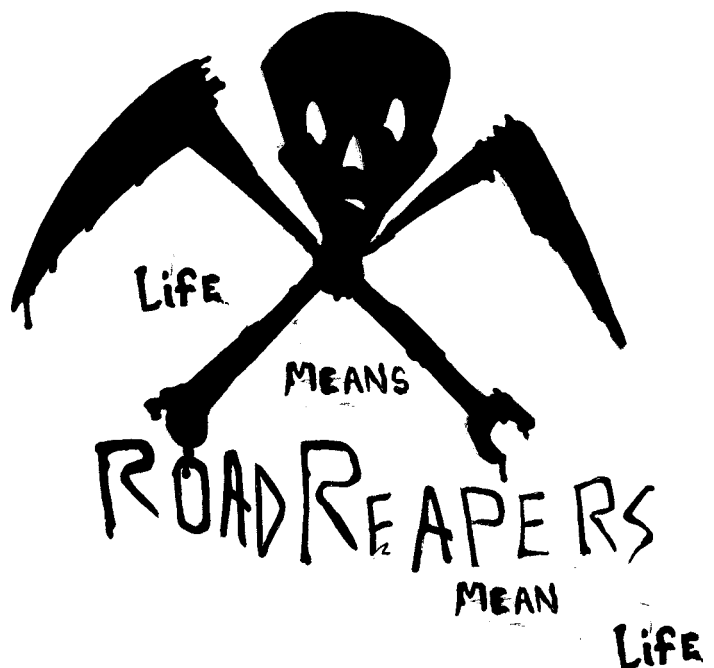
Weapon: Rare, but sometimes a Fused Mock Zombie may use a melee weapon or handheld object as a weapon to bludgeon/hit with, oftentimes striking out at other zombies. Sometimes Fused Mock Zombies that are connected by an embedded object like a pole or blade will attempt to use that object as a weapon, but are -3 to strike.

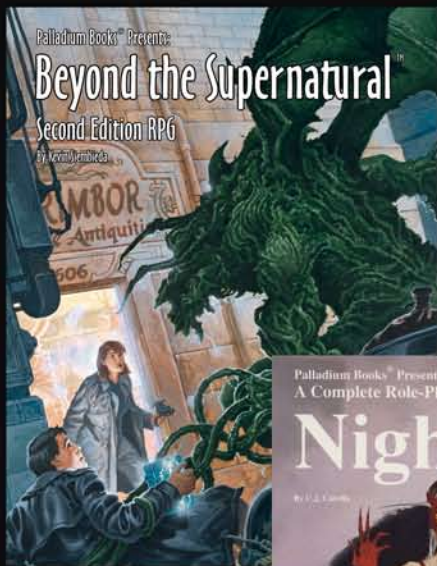
Note: Leap kicks, other kicks, body flips and martial arts attacks are NOT possible by Terror Zombies.

Bonuses: +1 attack per melee round when enraged or attacking for any reason, +1 on initiative, +2 to entangle, +2 to strike, parry and dodge, high M.A. to evoke trust/belief or intimidation, masterful liars; also see Natural Abilities.

Penalties: -5 on Perception Rolls.

Vulnerabilities: Insanity, denial of its true nature, haunted by the zombie hunger and need to kill people and feed on their P.P.E., slow moving, can't swim, poor climbers, and head shots, decapitation and fire kill, while severe cold reduces speed. Fear of fire holds them at bay; Horror Factor 16. While the Mock Zombie half is highly intelligent for a zombie, the other half is likely to be just a normal Sloucher and is easily deceived and reliant on instinct.





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