

PALLADIUM BOOKS® PRESENTS:

GRAVEYARD EARTH™



BY MATTHEW CLEMENTS

DEAD REIGN® SOURCEBOOK FIVE

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

Dedication from the Author

To all the Palladium fans the world over, no matter what continent, country or city you call your own. When the zombies come, all those borders and lines on the map will disappear, leaving only two nations: the dead and the living.

- Matthew Clements, October, 2014

The cover, by *E.M. Gist*, depicts a zombie rising from a fresh grave. The cemetery setting seemed appropriate for a book entitled *Graveyard Earth*.

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Dead Reign® Sourcebook 5

GRAVEYARD EARTH™

Written by: **Matthew Clements**

Additional Text and Ideas by: **Kevin Siembieda**

Editors: **Matthew Clements**
Alex Marciniszyn
Wayne Smith

Proofreader: **Julius Rosenstein**

Cover Painting: **E.M. Gist**

Interior Artists:
Nick Bradshaw
Jeffrey A. Burke
Michael Mumah
Kevin Siembieda

Art Direction: **Kevin Siembieda**
Typography & Layout: **Wayne Smith**

Based on concepts and RPG rules by **Kevin Siembieda**.

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– *Kevin Siembieda, 2014*

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GRAVEYARD EARTH

Connor stared up at the ceiling. He checked his phone again. “No Service” read the display. After all this – now he couldn’t even get a signal.

He stretched out as best he could. The incessant sound of the crying baby somewhere behind him was preventing him from getting any actual sleep, but he still tried to rest. It had been three days. Three full days spent wandering about the airport with his luggage in hand, not sleeping a wink, curling up in a corner with his suitcase when he could. The airport staff had told him over and over that they were working on the situation, that accommodations were being arranged for the stranded passengers. But nothing had come of it so far. Nothing. And every time he checked, there seemed to be fewer attendants working the counters. The armed guards and soldiers remained in place, though, so leaving the airport was still not an option. Anyone who tried to ask them questions got one word in response: “quarentena.” A few people who had become insistent had been dragged away in handcuffs, so Connor was sure to give the soldiers plenty of space.

Sticking his phone back in his pocket, he stood quiet. His tired tendons and muscles complaining. Hundreds of people filled the airport, men, women, children, all stranded thanks to something the media was calling “the Wave.”

He had never seen anything like it, and he traveled constantly as part of his job. Lines had formed at the bathrooms and drinking fountains, food was running low, and it might have been his imagination, but the lights seemed like they were flickering more and more frequently. The airport would have to do something about this soon or they would have a whole lot of dissatisfied customers, maybe even a class action lawsuit or something. Connor wasn’t sure if they did that around here.

There was a sound far down the terminal, followed by the din of people talking excitedly and gathering their things. Relief swept through him. Finally, something was happening. It was impossible to see anything from his location, but the passengers all around him seemed to sense it too, and began standing and closing up suitcases.

The voices grew louder. Then Connor was sure he distinctly heard a woman scream. Then shouting. He squinted and stood on his tiptoes, trying to see what was happening. The whole crowd at the end of the terminal had begun to run and yell, pushing past each other, heading . . . back towards him? As he stared he could see bloody figures moving amongst panicked, screaming people. Some with what looked like torn flesh and exposed bones. But that was impossible.

Connor turned and tried to move away from the approaching onslaught, but everyone around him screamed as a burst of gunfire rang out. He dropped his luggage and pushed through the crowd of locals, of suntanned tourists, of airport employees. Pushed as hard as he could until the weight of the bodies ahead of him was a solid wall of panic.

The screams and gunfire were deafening. The last thing Connor saw was a ragged and red-jawed man in a baggage han-

dlers uniform reach out with his bloodstained hands. The hands gripped him like a vise and pulled him closer. The jaws closed down on his throat – and all went dark.

A Dead World

The dead rule the Earth.

From the concrete highways that connect the capitals of world superpowers to the dirt roads that link remote villages and settlements.

When the Wave hit, many people struck out for the countryside, the backwoods, even the open wilderness, rather than remain trapped in cities that were exploding into epicenters for the mysterious disease. As the Wave evolved into the current nightmare of the zombie menace, survivors were pushed even further into the shelter of the back country. Others, trapped in the cities, hunkered down and prayed.

After a few weeks, anyone still alive began to realize that civilization was not coming back. Some survivors were so isolated and cut-off that they may not have realized the full extent of the zombie apocalypse, but they fled from the population centers with zombies nipping at their heels. The average person is not capable of living out in the woods and wilderness for long. Sooner or later, they must go back into the cities and towns to scavenge for food, clothing and fuel from the bones of the old world.

There are those amongst the living, however, who believe there must be some limit to the extent of the Wave, and of the risen dead that followed in its wake. The Earth is simply too vast. Surely there must be isolated islands, secluded valleys and barriers like mountain ranges and mighty rivers that should be insurmountable to zombies. Pockets of humanity just waiting to be found.

Unfortunately for these idealists, infected people fleeing the Wave tried to find the most remote places they could, spreading the condition to virtually every village and habitation known to man. It is said that the Wave began, or at least was first reported, in a particularly unfortunate location: **Hong Kong**. From there, it spread to the world’s largest and densest population centers: China, Japan, India and Southeast Asia. After that, air and sea connections brought the disease all around the world, from the biggest coastal cities to small, interior villages. The epidemic spread so fast that the US Centers for Disease Control (CDC) and World Health Organization (WHO) were never sure if it began at one point or several simultaneously.

The Wave had the dual effects of paralyzing world travel and causing militaries to spread their troops far and wide. Millions of people were caught in transit, diverted by fate and chance, lost amidst the growing chaos. Even as roads and borders were closed, students tried any way they could to get home, tourists fled back to airports and cruise ship and foreign workers pleaded with employers and governments to send them back to their families.

Combating civil unrest and performing medical relief missions during the Wave sent soldiers and National Guardsmen in all directions. The scale of the crisis meant surprisingly small units like squads and platoons were often dispatched to deliver critical supplies, reinforce local police, defend medical sites and secure VIPs.

Graveyard Earth™ is a guidebook for the desperate adventures of these people trapped away from home. While some watched the zombie crisis unfold on televisions in their living rooms and boarded up their homes when the time came, others were caught far, far away. Now, to get home they must journey across nightmarish, unknown landscapes and trudge through foreign fields if they ever wish to see their loved ones again.

Alternative Campaign Settings

The zombie outbreak that has consumed the world takes on different qualities depending on its location. The **United States of America** and **Canada** are the land of suburbs and highways, with roads and parking lots full of vehicles, and guns and ammunition common enough to be found in many department stores. **Elsewhere**, culture, laws, social structure, geography and tradition may have built a very different landscape with a different response to the zombies. Slight shifts in belief regarding self reliance, community organization, civic duty and many other factors will change how *survivors* live, and also how many of them there are.

Setting a **Dead Reign®** campaign in another country can make things unique and memorable. Characters don't necessarily have to be native citizens, either; tourists, students, traveling businesspeople, airline passengers and military troops stationed overseas will all find themselves *stranded* in foreign countries when the zombies attack. Likewise, randomly determining where an airplane will land or a ship will put into port during the crisis can lead to a very different campaign every time. Language and cultural barriers create complications with other survivors. Being unable to read the local language is its own difficulty, and a lack of familiarity with the region, its terrain, weather conditions and indigenous wildlife (and people) can be just as deadly as a run-in with the walking dead.

In developed countries there are often more supplies and resources, but they also have the highest concentration of zombies. Infrastructure is well established, with water easy to come by, cars and motorbikes are everywhere, and so are gas stations and plenty of restaurants, stores, hotels and supermarkets to pillage for supplies. The smaller towns and villages outside of the cities are also likely to have good resources to plunder. However, some may have been more dependent on outside sources for the food, water and goods they needed to live, and population density remains high enough to create vast numbers of zombies. Tourist resort towns, ports and cities will be among the most zombie infested, especially if the Wave struck during peak tourist season.

People, particularly urban dwellers, are highly reliant on the mechanisms of society. Things got ugly even during the Wave when shipments of food and commercial goods were interrupted, and now that they have stopped completely and hordes of zombies wander the streets, very few people have the skills necessary to take care of themselves. In "normal" emergencies, most good citizens remain where they are and wait meekly for the crisis to

pass or to be rescued. Anyone who fails to realize the severity of the situation when the Wave goes from bad to worse is likely doomed to die a quick and horrible death.

In developing countries, looting stores and warehouses is not as effective of a survival strategy. Cars and motorbikes will be harder to come by, at least outside cities, and the average home is probably not stocked with the same abundance of consumer goods found in North America or Western Europe. Guns, except amongst rebels, bandits and soldiers, are a rare commodity. People are often used to providing for themselves, however, and better able to cope with the breakdown in civilization. The population is typically divided between densely inhabited cities and a sparsely inhabited, rural countryside, sometimes a patchwork of independent farms, sometimes arranged around central towns or villages. Travel by foot may be the most common means of transportation and the people may be used to taking to the hills and countryside when trouble arises.

People with some kind of connection to traditional lifestyles, farming and hunting, or who are simply accustomed to roughing it will have a distinct advantage over those who have fallen into a soft, urban existence. There are fewer and fewer of these communities and people in the world, as cities have grown and agriculture has become more mechanized.

Different Approaches by Different Governments

Most governments around the world encouraged their people to remain in their homes and limit their movement during the Wave. Unfortunately, this means many people were trapped in cities and heavily populated areas when the zombies began to rise from the dead. Had they been evacuated early on, the impact of the crisis might have been minimized, or at least contained within urban areas. Some countries did choose to evacuate their people, with mixed results, while others locked down every road and border they could, or even rounded up Wave patients, eliminating them or isolating them in hospitals/prisons.

In most democracies and peaceful nations, police, military personnel and first responders fought valiantly to hold social order together during the Wave. Desperate to help the victims of the disease, many died during the first appearances of zombies, unwilling to shoot at people who they still considered to be critically ill medical patients. It wasn't until the nature of the zombies became apparent that the survivors really began to battle against the dead, rather than try to help them. But by then, it was too late for most to survive.

In dictatorships and countries run by military strongmen, priorities were a bit different. In some nations, soldiers were ordered to start shooting into crowds long before the rise of the zombies, as desperate people looted hospitals for medicine and opportunists smashed out storefronts or attacked policemen. No one knew the zombies were coming ahead of time, so many terrorists, radicals and rebels took advantage of the chaos caused by the Wave to lash out at their oppressive governments. At a time when people should have been pulling together, these internal conflicts simply made things easier on the zombies, wasting the efforts of both soldiers and survivors who could have been fighting to contain the tide of rising dead.

Borders and National Boundaries

The long, undefended, often unmarked border between the United States and Canada is a rare exception throughout the world. In most places, borders are monitored and partitioned, not just for military and security purposes, but also to impose taxes and trade tariffs. Such border posts were among the first to be abandoned, and now that zombies have flooded over the Earth, there is no one left to worry about border security anymore. However, their walls, fences and rows of barbed wire still stand as barriers to easy passage. Checkpoints are either ghostly and abandoned (possibly with a few dormant zombies around) or horrifying scenes where droves of people attempting to escape into the neighboring country were trapped and massacred by the zombie menace. Heavily fortified borders with intimidating concrete walls, fences, barbed wire, minefields and other obstacles still stand as man-made barriers to (potential) freedom and safety on the other side of the barrier. There are no longer guards or soldiers to keep people out, but many such barriers remain impassable for survivors. Others are graveyards of the living dead, with zombies caught in the barbed wire, moaning and flailing about, or walking the fence line, all hungry for the next living being they can manage to grab and devour.

A handful of checkpoints and small security outposts might still be in the hands of paranoid and embattled border guards, using the defenses to keep zombies at bay as best they can. A few may function as the last refuge for some of the living, or as an armed camp for bandits who still think they can carve out their own little kingdom amongst the chaos.

Along militarized borders, like the DMZ between North and South Korea, many stretches around Israel, and certain well-used border crossings in Africa, Asia, Eastern Europe, South America and the Middle East, defenses like walls and fences are in place. Bases and guard towers that sheltered troops who watched the walls could now be used as *Safe Havens* or *hideouts for Death Cults* or *gangs of Raiders*. The fences, barbed wire, divided driving lanes and checkpoints all confuse zombies as well, so there could be dozens, hundreds or even thousands of them built up at any given border crossing. Checkpoints and gates, even if they have been left open or knocked down, are likely to become *choke points* filled with debris, dead bodies and abandoned vehicles. They are also choke points thick with zombies. The risen dead will have followed survivors along these roads and barriers to checkpoints. Many people will have fallen to the zombies at such locations and remain in the area. Other zombies will have learned to stay in the area because more living prey seem to keep coming to the area. And, of course, people keep coming, for such checkpoints are located on the few roads out of the country.

Geographical boundaries like rivers, mountains and deserts divide many nations, so some borders are still very difficult to cross, even with no soldiers or bandits patrolling them. Hostile and desolate environments are just as potentially deadly as the zombie menace, especially to city people unused to traversing such dangerous terrain. And like people who cannot ford a raging river or cross a ravine, the zombies shamle along its edge until they can find a place to cross, making such locations all the more dangerous for living survivors. Or they turn around and head back from whence they came and may encounter survivors trying to head out. Others go dormant, curled up under a fallen

tree, rock or pile of leaves until they are awakened by the sound, scent or sight of prey.

RANDOM CAMPAIGN SETTING TABLES

To come up with a completely random campaign setting, determine where a military force was stationed, a tourist was visiting, or where a ship, plane or helicopter has landed – or the geographic location for a Death Cult base, distant Safe Haven or broadcast site of a radio transmission – first roll or choose from the **Random Continent Table** below for a continent/wider setting. Then roll or select from the corresponding **Random Region Table** for a more specific location. The rest is up to the Game Master and his players' imaginations.

Random Continent Table

01-11%	United States
12-22%	Canada
23-33%	Mexico
34-44%	South America
45-55%	Europe
56-66%	Africa
67-77%	Middle East
78-88%	Asia
89-99%	Australia
00%	Antarctica or Greenland, Siberia or other desolate and isolated location of choice.

Random Region Tables

United States

01-10%	Northeast/New England States
11-20%	Midwest
21-30%	Florida and the Southeastern Coast
31-40%	Deep South
41-50%	Texas and the Southwest
51-60%	Colorado, Utah, Nevada and the Western Interior
61-70%	California
71-80%	Pacific Northwest (Oregon, Washington)
81-90%	Alaska
91-00%	Caribbean Islands

Canada

01-20%	Eastern Canada (Nova Scotia, Newfoundland, New Brunswick)
21-40%	Southeastern Canada (Quebec, Montreal, Ottawa)
41-60%	Ontario (Toronto, Windsor, etc.)
61-80%	Canadian Southwest (Manitoba, Saskatchewan, Alberta)
81-97%	British Columbia/Vancouver
98-00%	Northern Canada (Yukon, Northwest Territories and Nunavut)

Mexico

- 01-16% Tijuana and the Baja Peninsula
- 17-32% Chihuahua, Hermosillo and Northwestern Mexico
- 33-49% Monterrey and Northeastern Mexico
- 50-66% Mexico City and Central Mexico
- 67-83% Southern Mexico/Acapulco
- 84-00% The Yucatan Peninsula

South America

- 01-10% Central America (Belize, Guatemala, Honduras, Costa Rica, Panama, etc.)
- 11-30% Northern South America (Ecuador, Colombia, Venezuela, etc.)
- 31-60% Brazil
- 61-80% Paraguay, Bolivia, Uruguay and Amazonian Interior
- 81-00% Peru, Chile and Argentina

Europe

- 01-10% Scandinavia and Finland
- 11-20% The British Isles
- 21-30% France
- 31-40% Germany and Austria
- 41-50% Netherlands, Belgium and Luxembourg
- 51-60% Spain and Portugal
- 61-70% Italy
- 71-80% Greece
- 81-90% Poland and Eastern Europe
- 91-00% Western Russia (Eastern Russia see Asia).

Africa

- 01-20% North Africa (Algeria, Egypt, Libya, Tunisia, Morocco)
- 21-40% East Africa (Somalia, Sudan, Ethiopia, Kenya, etc.)

41-60% West Africa (Nigeria, Senegal, Ghana, Cameroon, etc.)

61-80% Central Africa (Chad, Angola, Tanzania, Zambia, etc.)

81-00% South Africa

Middle East

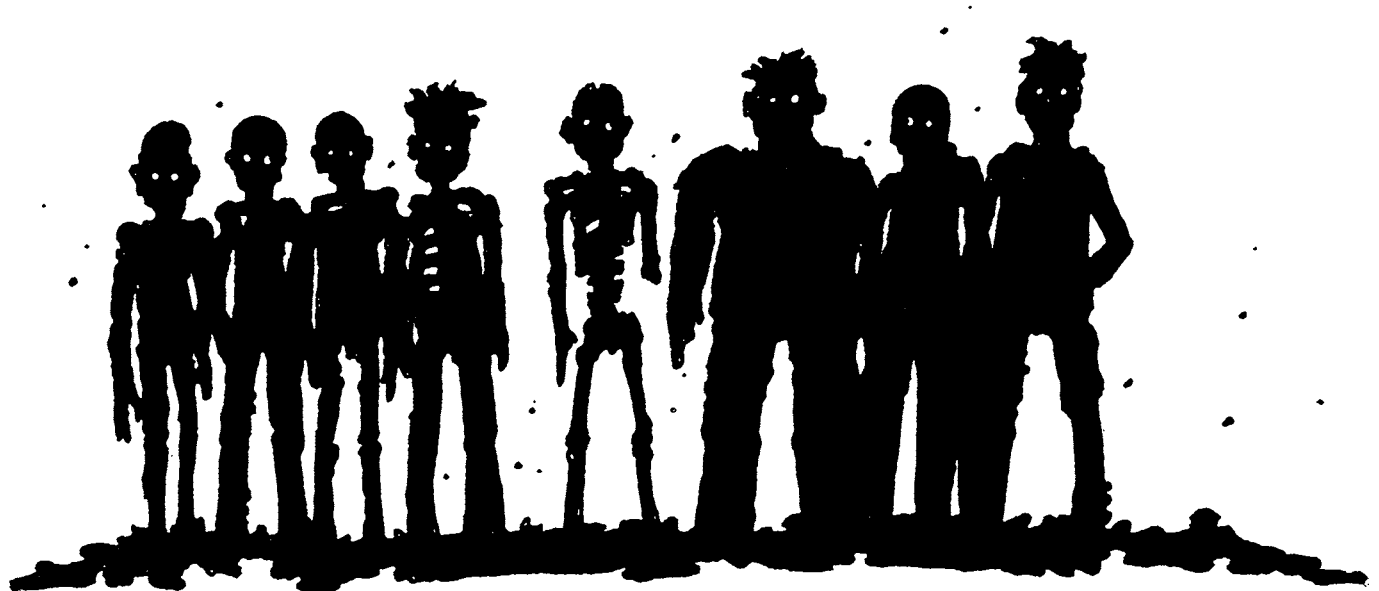
- 01-15% Israel and Palestine
- 16-29% Syria, Lebanon and Jordan
- 30-44% Turkey
- 45-59% The Arabian Peninsula (Saudi Arabia, Yemen, Oman)
- 60-74% Iraq
- 75-87% Iran
- 88-00% Afghanistan

Asia

- 01-10% Eastern Russia
- 11-20% Kazakhstan and the Caucasus
- 21-30% Western China/Mongolia/Tibet
- 31-40% Coastal China (Beijing, Shanghai, Hong Kong, Canton)
- 41-50% Southeast Asia (Vietnam, Cambodia, Thailand)
- 51-60% Malaysia, Indonesia and the Philippines
- 61-70% Korea
- 71-80% Japan
- 81-90% Taiwan
- 91-00% India, Pakistan and Bangladesh

Australia & New Zealand

- 01-16% Northern Australia
- 17-33% Western Australia (Perth)
- 34-50% Southern Australia (Adelaide)
- 51-67% Eastern Australia (Melbourne, Sydney, Brisbane)
- 68-84% Tasmania
- 85-00% New Zealand



ZOMBIE

WORLD

TOUR



NORTH AMERICA

US Northeast & New England States

The Wave: As the most densely populated region of the United States, the Northeast and New England were hit hard by *the Wave*. New York City ground to a halt, with the National Guard arriving on scene early to help the depleted NYPD maintain order and keep the streets clear – a hopeless battle. Things were almost as bad in Boston, Baltimore, Washington D.C., Philadelphia, and other large cities, and the mass exodus of people away from the population centers created wide zones around them where the roads became impassable. During the Wave, first responders and peacekeepers were spread thin, and desperate Wave victims shuffled about in an early example of what would come next.

The Dead Rise: With more than eight million inhabitants, it does not take a large percentage of New York City's people as zombies to overwhelm those who are still living. Amongst a forest of skyscrapers, however, many New Yorkers are able to lock down their buildings, or at least the upper floors. Sadly, with no food coming in, inconsistent access to water and the danger of uncontrolled fires spreading from other buildings, these refuges must be abandoned after a short time. Survival on the streets is a crap shoot. More than half the initial survivors will never make it out of their building alive.

The same is true of other big cities. The suburbs that stretch between them fare only a little better. They provide cover for zombies, survivors running for their lives, and places for bandits and Raiders to find people to steal from and victimize.

World of Zombies: Major cities might seem like nothing more than graveyards filled with the walking dead, but there are still survivors. Small groups of people can be found in the suburbs and even in the cities. Many find the subways and sewers a Safe Haven, venturing up into the world above to search for supplies. Others go to the rooftops, sometimes creating bridges and rope lines between buildings. Fishing vessels, cargo ships and the occasional naval vessel go up and down the East Coast looking for a safe place to stop, search for fresh water and any food that isn't fish, then retreat back to their ships when zombies or other threats emerge. There are more zombies wandering about in the Northeast than anywhere else in the US, but there are also enough survivors that they occasionally form large groups intent on es-

tablishing a Safe Haven, wiping out a Death Cult or simply hunting zombies en masse.

US Midwest

The Wave: Detroit, Cleveland, Chicago, Saint Louis, Indianapolis, Milwaukee, Minneapolis, Kansas City, Omaha, and other Midwestern cities melted down as the Wave infected a sizeable percentage of their populations. Vast stretches of the suburbs became dark and quiet, their inhabitants either abandoning their homes or locking them down to ward off looters and other opportunists. Selfridge Air Force (and National Guard) Base became, for a time, the lifeline to the outside world and a beacon of hope – at least until all communications from the base went silent.

The Dead Rise: Many suburban hospitals step up to help deal with the overflow of patients infected by the Wave, but only succeed in spreading groups of soon-to-be zombies far and wide. Some small towns and farming communities try to take in survivors, while others barricade themselves off against the outside world. Those with the best chance for survival head into parklands and wilderness areas. Rumors persist that there is a Safe Haven community in the salt mines below the City of Detroit, and on Belle Isle where a section of the bridge that once connected it to the city has been blown away, presumably to keep the zombies off the island.

World of Zombies: With populous cities and large suburbs, the Midwest has a significantly higher number of survivors and units of Road Reapers, but also a large number of bandits, Raiders, Death Cults and millions of zombies all around them. The Great Lakes provide an excellent, zombie-free means of transportation for anyone who can handle a boat, but the vast lakes are really more like inland seas, with weather, waves and currents far beyond the capabilities of the average casual boater. Any length of time on the lakes is likely to end badly. And while there are no zombies on the lakes themselves, the coastlines are a different story entirely.

Florida and the Southeast

The Wave: The Wave moved south along the East Coast, right down into the Florida Keys. National Guard units and Marines from Camp Lejeune were deployed to help deal with civil unrest and set up emergency relief centers to support overloaded hospitals. The Wave was arguably better managed here than anywhere else in the US.

The Dead Rise: Any attempts at organization fall apart when the dead rise. Marines, soldiers and National Guardsmen trying to maintain makeshift medical centers are overwhelmed by the sudden appearance of zombies. Certain retirement communities in Florida experienced 100% infection rates during the Wave, leading to swarms of zombies that were once grandparents and retirees.

Rumors claim that **Cuba** and other **Carribean islands** have fared better, and are home to Safe Haven communities for those who can reach them. The accuracy of these rumors is widely suspect. Most of these island paradises are almost certainly domains of the dead with zombie-filled cruise ships anchored off their shores.

Of all the islands, **Cuba**, with its isolation from its western neighbors and standing army, offers the best odds for survival, a possible Safe Haven island, but no one knows. If survivors on Cuba can manage to deal with the zombie threat and create one or more Safe Haven communities, especially under the control of the military, the island could become a bastion of hope for at least some in North America. With its airfields and close proximity to the Atlantic coast, the Cuban military would be able to make runs to US shores with boats and aircraft to rescue survivors, gather supplies and take down zombies. A strong Cuba could find the US and Canada a brand new frontier of opportunity.

World of Zombies: Unfortunately, just weeks after the zombie outbreak, a Category 4 hurricane smashes into the Atlantic coastlines of Florida, Georgia and South Carolina (missing Cuba). Anyone out on the water or along the shore is in for a rough time, and when the storm surge sweeps inland it floods survivor hiding places, scattering zombies, whether floating or walking along the submerged ground, and causing untold damage to buildings and infrastructure that will never be repaired.

US Deep South

The Wave: Throughout the South, many chose to barricade themselves in their homes rather than risk heading out into the violence and uncertainty of the open road. Some people, however, made the difficult trip to the Centers for Disease Control in Atlanta, Georgia, desperate for some cure that was not being shared with the outside world. New Orleans, still recovering from Hurricane Katrina three years earlier, collapsed quickly as thousands upon thousands of people came down with the Wave. National Guard units deployed to the city found the roads outward clogged with cars and disease victims.

The Dead Rise: Zombies take over the South's major cities within twenty-four hours, despite valiant efforts from the military, National Guard and police forces. Throughout the countryside, running battles take place between well-armed citizens and groups of zombies, but the fight is impossible to win and only those who run or hide can expect to survive.

Those who escape to the wilderness and caves have the best chances for survival, at least initially. Kentucky is famous for the Mammoth Caves, but caves are found throughout *Kentucky*, *Tennessee*, and *Missouri*. In fact, **Tennessee** has the greatest number of natural caves and cave networks anywhere in the United States. These caves are comparatively small and the tunnels connecting them narrow, especially compared to some of Kentucky's Mammoth Caves and California's Carlsbad caverns, but there are thousands of miles of them; most unmapped even in the 21st Century. During Prohibition, such caves were the life's blood of

bootleggers. Now, in the Zombie Apocalypse, they are the home to desperate survivors and their supply caches. Those in the know can use caves to escape the zombies, hole up and eke out a sheltered existence. However, life in the damp darkness is far from idyllic and human predators are as dangerous as the zombies.

World of Zombies: A few Safe Havens are hidden away out in the country, at remote factories, farms, homesteads and small towns. Cities like Mobile, Birmingham, Jackson, Little Rock and Memphis are all now above-ground graveyards for the living dead. Death Cults and Raiders wait in ambush along roads and highways, sometimes preying on the weak, sometimes falling victim to vengeful survivors with guns. The area around the Centers for Disease Control is a mass of Slouchers and stalled cars, though the actual compound itself is locked down tight with the occasional sign that soldiers and scientists might still be alive inside.

Texas

The Wave: During the early stages of the Wave, National Guard units, Border Patrol and overzealous citizens sealed off the border with Mexico after thousands of refugees crossed the Rio Grande. Troops and other border guards were called away gradually to respond to unrest within the state and elsewhere. As the Wave intensified, the southern side of the border grew eerily quiet in many places.

The Dead Rise: Zombies are first encountered in the Dallas/Fort Worth area, then soon after in Houston, Austin and San Antonio. There are long stretches of road that remain surprisingly clear, letting the living escape and soldiers and police do battle with the risen dead.

World of Zombies: There are many survivors scattered across Texas. Some of them are just trying to get by, others are Road Reapers and armed camps, and still others are devolving into Raiders, bandits, or other violent predators of man. Life is difficult in the back-country, and many people, especially former urbanites, find it impossible to avoid the need to go back into cities for food, water and essential supplies. What awaits them are concrete and steel mazes of death with little or no hope of respite. Still, the resilient Texas spirit makes this a land where the living fight the good fight, and for the moment, pockets of the living are holding their own. If anyone can find a way to turn the tide and carve out numerous Safe Haven communities, it is survivors in the State of Texas. The question becomes, can they last long enough to make a real difference in the long run? Time will tell.

Colorado, Utah, Nevada & the US Western Interior

The Wave: **Denver** reported comparatively few cases of the Wave, leading medical researchers in the last hours of civilization to theorize that the progression of the disease was hindered by high altitudes. True or not, the sparseness of the American West slowed the Wave's progress dramatically. Some small towns had little to no reports of infection; worried more about the disruption of communication with the outside world and being cut off from the distribution networks that kept store shelves stocked and gas pumps full.

The Dead Rise: Zombies rise in Salt Lake City, Colorado Springs and Wichita, followed up soon after by outbreaks in dozens of other smaller cities and towns. Even Denver, which survived the Wave surprisingly intact, falls to panicking mobs, followed by an increasing number of zombies that are in the process of filtering out into the surrounding area.

World of Zombies: Big cities and all urban centers are death traps, just like anywhere else, but the vast and open country of the American West is reverting quickly to pristine wilderness. Many people tried to flee to the heavily protected Cold War nuclear bunker at *Cheyenne Mountain*, but the bunker was locked down early in the Wave and no one has been seen entering or leaving since. *Fort Carson* and the other military installations around the bunker are waking nightmares, littered with spent ammunition, burnt-out vehicles and wandering zombies. The same is true of the military bases and installations of Nevada and elsewhere. The rumors are endless that *Area 51/Groom Lake* and *NORAD* have survived and are places where survivors can find sanctuary, but there is no evidence that this is true.

One might think that because of their isolation at remote desert or mountain locations, such well-armed military facilities and test grounds would have survived the Zombie Apocalypse. But would they? As military personnel *within* these installations fell victim to the Wave and died, or got themselves killed in other ways, they returned to pseudo-life as zombies. Depending on how this transition took place, and how quickly and unexpectedly it hap-

pened (remember, nobody expects the dead to rise as zombies that attack the living and create new zombies on an exponential rate), the base could have fallen just as quickly as any urban center – close quarters make the Wave and the turning process fast and deadly.

Such high-security bases are almost certainly “locked down” and went silent when the Wave hit and the dead rose. Their automatic defenses are likely to remain in place, leaving the base dark and seemingly lifeless. This could mean *inside* some of these top secret proving grounds and military bases are live, surviving military personnel – or – they could contain a literal army of zombies waiting to tear apart anyone who jumps the fence and gains access to the compound. Odds are, it is the latter. **Note:** Any active military base or secret facility is likely to have *Zombie Researchers* as well as *Soldiers* and *Military Rescue Teams* (all presented in **Sourcebook 3: Endless Dead**).

US West Coast & California

The Wave: Los Angeles, San Diego, Oakland, Portland and Seattle all ground to a halt within the first days of the Wave, with even ambulances and emergency personnel trapped by traffic jams. In San Francisco, Sacramento, Tacoma and elsewhere, the situation was a bit better, but most Californians and West Coast residents stayed put and tried to wait out the Wave. Some residents of San Diego and other communities near the Mexican bor-



der tried to head south in search of safety, but the border itself was sealed early on, preventing travel in either direction.

The Dead Rise: With zombies appearing in the city streets, military personnel, police, armed citizens and urban gangs all do their best to fight against the dead. Unfortunately, the numbers of zombies are too great and these defenders are forced into small groups, hiding to avoid detection.

The Mexican border itself has become one of the most dangerous places on Earth. At busy border crossings, long lines of cars stretch on for miles and are stalked by zombies. Some survivors looking for help are gunned down by unsure border guards, only to rise up as zombies. The roads at border crossings remain jam-packed with long lines of motor vehicles, bumper to bumper, on both sides of the border; grim tombstones with wheels marking the place where thousands perished as they tried to flee to safety.

Those who flee to **the desert** and other wilderness areas have the best chance of escaping the initial rise of zombies, provided they are able to survive for any length of time in the harsh wilderness. The desert is one of the safest areas from zombies but a brutal and murderous environment.

In San Diego and at **Naval Air Base Lemoore**, near San Jose, many US Naval forces were sent out to sea when the Wave hit. Persistent rumors claim that several of these ships and their crews remain active and make runs along the coast in search of survivors, or that the vessels themselves have become floating Safe Haven communities run by members of the US Navy. Other rumors tell of street gangs, police and survivors turned *Road Reapers*, and of small Safe Haven communities hidden away in the desert and mountains.

World of Zombies: California cities are dead lands, pockmarked by the occasional building or sewer serving as a hideout for survivors. The countryside is little better, with millions of roaming zombies and a large number of Death Cults. Thousands of Slouchers have accumulated at border crossings leading into Mexico, and even the relatively quiet stretches out in the desert see small groups of frustrated zombies shuffling along the fences and dividers in search of living prey.

US Pacific Northwest

The Wave: The Wave rolled up the West Coast, turning Portland and Seattle into epicenters for the disease and infecting smaller communities throughout Oregon and Washington, particularly along the coast and major highways. People fleeing the Wave were pushed south from Canada and north from California, making the roads even more difficult to travel and further taxing first responders and emergency personnel.

The Dead Rise: Hundreds of thousands of zombies arise in the population centers, pushing survivors into the heavily wooded countryside. East, into **Idaho** and **Montana**, are vast unpopulated stretches, but for anyone who is not knowledgeable and well-equipped enough to live off the land, the open spaces provide only a temporary respite from death. And when people die from exposure, injury or starvation, they turn into zombies that wander across the wilderness. Life in the wild for any length of time is much more challenging than urban dwellers imagine, and people seeking safety in the woods and mountains die by the thousands.

World of Zombies: The coastal regions are a nightmare dominated by the walking dead. Large stretches look like war zones.

Large portions of **Portland, Vancouver** (Canada) and other cities are burned to the ground, creating zombie abominations – the ruins full of *Crawlers*, *Slouchers*, *Silent Slouchers*, *Fused Zombies*, *Multi-Zombies* and *Walking Grave zombies* (see **Sourcebook 3: Endless Dead** for details on the latter four types).

Longview, Washington, protected by rivers, hills and forests, is one of the largest *Safe Havens* in the country, sheltering over a thousand survivors. Of course, food and other supplies are dwindling rapidly. That means numerous supply runs into zombie-filled towns and cities or soon those still alive will have to move on, empty stomachs driving them to face the dangers of the open road.

Alaska

The Wave: The Wave hit hard in places like Juneau and Anchorage, and medical personnel using helicopters and light aircraft inadvertently spread the disease to remote communities, oil rigs, hunting lodges and mining camps in their efforts to treat the sick. Alaska's main roads and highways became clogged almost immediately, leading many to set out in search of help or attempt to escape using four-wheel-drive vehicles, snowmobiles, skis or on foot.

The Dead Rise: In urban centers, the zombie outbreak is much the same as elsewhere, but the open country is simply too vast for zombies to disperse across it. Groups of survivors huddle in cabins and other hideaways, but starvation and fierce weather can be just as deadly as a Wave-infected outcast knocking at the door or a crowd of zombies.

World of Zombies: A few Safe Havens have developed in remote valleys, fortified towns and isolated facilities dedicated to mining, oil production or other commercial interests. Some of the largest and most formidable Safe Havens can be found in Alaska.

Death Cultists and Raiders follow tracks in the snow and lurk near cities and transportation routes. Small groups of survivors wander in from the Alaskan wild or come ashore in boats, though others have risked their lives in the dangerous journey south toward warmer temperatures and the false hope of safety and civilization.

Toronto Area, Ontario & Southern Canada

The Wave: With many connections south to the United States, the Wave spread in both directions across the US/Canada border. The urban areas between Toronto and Windsor were especially hard hit, with major roads and whole cities closed down, power blackouts and stalled cars filling freeways and border crossings.

The Dead Rise: Zombies appear simultaneously in several major Canadian cities, but Toronto and Windsor seem to be the epicenter of the outbreak. The Canadian military and police forces bravely resist the dead as long as they can, but are overwhelmed in the end and forced to flee or hide out like any other survivors.

World of Zombies: Canada is now part of the expanse of broken cities and mobs of zombies that stretches across North America from the Atlantic to the Pacific. *Road Reapers* and *Sentinels* (see **Sourcebook 3: Endless Dead** for details on the latter) come and go, as well as the occasional partially-intact military unit or

group of well armed survivors. *Death Cults* and *Retro-Savages* are known to inhabit Windsor (and Detroit, across the river), and pockets of people are hidden throughout buildings, basements and other makeshift refuges.

Quebec, Montreal & Eastern Canada

The Wave: From Ottawa, the Wave moved eastward to Montreal, Quebec City, and then on to New Brunswick and Nova Scotia. Cases became rarer further east and north; the island of Newfoundland had only a handful of reported cases before communications from the outside ceased.

The Dead Rise: Cities of any size fall quickly before the onslaught of the rising dead. Some people head north, up into the Labrador Peninsula, but all they find is a colder, less developed area. With resources running low, survivors are forced to leave their encampments and Safe Havens behind, but zombies to the south and west make traveling a dangerous idea. Those in remote areas have the best chances of avoiding zombies, but environmental conditions in the wilderness and remote areas make survival difficult for other reasons. Unless one can live off the land to some degree, dangerous supply runs into urban centers rife with zombies and brigands are necessary.

World of Zombies: The more populated stretches of land might be written off as “zombie territory,” but many Canadians took to the countryside and others have made it to boats and now cruise up and down the *St. Lawrence River*, searching for supplies and equipment. The locks and canals that connect down into *Lake Erie* are impassable, but *Lake Ontario* is open to ships and boats. American and Canadian shorelines are both equally inhospitable, however, offering little refuge to survivors eager to rest and tend to their wounds.

Vancouver & Western Canada

The Wave: The city of Vancouver, home to half of the western province of British Columbia’s population, struggled to cope with the swift appearance of victims of the Wave. Edmonton and Calgary, the population centers in Alberta, and Winnipeg, the largest city of Manitoba, also found support from the rest of Canada lacking.

The Dead Rise: Like anywhere else, major cities and transportation routes are the first places zombies emerge en masse. In and around Vancouver, many people take to the water, heading over to Vancouver Island, down the West Coast, up the coast of British Columbia, or into remote inlets. Part of Vancouver burns to the ground, leaving many *Fused*, *Multi* and *Graveyard Zombies* to wander the ruins of the city. Throughout the rest of the Canadian West, open spaces and distance offer some protection, but zombies haunt almost all areas that once had any kind of population and good resources, supplies and equipment.

World of Zombies: Those who fled on boats will have to land on shore sooner or later, facing the grim reality that everyone on land deals with every day. **Vancouver** and **Victoria** are both urban death traps, with more and more zombies spilling out into the countryside all the time. Inland, things are quiet, but any small town is rife with dormant zombies, and long stretches of broken

road are the domain of *Road Reapers*, *Raiders* and *Survivors* on all-terrain vehicles. *Retro-Savages* and *Survivalists* are found out here and throughout the American Northwest.

The Canadian North

The Wave: Few cases of the Wave were identified in the Canadian North, but, remote even in the best of times, reports were not easy to get out. The outbreak of the disease to the south made things even more difficult for bush pilots, ship captains and truckers. Supply lines stopped functioning, strange reports came in from the outside world, and finally, all communication ceased.

The Dead Rise: The handful of communities and camps with Wave victims experience zombie attacks, but these are generally brought under control. People hunker down and wait, hoping for word from the south that will never come.

World of Zombies: Some citizens think they can manage and wait out the zombie crisis, others assemble into groups and head south to see what fate awaits them. Things are more peaceful in the frozen north, but it is a bleak existence where the winters must be endured with no support. Whatever one has or can provide for himself is all there is; supplies from the south won’t be coming up any time soon.

Northern Mexico

The Wave: When the Wave came, the US/Mexico border became a living nightmare, jammed with Americans fleeing south and Mexicans fleeing north, neither group actually escaping the disease, misled by rumors that the other side was safe. Cartel gunmen and smugglers took advantage of the situation to steal and loot, make runs across the border and attack authorities.

The Dead Rise: From Tijuana to Monterrey, the dead rise and begin to attack the living. The military and police are swiftly overwhelmed, and cartel agents and local militias continue the war against the dead in their wake.

World of Zombies: The cartels ruled large stretches of Mexico before the Wave, and now they are consolidating their power and control, even in the face of overwhelming numbers of zombies. The cities might be a lost cause, but across farmland, ranches and the open desert, cartel patrols are a routine sight. The criminal syndicates’ numbers might be greatly reduced and zombies might severely limit their mobility, but without the government to stand in their way, they have become the de facto law in northern Mexico.

Southern Mexico

The Wave: Mexico City was brought to its knees by the Wave, with infrastructure and first responders simply dealing with more infected people than they could handle. Throughout the rest of southern Mexico the situation was much the same, from the tourist resorts of the Yucatan to Acapulco on the Pacific Coast.

The Dead Rise: Zombies catch the reeling nation off guard, their numbers growing swiftly. Panic in the streets, along with closed roads and train systems, means many people are caught out in the open when zombies attack. Fishing boats and pleasure-craft depart out onto the Pacific by the score, but some already have infected people or actual zombies aboard and are never to return.

World of Zombies: An unusually large number of Death Cults are present throughout Mexico, but the south, in particular, seems to play home to many of them. They worship zombies and direct them against surviving humans, constantly working to uncover Safe Havens and survivor camps and undermine them. Mexico City, once home to a population as large as New York City, is an endless source of new zombies for their efforts and dark schemes.

Central America

The Wave: Down from southern Mexico, up from Colombia, and inward from Costa Rica, Panama and Belize, the Wave took Central America by storm. People trying to escape the madness consuming their own countries fled across borders, but nowhere in the region was safe.

The Dead Rise: Guatemala and Belize City fall in a matter of hours as zombie hordes increase and continue their search for human prey. A zombie outbreak aboard a large ship causes a catastrophic accident in the locks of the Panama Canal, closing them off once and for all. Trapped vessels build up along the canal's length, but with no hope of passage, their crews must turn around or abandon their ships to head inland.

World of Zombies: The Panama Canal is closed, cities are in ruins, and large fires have destroyed swaths of rainforest and entire neighborhoods alike. Survivors hide out in the jungle, wait in moored ships or attempt to secure buildings, but the zombies are all around and cannot be avoided if one hopes to recover anything useful from the scraps of civilization.

The Caribbean Islands

The Wave: Made up of numerous islands, one might think the Caribbean would be resistant to the infectious spread of the Wave. But with so many charter craft, fishing vessels, small boats, canoes, seaplanes, and tourists, it was impossible to close off large islands like *Cuba*, *Hispaniola* (home to Haiti and the Dominican Republic), *Puerto Rico* and *Jamaica*. Besides, the Wave hit so fast, nobody anywhere was safe. The smaller islands fell ill soon after as the Wave was spread by fishermen and workers returning home. Infected people trying to escape quarantines and civil unrest only caused more illness, death and zombies.

The Dead Rise: On Cuba, Jamaica and Hispaniola, zombie crowds form quickly and expand until only rough mountains and jungle interiors are beyond their reach. On smaller islands the odds of survival are better, but zombies chase people out of urban areas and population centers wherever they are found.

World of Zombies: Throughout the Caribbean's cities, particularly ports, *Slouchers* and *Bug Boys* are swarming, eager for living prey. There are plenty of *Floater*s, *Blow Fish*, *Sewer Crawlers* and *Worm Meat zombies* milling about in the water, along shore and in rivers and swamps. (See **Sourcebook 2: Dark Places** for descriptions of many of these zombies.) In some cases, life jackets are still attached to their bloated bodies. The occasional "death ship" will float into port, drift ashore or crash into another vessel, full of ravening zombies and dooming those around it to a secondary outbreak of the ravenous dead. Such vessels can range from fishing boats to naval vessels to massive cruise ships filled with thousands of zombies.

SOUTH AMERICA

Note: In tropical climates such as Colombia, Venezuela, and Brazil, **Bug Boys** and **Worm Meat zombies** are much more common. Likewise, **Sewer Crawlers** and **Floater**s can be found in swamps, rivers, and drainage and irrigation ditches. This includes the *Caribbean islands*, parts of *Southern Mexico*, much of *Central and South America*, *India*, parts of *Africa* (the Congo), *Southeast Asia*, the *American Southeast* and any hot, humid, jungle environment like the Amazon rainforest and those found in Indonesia, Vietnam, Thailand, etc.

Colombia, Venezuela & Northern South America

The Wave: The Wave sparked off in Bogota and Caracas, and spread in both directions until it reached east to French Guiana and west to Ecuador and Peru. Many people fled the cities and suburban areas, hiding out in the hills and jungles, avoiding civil unrest and the meltdown of society during the final stages of the pandemic.

The Dead Rise: With zombies on the loose, the population scatters and many die. Pockets of soldiers and guerillas manage to hold out in isolated buildings, inaccessible villages and the like, but the more populated coastal regions are absolutely devastated.

World of Zombies: Some people head into the jungle, up into the mountains, and out to sea for various Caribbean islands, even the Galapagos on the Pacific side of the continent. Those who try to survive in the jungles and mountains have a difficult existence ahead of them, with millions of zombies in the more habitable areas, and inhospitable terrain and potentially hostile criminals, armed native tribes, rebel groups and Raiders further inland.

Brazil

The Wave: The more populous regions of Brazil were in the east and south, particularly along the coast. The Wave shot through this area quickly, then permeated inland slowly and unevenly depending on the conditions. Boats traveling along the Amazon River and its many tributaries spread the Wave as they distributed their various cargoes and passengers.

The Dead Rise: Zombie attacks are reported first in the Sao Paulo-Rio de Janeiro area. From there, the reports increase along the same routes as the Wave, finally slowing down as the entire eastern half of the nation is consumed by plague, death and zombies, and communications cease.

World of Zombies: Seeing as zombies are poor swimmers, the Amazon River is still an excellent transportation route, and canoes and motorboats bearing survivors and supplies are a surprisingly frequent sight. Waterborne Raiders ply the river as well, taking boats, supplies and whatever else they might need. However, the waterways are not completely safe from the hungry dead. *Sewer Crawlers* and *Floater*s are encountered on a regular basis, though usually one or two at a time or small batches of 1D4+3. *Bug Boys*, *Worm Meat zombies*, *Slouchers* and *Flesh-Eating Zombies* are the most likely to be encountered on dry land. Note: For reasons unknown, **Central** and **South America** seem to have fewer *Fast*



Attack Zombies and *Mock Zombies*, but easily double or triple the usual number of *Flesh-Eating Zombies* and *Pattern Zombies*. Survivors can stumble across small villages where 20-40% of the zombies are locked in a pattern of work or daily routine. Finding a chewed up, half-eaten carcass may indicate the work of a jungle cat or *Flesh-Eating Zombies*. *Flesh Eaters* may hunt as individuals, in pairs or in small packs of 1D6+2.

In the vast Amazon rainforest there are hidden villages and camps where survivors have little to fear from zombies, but finding sufficient food and shelter for all the people who have taken cover there is likely to become a daunting prospect, and the native tribes who inhabit the jungle are in no hurry to welcome potentially dangerous newcomers onto their land.

Argentina & Chile

The Wave: Split by the Andes Mountains, Chile was exposed to the Wave from Bolivia and Peru in the north and via ships landing on the Pacific coast. Argentina was infected early in the epidemic, along with Paraguay and Uruguay, from over the border in Brazil.

The Dead Rise: To avoid zombies and populated areas, some people head up into the Andes Mountains or south into lightly-inhabited Patagonia. Argentina, especially in the north, becomes a

decaying land stalked by zombies overnight, and the dead spread throughout the populous stretches of Chile even faster.

World of Zombies: Zombies rule the coasts and lowlands, but the mountains and wilderness areas are pockmarked with small groups of survivors. The extremely remote southern Patagonian cities of Punta Arenas and Rio Grande held out for weeks before suffering their own catastrophic zombie outbreaks, but are now just as war-torn as the rest of the world. People who took to the wilderness and mountains have a harsh existence but the best chances for survival.

EUROPE

The United Kingdom & Ireland

The Wave: The Wave brought with it looting, civil disobedience, acts of violence and the deployment of soldiers into the streets of the UK. Government higher-ups and members of the monarchy were evacuated, trains shut down and motorways closed. Near the end of the Wave, an order went out to quarantine the entire island, but by then the Royal Navy was too short on available manpower to effectively monitor the English Channel.

The Dead Rise: With the first appearance of zombies, people abandon hospitals and checkpoints and head for the countryside. Dense, urban areas become battlefields in a matter of hours as the number of zombies grows and multiplies. Fires level whole neighborhoods, wiping out trapped survivors and creating Fused and Multi-Zombies. Plenty of people are left alive after the dead rise, but many of them are trapped in locked buildings out in the countryside with little or no resources and no means of escape from the island.

World of Zombies: The greater London area is an absolute war zone, dominated by the zombies. Road Reapers, Sentinels and other Zombie Hunters fight on, while others struggle just to survive. Like everywhere else in the world, population centers are the most abundant with zombies, the countryside the least. As an island, however, that will change as more and more walking dead wander out of the cities and towns in search for human prey.

Scotland and southern Ireland have a large proportion of the United Kingdom's Safe Havens, but there are a few ships anchored out at sea as well, secure from zombies but unable to move without hundreds of gallons of fuel. One or two offshore islands are also supposedly safe, but getting to them will be difficult and there is no guarantee that the people there will let anyone else inside. Or worse, the haven may have become a land of the dead.

Queen Elizabeth and the royal family disappeared in the first few hours of the zombie outbreak. Their whereabouts are unknown. Occasional contact is made between the Queen's security staff and the remnants of the military still monitoring radio frequencies, leading many to believe that she is still alive, somewhere in the London area.

France & the Low Countries

The Wave: Northwestern France was hard-hit by the Wave and corresponding civil unrest. The riots were particularly severe in Paris, but similar episodes took place in Antwerp and Amsterdam. In southern France, the tiny nation of Monaco was sealed off, trapping many of its extremely wealthy citizens at the border and condemning them to a gruesome fate.

The Dead Rise: Zombies overwhelm first responders, civil infrastructure and finally, the military. People try to scatter into the countryside, but roads are clogged and trains not running. Rotterdam, one of the busiest ports on Earth, turns into chaos when the docks catch fire. Things go from bad to worse when a freighter trying to escape the zombies sinks out in the shipping channel and blocks off anyone else looking to use the sea as an exit.

World of Zombies: Life in France and its neighbors has ground to a halt. Planes sit on runways, empty taxis and cars line the streets, and cross-channel traffic has been reduced to a few survivors with boats plying back and forth searching for missing loved ones. There are a few towns in the south of France that are said to be operating as Safe Havens, as well as a handful of sanctuaries in Brittany and Normandy. As usual, the best odds for survival are away from the urban centers, but in the chaos there is no telling where any safe place can be found.

Germany, Austria & Switzerland

The Wave: The Wave was first diagnosed in Dusseldorf, followed shortly after by Munich, Berlin and Hamburg. Switzerland

was quarantined early on (along with Liechtenstein), with no one let in or out, but soon enough there were cases of the Wave in Berne and Zurich, as well as Austria and towns all the way east to Vienna.

The Dead Rise: When the zombie outbreak begins, Germany's big cities and urban areas are quickly overwhelmed to the point of no return. German Army, police and independent zombie fighters hold out for a few days in the south, but are gradually isolated and divided as the plague of undeath spreads. Those who flee into the countryside have the best chance of survival.

World of Zombies: Most of Germany is destroyed, with Death Cults and Raiders fighting over what remains and a few Safe Havens along the coast, to the south near the Swiss border, and in remote areas throughout the country. **In Switzerland,** the risen dead reign over the cities, but military units and well armed citizens have blown up bridges, sealed roads and blocked mountain passes in an attempt to secure the countryside. Their efforts have made it difficult for both zombies and survivors to get around, and many barriers only served to trap people trying to flee the spread of the zombie outbreak, forcing them to accumulate in large groups before being turned into animated dead themselves. That said, there are many rumors about Swiss Safe Havens in the Alps and even a partially functioning government and military. Whether those rumors are true or not, they offer hope to outsiders who dream of safety if only they can make it to a Swiss sanctuary.

Eastern Europe

The Wave: Eastern Europe was exposed to the Wave through the Baltic Republics, through Greece, and via connections to Germany and Austria. Remote stretches of the Ukraine, Poland and Belarus avoided the worst of the Wave, as did parts of Romania and Moldova.

The Dead Rise: Zombie attacks occur simultaneously throughout the region. Communication with most large cities goes out soon after, but there are smaller towns and villages, especially those far inland, that continue to function for weeks before they are overrun by zombies and have to be abandoned.

World of Zombies: There are still groups of survivors to be found living amongst the risen dead, wandering from town to town, or searching for Safe Havens, supplies or some other salvation, but as time goes on their numbers will dwindle. Armed factions in the Balkans lead an organized resistance against zombies, but often descend into combat amongst each other when the undead are defeated.

Scandinavia & Finland

The Wave: The southern portions of Norway, Sweden and Finland experienced the Wave at full strength, crossing over from mainland Europe and through Denmark. A lower percentage of the population is infected in northern areas, but individuals looking for remote places to wait out the Wave accidentally brought it with them to isolated towns, resorts and cottages.

The Dead Rise: Denmark and Sweden are hardest hit by the zombies, but they manage to find their way over into Norway as well, and Finland is beset by zombies attacking across the border from St. Petersburg in Russia.

World of Zombies: Travelers are likely to find nothing but zombies and scorched earth in southern Norway, Sweden and Finland. Survivors hide out in small groups, with a few actual Safe Havens to the north. The Baltic Sea is dotted with boats full of refugees, many of them fleeing Estonia, Latvia and Lithuania. There are no safe ports, however, so each vessel is left to its own devices to figure out where to land and attempt to go ashore.

Iceland

The Wave: In Reykjavik and the surrounding area, the Wave struck hard, but rapid quarantine procedures kept the disease quite localized. Unfortunately, the majority of Iceland's population lived in the Reykjavik area, so most of them were doomed by the quarantines and confined to a city that would soon be overrun by zombies.

The Dead Rise: When the dead rise to feed upon the living, any semblance of order and organization evaporates. People flee on boats, hoping to make it to the European mainland, while others scatter inland where they hide amongst volcanic fields and glaciers; no permanent refuge, but better than being consumed by zombies.

World of Zombies: The southwestern portion of the island around Reykjavik is a zombie nightmare, but there are groups of survivors in locked buildings and floating on ships out in the harbor. Further inland, survivors can be found hesitantly considering going into Reykjavik or checking out the island's other cities, part of which have fallen under control of Raiders or survivors hostile to outsiders. With a substantial amount of hunting weapons on the island, the more gun-savvy survivors have also started to thin the numbers of zombies, or at least the dumb Slouchers who shuffle through the streets.

Spain, Italy, Greece & the Mediterranean

The Wave: Countries with substantial coastlines and international trade along the Mediterranean found it impossible to even attempt quarantine. Fishermen, pleasure boats and ferries transported sick individuals across borders, onto islands and into remote communities. France sealed off its border with Spain midway through the Wave, and the mountain passes and roads leading up from Italy into Switzerland were also closed by civil and military personnel, but to no avail.

The Dead Rise: Concentrations of zombies appear throughout the region's large cities, destroying Lisbon, Madrid, Barcelona, Marseille, Rome, Athens and the island of Malta. Mountains and wilderness offer some protection in Spain, Italy and Greece, but the zombies are just too numerous to be overcome.

World of Zombies: Society has crumbled in the Mediterranean region. One or two of the Greek isles might still be safe, but the only way to find out is to go ashore. There are still a few French, Italian and US naval vessels out on the Mediterranean, going from port to port in search of fuel, bombarding zombies with their big guns and praying for some kind of message from NATO or the United Nations with information on a safe port of call. Many civilians also took to the sea to escape, but with no plan or organization they must search for Safe Havens themselves or find a

stretch of empty coastline and hope that when they make landfall they do not attract zombies.

Western Russia

The Wave: Poor handling of medical supplies and overcrowded hospitals led to riots and a heavy-handed military response at a very early point during the Wave. Military reservists were recalled and active-duty units sent out to manage the unrest. Many of the soldiers fell ill or refused to report in, already busy enough trying to keep themselves and their loved ones away from the growing chaos.

The Dead Rise: The rise of the zombies causes war in the streets and overall political collapse. Separatists in Chechnya and elsewhere declare themselves free of the Russian Federation – and then immediately realize that they have much more pressing problems to deal with. Zombies spread from large cities across the countryside in their pursuit of human prey, and many small villages play host to their own zombie outbreaks.

World of Zombies: Moscow, Volgograd, St. Petersburg and other big cities are in ruins and the domain of zombies, Death Cults, and small groups of survivors. Troops deployed as part of the Second Chechen War are scattered across southern Russia between the Caspian and Black Seas, while ships from the Russian navy might be encountered anywhere on the Black Sea or in the Mediterranean as they look for a safe place to land that they will never find.

ASIA

Eastern Russia

The Wave: As one of the most sparsely populated areas on the planet, eastern Russia was mostly on its own when it came time to deal with the Wave. Some individuals managed to get on boats in Vladivostok or coastal villages and headed south for Japan and China, but once they arrived they had to deal with hostile coastal protectors and the even more nightmarish reality of the Wave.

The Dead Rise: With few people, there are also comparatively few zombies in the Russian Far East. Even at the edge of the world, though, urban areas have become zombie-stalked disaster zones overnight and the populace of entire towns and villages have turned into the risen dead. Many people flee into the wilderness – and will have to return to civilization and face the zombie threat at some point to look for food and supplies, especially once winter comes.

World of Zombies: Vladivostok and Khabarovsk, the region's big cities, are totally dominated by the dead. Elsewhere, there are ragged groups of zombies that walk the roads or go dormant in remote villages and cottages. Survivors who feel they can live off the land may remain in the area, hiding out in the back country where zombies are few and far between. Only a few of the most remote and lucky villages have survived with very few zombies to contend with – for now. Most everyone else has headed south, where temperatures are warmer but the undead are found in large numbers.

India, Pakistan & Bangladesh

The Wave: With an even denser population than China, the “subcontinent” – India, Pakistan, Bangladesh, Nepal, Bhutan, Sri Lanka and the Maldives, provided the perfect human substrate for spreading the Wave. In a matter of days, the epidemic brought life in the region to a halt. Travel, food distribution and public services were all disrupted within 48 hours. Where they could, people relocated up into mountains, forests and secluded valleys, fully spreading the Wave throughout their country in an attempt to save themselves.

The Dead Rise: The chain reaction of death that follows the first zombie attacks moves from city to city unabated and with no signs of slowing down. The coastal areas fall silent first, followed by Sri Lanka and the Maldives. The only thing that seems to slow the zombies down are the mountains to the north: Bhutan, Nepal, Tibet, Himachal Pradesh and Kashmir. Unfortunately, the Himalayas and surrounding mountains are not suitable for housing millions of displaced people, and the large numbers fleeing the zombies lead to conflict and supply shortages.

World of Zombies: Safe Havens are few and far between in the central and southern regions of India, Pakistan and Bangladesh, becoming slightly more common up in the northern mountains. In Pakistan, in particular, the northern regions are controlled by tough, well-armed tribesmen who were hostile to outsiders even before their homeland began to fill with zombies and refugees. The heavily protected border between India and Pakistan and inaccessible terrain means there is little cross-over of zombies or survivors between the two nations. Both have their own zombie problems, though, so neither can be looked upon as a potential refuge.

Korea

The Wave: The Wave reached Korea quickly, spreading inward from the top and bottom, entering the peninsula through South Korea’s ports and the North Korean border with China. With virtually no traffic or communication across the Demilitarized Zone (DMZ) that separates the two nations, each Korea essentially had its own independent outbreak to manage. In the South, modern medicine and infrastructure collapsed under the weight of the epidemic. In the North, medicine was restricted to the elite and the military was sent out to round up (or shoot) looters, protestors and dissidents. Many individuals took advantage of the chaos to attempt to escape into South Korea or north into China.

The Dead Rise: Due to its isolation, no one is sure when the dead first appear in North Korea, but within a few hours of the outbreak, starting in the South, it is apparent that something big is going on across the border as well. Both sides manage to wipe out large numbers of zombies by driving them into the guns, barbed wire and land mines of the DMZ, but there are simply too many zombies, and defenders are quickly overwhelmed.

World of Zombies: Soldiers of the North and South, long separated by politics, have now joined forces and transformed a half-dozen points along the DMZ into improvised anti-zombie fortresses. Turning their defenses outward, they now live within the former no-man’s-land that divided the countries, finally reunited, but desperate to repel the hordes of zombies that oc-

cupy their homes. Elsewhere throughout Korea, the dead reign supreme over the living. The safest areas are in the countryside and out in the mountains and wilderness.

Japan

The Wave: Emanating from Hong Kong, mainland China and Taiwan, it would not be long before cases of the Wave were reported in Japan. Medical first responders did what they could, but hospitals filled up quickly and train stations, military bases and public buildings were pressed into service as triage centers. Many victims of the Wave stayed in their homes, too sick to even seek help. People looking to escape the chaos of the cities took boats out to smaller, surrounding islands and brought the disease right along with them.

The Dead Rise: With its dense and urbanized population, Japan melts down swiftly into a zombie nightmare. Restrictions on firearms may have prevented violent crime before the dead rose, but also leave most of the civilian population with little or nothing to defend themselves against the ravenous zombie hordes. There is virtually no corner of the country where the zombies don’t reach.

World of Zombies: Japan is swarming with zombies and vulnerable to its own local Death Cults. Nowhere is safe and every one of the Home Islands is filled with the living dead. Troops from the Japanese Self Defense Force, along with American soldiers deployed in Japan, may be encountered trying to cross the country or hunkering down in parts of their destroyed bases. Bands of Yakuza or crazed survivors have turned into Zombie Hunters, launching hit and run attacks against the zombies before vanishing back into hiding places like locked-down skyscrapers and subway tunnels. There are Safe Havens up in the mountains, buildings that have been secured in cities, and a few moored ships full of survivors, but most of the country is firmly in the hands of the zombies. The Okinawa US Naval base was locked down, but it too was overtaken by zombies from within. The navy vessels that left port have not been heard from since and are presumed lost at sea.

Kazakhstan, Mongolia, & the Chinese Interior

The Wave: Central Asia, including Kazakhstan, Mongolia, Tibet and western China (known as Xinjiang), is a region that is difficult to access. When the Wave began, it started to creep into Central Asia from the outside. As hard as it is to believe, there are villages, isolated valleys, monasteries and mobile communities of herders who have never experienced the disease, and only realized something was wrong when they heard radio reports or ran into an actual zombie.

The Dead Rise: Mongolians and Kazakhs living in China or Russia bring the Wave back with them when civilization breaks down and they try to return to their homes. Unfortunately, this spreads the sickness, as well as zombies themselves, into areas that they may otherwise never have reached. Most cities are full of zombies and devoid of human life, but, as noted above, remote communities are barely touched.



World of Zombies: Some parts of the region are abandoned, some crawl with zombies, and some look almost unchanged from their appearance when the world was still healthy and alive. Bands of Raiders, bandits and madmen sweep over the roads, often mounted on horseback, robbing from fellow survivors, riding down zombies, and searching for whatever they can grab and use that's left of the old world. In some ways, many of these mounted raiders can be thought of as evil Road Reapers; they fight and destroy zombies like Road Reapers, but also victimize the living. Of course there are some heroes like Road Reapers as well, but they are few and far between.

Coastal China & Taiwan

The Wave: The Wave spread through the more populous regions of eastern China faster than anywhere else on Earth. From Hong Kong up into Guangzhou, it rocketed up and down the coast until the entire country was infected, from the Vietnamese border and Hainan Island all the way up to Manchuria. The recent resumption of trade between Taiwan and the Chinese mainland also meant that Taiwan quickly had its own cases of the Wave to deal with.

The Dead Rise: With so many people fallen ill, China is hit especially hard when the Wave turns into the actual appearance of zombies. Roads are clogged, military responses ineffective, and millions of people try to flood out of the cities and are caught out on the road and transformed into even more of the living dead. The situation is much the same in Taiwan, and anyone who manages to escape the island by boat only has the mainland to retreat to.

World of Zombies: Coastal China is firmly under the control of zombies and Death Cults. There are survivors, but they are heavily outnumbered, forced to stay hidden away or always on the run. To the north and south are less populous regions, but where there is more room to escape the dead, there is also greater mobility for packs of Raiders, bandits and ex-soldiers who confiscate anything, or anyone, useful that they come across.

Malaysia, Indonesia & the Philippines

The Wave: Malaysia, Indonesia and the Philippines were nations spread across multiple islands, making it difficult for the Wave to move from one to another. Unfortunately, they were also some of the most heavily populated regions on Earth, and tourist destinations. Plenty of sick and infected people fled in all directions and inadvertently made sure the Wave reached from southern Thailand to the Sultanate of Brunei to Papua New Guinea and all the way east to the Solomon Islands.

The Dead Rise: Java, Borneo and Sumatra, home to tens of millions of people, boil over with frenzied zombies. The cities are lost immediately, though many people, particularly in Borneo, flee into the jungle for safety. In the Philippines the situation is much the same, but with an even greater population density, civilization falls overnight and there are fewer places to hide.

World of Zombies: Throughout the region a few small islands have managed to stay quarantined, but, cut off from the mate-

rial remains of civilization, they are reliant upon the sea for food and supplies, their inhabitants not daring to set foot on the shores of the mainland or neighboring islands. The sea provides a safe means of transportation in a world ruled by zombies, but there are plenty of unscrupulous survivors who have turned pirate, raiding other ships, stealing catches of fish and food supplies, and scavenging along the coasts for abandoned vessels and survivor communities.

THE MIDDLE EAST

Israel & Palestine

The Wave: On top of the chaos and death caused by the Wave itself, clashes erupted along Israel's borders between the Israeli Defense Force and militants in the surrounding countries. These running battles would have been much worse, however, if not for the fact that many potential combatants on both sides were already too sick to fight.

The Dead Rise: Most of the conflict between the living draws to a halt as zombie outbreaks begin to take place at hospitals, triage centers and evacuation points. Jerusalem, Tel Aviv and Haifa all become zombie enclaves overnight, and walls and checkpoints in various areas end up preventing people from escaping more than protecting them from the risen dead.

World of Zombies: Now that order has broken down and zombies fill the streets, old borders and old conflicts seem far away. There are places where fortified walls and secure checkpoints have been converted into small survivor camps, a few actual Safe Havens in remote areas, and buildings within cities that contain soldiers and armed civilians still holding out. There are ships along the coast that offer to take survivors over to the island nation of Cyprus in return for fuel or supplies, but things are no better there than on the mainland.

The Arabian Peninsula

The Wave: When the Wave began, the governments of Saudi Arabia, Yemen, Oman, Qatar, Bahrain and the United Arab Emirates responded by closing roads, ports and border crossings. Unfortunately, infected individuals on both sides of the closed borders were smuggled past guards and around checkpoints, insuring none of the nations of the Arabian Peninsula would escape the wrath of the Wave.

The Dead Rise: Zombies are first reported in Dubai, then shortly after throughout the United Arab Emirates and into Yemen, Oman and Saudi Arabia. Troops deployed to keep borders sealed run for their lives or are overwhelmed by attacking zombies. Law and order vanishes in an instant.

World of Zombies: Urban centers like Riyadh, Mecca, Dubai and Abu Dhabi are totally overrun with the dead. Out in the desert, however, zombies tend to curl up and go dormant quickly under the effects of the merciless sun, often becoming buried and undetectable until some unsuspecting person walks right overhead and gets their attention.

Syria, Lebanon & Jordan

The Wave: Conditions remained relatively orderly in Jordan well into the Wave, while fractious violence in Syria and Lebanon made things difficult for first responders and military units trying to preserve order. Syria's border with Turkey was completely closed by the Turkish military, trapping tens of thousands of civilians trying to flee the country.

The Dead Rise: Damascus, Beirut and Amman all report the appearance of zombies at roughly the same time. Military units and rebel groups alike wage war with zombies in the streets, while the average citizen is busy enough just trying to stay alive. In Jordan, people fleeing the West Bank also complicate matters, particularly after thousands of them are turned into zombies.

World of Zombies: Syria and Lebanon have both fragmented, with each Safe Haven, remote village or secured building owing its allegiance to a different leader, religious faction, political party or rebel group. The zombies are the only constant, the city streets their domain, everything else fought over by small groups of survivors. Jordan is devastated, but groups of Jordanian soldiers and police can be found in small pockets, trying to claw a foothold for themselves to stand on as the world seems to besiege them from all sides.

Iraq

The Wave: As the Wave spreads, American military commanders, NATO and Iraqi civic leaders did what they could to slow the disease. Nothing seemed to work, and US and NATO military bases were surrounded by locals begging for medical assistance. A fair number of troops were sent back to the United States, however, urgently needed to help manage unrest at home. Smaller firebases were closed and the international military presence in Iraq consolidated into a few key points.

The Dead Rise: Zombies first emerge at hospitals, makeshift clinics, US and NATO military medical facilities, the perimeters of bases and overcrowded checkpoints. It is not long before American soldiers, NATO personnel, Iraqi defense forces, armed outlaws and rebels all fall in together, combining their strength against the zombies.

World of Zombies: Once the dust clears, Iraq is transformed. Outside the well-defended military bases is a no-man's land, zombies in the cities and villages, bleak deserts outside of them. The massive supply chain that once kept the American forces in Iraq equipped is *gone*, so anyone left behind is going to have to figure things out for themselves from here on. Units recalled to the US and casualties lost to the Wave or the undead have taken their toll, but there are nearly 120,000 US soldiers, sailors, Marines and airmen still inside the country, some who are trying to head home on ships and aircraft, some who think leaving the security offered by razor wire and machine-guns is pure suicide. The rations are running out, however, so soon the soldiers will have to decide whether to attempt the long journey back to the US or try to establish a new home for themselves in Iraq or the surrounding countries. Canada, the UK and other countries also have limited forces in Iraq and the Middle East, with the same dilemma.

Iran

The Wave: As cases of the strange new disease appeared all over the country, Iran tried to close its borders and declared martial law. Unfortunately for civil and military authorities, Iran's borders were within easy reach by boat for a dozen neighboring countries, and preventing people from getting in or out was an impossibility.

The Dead Rise: The zombie outbreak starts at a few major cities like Tehran, Mashhad and Isfahan, but also spills over the border from Iraq and across into Armenia and Azerbaijan. The Iranian military and Revolutionary Guard put up a valiant fight, but it is a losing battle against overwhelming numbers. The nation collapses within a day or two of the rise of the dead.

World of Zombies: Now Iran is a wasteland where zombie hordes occasionally clash with remnants of the military, armed militias and criminal gangs. Survivors have reported Death Cults and Retro-Savages in Iran, Kuwait, Iraq and Afghanistan, preying on civilians and attempting to gather zombies to unleash against the American forces in the region and whatever concentrations of civilians remain.

Afghanistan

The Wave: Mountainous and isolated, the Wave spread unevenly through Afghanistan, with cases reported in Kabul and the northern part of the country near Tajikistan long before the disease was seen in the southern or central regions. American troops and NATO forces offered what medical help they could, but conflicting orders to both sit tight and to evacuate the entire country did not make things any easier on the soldiers. Many commanders abandoned their patrol missions and forward posts and fell back to larger bases, most of which were ringed by civilians pleading for medical aid.

The Dead Rise: With the introduction of zombies, Afghanistan becomes a patchwork like never before. Some villages, encampments, or entire valleys are instantly overrun, while some might be able to hold out indefinitely, accustomed to being cut off from the outside world. Kabul has to be abandoned early on and most of the international forces deployed in Afghanistan take shelter at Bagram Airfield, along with a large number of refugees and Afghani Army personnel.

World of Zombies: Even after sustained zombie attacks, *Bagram Airfield* remains secure. Most of the Afghani citizens and soldiers have either slipped away to try to return to their homes or been "politely escorted" off-base as supplies dwindle. After infection and zombie attacks, there are still almost 25,000 heavily armed, heavily equipped NATO soldiers at the Airfield; foreigners in a distant land crawling with zombies, with no means of flying out and stockpiles of food and fuel that are running low. Very soon, they will have to make their move and attempt some kind of breakout, probably heading south to *Pakistan* with their ultimate goal to take control of a port like Karachi and find ships to take them home. Unfortunately they will be hounded by zombies, die-hard Taliban fighters and Raiders the entire way, and casualties are expected to run high.



AFRICA

Egypt & Northern Africa

The Wave: Geographically close and economically connected to southern Europe and the Middle East, north Africa was the first section of the continent exposed to the Wave when cases began to appear almost simultaneously in Egypt, Tunisia and Morocco.

The Dead Rise: The reanimation of the dead and subsequent zombie attacks spread like wildfire along the coast of northern Africa. Hundreds, if not thousands of small boats flee for southern Europe, complicating matters there. Many of them are forced to turn back or land on islands like Cyprus, Crete, Malta, Sardinia, Corsica and the Balearic Isles, bringing zombies, the Wave, or both with them, dooming islands that have been relatively isolated and could have been turned into functional Safe Havens.

World of Zombies: With government completely broken down, each Safe Haven or walled city is on its own. Various religious, political and military factions may claim control over a nation, but they only really have power over the few Safe Havens or remote villages they can secure from zombies. Whichever faction gets to the military bases, aircraft, artillery and heavy weapons first will have a decisive advantage, but fuel and munitions run short quickly in a world beset by zombies.

Nigeria & Western Africa

The Wave: The origins of the Wave in western Africa can be traced back to Lagos, Nigeria, likely brought in from Europe or Asia on a cargo ship or commuter flight. From Lagos the disease radiated outward until there were reported cases ranging from Senegal in the north to Angola in the south.

The Dead Rise: Western Africa's coastal cities are swiftly overwhelmed by zombies, particularly Lagos itself. Inland areas are slightly safer from the risen dead, but are also the domain of Raiders, bushwhackers, wild animals and similar threats.

World of Zombies: Western Africa belongs to the zombies, from the shoreline all the way until the Sahara desert begins to the northeast. There are a few warlords, particularly from Liberia, who have organized their makeshift armies into roving legions of zombie fighters, but their real priority is looking for the food, water and ammunition that they need just to stay alive. Some have also fallen under the sway of the Death Cults, and now worship zombies and exist to spread the "glory of undeath."

Somalia, Kenya & Eastern Africa

The Wave: The Wave rose up the eastern coast of Africa, reaching Kenya and spreading into neighboring Sudan, Uganda

and Ethiopia. Somalia was relatively unaffected until the infamous pirates that operate along the Horn of Africa captured several vessels that were being used as impromptu hospital ships, inadvertently bringing the Wave back to shore with them in the form of captives and hostages.

The Dead Rise: Cities like Nairobi, Mombasa and Mogadishu are transformed into nightmares of the living dead. Ports, fishing villages and pirate camps along the coast are abandoned as their residents head out to sea for safety. Gangs of armed militiamen, rebels and the personal retinues of warlords fight zombies, and each other, for control over the streets and supply lines.

World of Zombies: Armed militias have turned some villages and natural redoubts into Safe Havens – though convincing them to let in more survivors might not be easy. On the increasingly dusty and overgrown roads, however, are random groups of zombies, survivors fleeing some Safe Haven that has just been overrun, and Raiders looking for travelers to ambush. Along the coast, fishermen, ex-pirates and the crews of a few stranded vessels from various countries periodically land at villages looking for supplies, but generally find nothing but the risen dead.

South Africa

The Wave: With its large ports and international commerce, South Africa was one of the initial infection zones for the Wave. The outbreak spread swiftly inland from coastal cities to the capital, and then northward into Botswana, Namibia, Zimbabwe and Mozambique.

The Dead Rise: Johannesburg, Pretoria, Cape Town, Port Elizabeth and Durban instantly become cities of the dead as bad as anywhere else on Earth. The countryside fares slightly better, but so many people trying to escape the population centers has spread zombies throughout the nation, as well as into Lesotho and Swaziland.

World of Zombies: With a crumbling infrastructure and 99% of its population dead, South Africa is a nightmare land. Groups of Raiders patrol roadways, sometimes made up of criminals, sometimes ex-soldiers, sometimes poachers who now hunt for human prey. Survivors might be found holed-up in cities, trying to establish Safe Havens at the sites of remote farms and towns, or taking their chances with Africa's wildlife by setting off into the bush.

DOWN UNDER AND ANTARCTICA

Australia & New Zealand

The Wave: The response to the Wave in Australia was similar to most Western countries, the relentless illness leading to a gradual breakdown in first response, medical and military capabilities. Boats full of refugees from Indonesia and other neighboring countries landed at northern cities like Darwin and Broome, or tried to make it south to Perth or Brisbane. Often full of sick and dying individuals, they spread the Wave to many Australian cities where quarantine procedures had been working well. Planes and fishing vessels in distress that diverted to New Zealand and

Tasmania also brought the disease with them, as well as pirates and private individuals with boats who tried to get sick family members to distant medical facilities.

The Dead Rise: The appearance of zombies occurs almost simultaneously in Sydney, Melbourne, Canberra, Perth, Darwin, Broome, Hobart, Auckland, Wellington and Christchurch. With its long stretches of road, expanses of desert and geographically-isolated population centers, however, Australia is poised to weather even the rise of the zombies. Individuals desperate to survive with off-road vehicles or aircraft compromise many remote settlements and camps, though, and long distances are a danger in themselves if water, food and fuel are running low.

World of Zombies: The major cities of Australia are now zombie-stalked urban wastes just like anywhere else on Earth. For survivors who have hit the road, there is no telling if the next small town or haven camp they reach is virtually untouched or lurking with hundreds of dormant Slouchers. Death Cults and Raiders have both laid claim to supply centers and crossroads, making things difficult for their fellow man, occasionally having battles with remnants of the Australian army, armed survivors or Australia's version of the *Road Reapers*, militant bikers who lay claim to the thousands of kilometers of open road. Some Aborigines have wisely retreated into the *Outback*, where they establish remote villages, live using traditional practices, listen in on radios and wait for the time of the zombies to pass. In New Zealand and Tasmania, things are much the same; anyone who thinks any part of the Land Down Under escaped the zombies unscathed is in for a rude awakening once they arrive.

Antarctica

The Wave: Bases were closed-off and ships and planes diverted when reports came in from the outside world about the devastating new epidemic known as *the Wave*. Some of the smaller camps and research stations were abandoned as their crews consolidated, heading for the bigger bases like McMurdo or Scott, where there were more resources and better odds of finding some means of evacuation.

The Dead Rise: Unfortunately, the quarantine procedures fail, even down in remote Antarctica. Fishing vessels leave their sick and their dead on the shore, some of whom reanimate as zombies. The worst damage, however, comes when a damaged Russian submarine puts into port at McMurdo base, with over half its crew infected by the Wave. The commander refuses to be turned away, demanding aid and medical supplies at gunpoint. Once enough of the sailors become zombies, there is little the researchers can do except leave the base and hope for better luck elsewhere.

World of Zombies: Now Antarctica is a bleak continent where anyone left alive hides out in freezing science posts, raids iced-over research stations for dwindling supplies, and searches for a ship or a plane that they can use to get home. Small groups of zombies wander near outposts and the sites of beached vessels, and the bases that have been hardest hit like McMurdo are death traps with dozens of dormant zombies laying in wait. Radio contact with the outside is rare, and the few things that are heard over the radio do not paint a hopeful picture of the world at large. Scientists, researchers, engineers, facility staff, pilots and fishermen from many countries are all forced to work together to survive. **Note:** People at other extremely remote places on Earth will have similar challenges and experiences.

RANDOM ENCOUNTERS

BY REGION



Each of the following tables is designed to provide a quick, random idea and starting point for an adventure. Game Masters, please expand from these meager offerings, as well as create your own encounter and adventure tables. You may roll percentile dice for a completely random encounter or make a selection of the one that feels right under the circumstances.

Survivors' State of Mind

Roll percentile to determine the character's mental state, or select the most appropriate for the situation.

01-20% Panicked and mentally scattered after all they've witnessed and endured. They are probably zombie meat unless somebody helps them.

21-30% Frightened, but resilient survivors.

31-50% Capable survivors who are suspicious of strangers.

51-70% Smart, tough, zombie fighters in the making, ready to help other survivors.

71-80% Snakes in the grass. These survivors are scavengers and thieves or thieving con artists. They pretend to be helpless, scared or injured so that they can get in close and rob their "new friends" blind before sneaking away or running off. They are mainly looking for weapons, ammo, food, alcohol, and better vehicles. They are not likely to steal from a group that seems too tough and dangerous, at least not until an opportunity presents itself. They are liars and thieves, not killers, and will usually back down and return stolen goods when caught and confronted – provided they can't lie their way out of trouble.

81-00% Bad guys! Beware. These survivors are cold, hard cutthroats. They may be bandits, raiders, murderers or nutcases, or just aggressive survivors out for themselves who take what they want. They see the world as dog eat dog, where the strong take from the weak, and only the fittest survive. And by that logic, the top dog (them) takes what it wants, and takes down anyone who stands in its way. Most are petty, brutal and vengeful.

Number of Individuals Encountered

Depending on the size of the player characters' group and the needs of the campaign, a Game Master may choose to scale up or down the size of the random encounters listed below.

01-20% Single Individual: One person, possibly with a canine companion (or other animal). Might be the sole survivor of a zombie attack or someone who slipped through the cracks when the dead rose. He may have found a personal hiding place that remains undetected or is traveling on the road on his own. He may or may not be wary of strangers, but is likely to be desperate for human companionship and/or supplies. If he's holed up somewhere in the region, he is likely to know all the most dangerous places to avoid and the best places to score supplies. Whether he's willing to share some or all of this info will depend

on the Non-Player Character's (NPC's) alignment and how much he likes and trusts the player group.

21-40% Tattered Survivors: Same as above, only there are 1D4+2 individuals. They could be all that remains of a larger group, a family unit or survivors who found each other in the chaos.

41-60% Small Group: 2D4+3 survivors, either very smart or very lucky, equipped with 1D4 vehicles and/or well armed, and probably have a capable leader holding them together.

61-80% Medium Group: 3D4+8 survivors, either very lucky, very smart, or well organized and well equipped with 1D4 vehicles and well armed. Probably have a decent leader to hold them together.

81-94% Large Group: 1D4x10+5 people. This could be what's left of a military platoon, police force or other group (Road Reapers?), possibly turned out of their outpost, base or hideout by zombies or other threat, and forced to hit the road. It could also be a group of survivors who are gathering others as they travel, or even a group from a Safe Haven. In the alternative, this could be a group of Death Cultists, Retro-Savages, Bandits, Raiders or survivors who prey upon others.

A group this size almost certainly has an effective leader, and lieutenant leaders, as well as several zombie fighting specialists or others with combat skills. They are likely to have 1D4+4 vehicles, water, basic supplies, and a collection of weapons, both guns and things like hunting crossbows and improvised clubs and swords.

95-00% Survivors in Force: A very large group of 1D6x10+30 of the living. Could be an entire Safe Haven community that is relocating or running for their lives; or a collection of survivors escaping from a zombie horde; or an isolated pocket of people just now realizing the full extent of the damage to the outside world; or a military platoon or company fighting zombies, trying to help survivors or just trying to survive on their own. Of course, the large force could also be Road Reapers preparing for a major siege on a zombie occupied town or city, or a major rescue mission, or a major assault on a Death Cult; Road Reapers only gather in such large numbers when planning a major operation. If bad guys, this could be a rogue military force, warlords, Bandits, Raiders, Retro-Savages, Death Cultists or survivors following a messianic leader or a tyrannical leader or inner group of leaders who are looking to carve out their own little fiefdom.

A group this big is subject to misunderstandings, poor communication and breaking apart under the stress of day-to-day survival or direct attack, not to mention the increased risks of accidents or "friendly fire" when untrained people are using firearms in close proximity to each other. Likewise, finding sufficient food, supplies and a safe place to pitch camp or hole-up are a constant concern. That said, they are likely to have many vehicles and good to excellent resources when it comes to supplies, weapons and ammunition.



ENCOUNTERS BY COUNTRY

The following tables represent just some of the possible encounters for that region, outside of ordinary people.

Canada

With a lot of open land and a much smaller population than the United States (about one third), many Canadians living *away* from the major population centers have a better chance for survival. Many are also experienced hikers, campers, and sportsmen, which may also work to the advantage of those who flee into the wilderness.

01-34% Loggers/Miners: A group of tough survivors armed with tools and machinery, these loggers or miners were out on the job when the zombies rose, and are now trying to search for the living and find a place where they might be safe from the dead. There is a lot of technical expertise among miners and lumberjacks, especially when it comes to fixing engines and motors, basic mechanics and electrical, and even some engineering. They come toting axe handles, axes, picks, shovels and buck knives, and more than one of these gritty characters is undoubtedly packing a pistol, hunting rifle or shotgun.

35-66% Mounties: The Royal Canadian Mounted Police (RCMP) are famous for their red uniforms and riding horseback, hence the nickname of "Mounties." In fact, as a mounted police force they often patrol parks and areas inhospitable to wheeled vehicles. That said, modern Mounties can all drive a car and have access to police cars and motorcycles. Still, their equestrian knowledge may come in very handy during the Zombie Apocalypse. All Mounties have a side arm, billy club/nightstick, and whatever other weapons, ammo, vehicle, and almost anything from the full range of police equipment they may have been able to scavenge before being overrun. The Mounties were deployed in the thick of things during the Wave, however, so they are probably pretty beat up by now, and might be vastly depleted in number. Half have a horse.

67-00% First Peoples/Inuit: Canada has a large population of citizens with pre-Columbian ancestry, particularly in the North. Many of these people live in somewhat isolated communities in the North and possess traditional survival knowledge and hunting and wilderness skills. All of which provide huge benefits when the zombies overrun the large cities. Sled dogs, snowshoes, rifles and snowmobiles are all familiar to these inhabitants of the Canadian North. As the reign of the dead spreads, many of these people will have avoided the danger and are well suited to survival in the wilderness. Once the Inuit realize the scope of destruction and danger, they are unlikely to travel south, into more populated areas, except to acquire weapons, ammo, medical supplies, fuel and other basic supplies.

Mexico & Central America

With a good amount of open and diverse land ranging from rain forest to prairie and desert, many people living in Mexico

and Central America, especially those *away* from the major population centers, have a better chance for survival. Many are also experienced outdoorsmen, fishermen and sportsmen, which may also work to the advantage of those who flee into the wilderness. **Note:** *Mexico City* is one of the largest and most densely populated cities in the world (more than 14 million). It is "zombie central." All *big cities*, everywhere, are.

01-25% Cartel Patrol: Packing automatic weapons and driving pickup trucks, this group of Cartel gunmen might be out hunting down zombies or looking for supplies to scavenge. Depending on the attitude of their Cartel overlords, they might be operating under instructions to steal anything they can, kidnap survivors or even save those they come across and offer them shelter. The zombies have overturned the world we used to know, and their presence as a common enemy has united many groups who would never trust each other in the time before the Wave.

26-50% Farmers: Mexico has many farms and agricultural areas, and the farmhands might have been lucky enough to be working some distant plot when the zombies rose from the dead. With trucks and tractors, they are now trying to find some way to survive.

51-75% Ranchers: Mexico has many ranches and farms that raise livestock. Roll percentile to determine the primary type of livestock: 01-50% Cattle. 51-75% Horses and/or mules and donkeys. 76-00% Sheep and goats.

Ranches with their grazing land and pens of live animals will attract zombies as well as bandits and desperate, hungry survivors. If the cowboys and ranch hands have managed to survive, most of their livestock is not so fortunate; only 1D4% remains. Such locations, whether populated, abandoned, or overrun with zombies, may have trucks and tractors, tools, basic food and supplies in the buildings. Livestock set free or which managed to escape may visit the ranch and remain in the area. Most are fast enough to escape zombies and can, for a while, live off the land. 1D4 horses and/or cattle/cows or goats/sheep may be found at or around a ranch.

76-00% Federal Police: Heavily armed as a response to powerful cartels, Federal Police and soldiers (also known as "federals") have a much higher chance of surviving with their guns, training and organization. Some were corrupt before the Wave and in the pocket of local organized crime. Such individuals are likely to have abandoned their posts early on, while those dedicated to serve and protect the people are likely to have perished. But those who survived now carry on, helping the innocent and fighting the good fight. All are determined to see another day.

South America

With a lot of open land, jungle and forest, and a smaller population than the United States, many South Americans living *away* from the major population centers have a better chance for survival. Many are also experienced campers, fishermen and sportsmen, which may also work to the advantage of those who flee into the wilderness and the mountains.

01-25% Rebel Group: Fighting for independence or seeking to supplant the current government, these rebels found their political problems instantly evaporated as zombies wiped out their perceived oppressors. Now they are an armed, organized faction that seeks to establish Safe Havens and secure their corner of

the country from Death Cults, Raiders and the incessant zombie threat.

26-50% Herders: Throughout Peru and mountainous regions of adjoining countries, llamas and alpaca are the preferred livestock and beasts of burden. A group of llama herders have chosen to stick with their flock and hide out in the highlands where zombies are thinner in number. The animals are useful for carrying supplies and equipment, but are not suitable for riding like horses.

51-75% Ranchers: Argentina, Venezuela, Colombia and other countries in South America are known for their cattle, horses, and cowboys (the renowned Gaucho). Such countries have many ranches and farms that raise livestock and have experienced horsemen/cowboys. Roll percentile to determine the primary type of livestock: 01-45% Cattle. 46-90% Horses and/or mules and donkeys. 90-00% Sheep and goats (or llamas and alpaca).

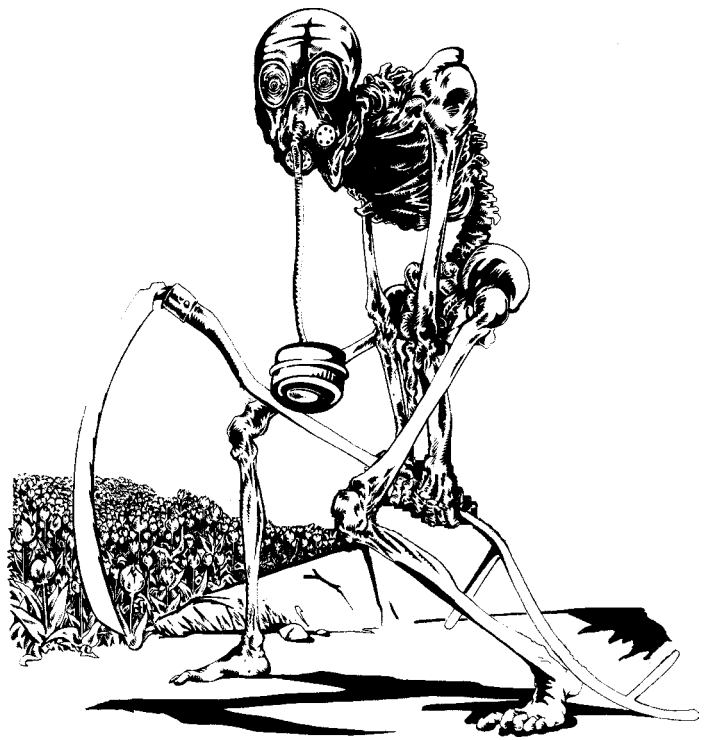
Ranches with their pens of live animals will most certainly attract zombies, as well as bandits and desperate hungry survivors. If the Gauchos and ranch hands have managed to survive, most of their livestock is not so fortunate; only 1D6% remains. Such locations, whether populated, abandoned, or overrun with zombies, may have trucks and tractors, tools, basic food, riding gear and supplies. Livestock set free or which managed to escape may visit the ranch and remain in the area. Most are fast enough to escape zombies and can, for a while, live off the land. 1D6 horses and/or cattle/cows or goats/sheep may be found at or around a ranch.

76-00% Indigenous People/Traditionalists: Throughout the Amazon jungle, mountains and wilderness are a wide spectrum of people living with one foot in the modern world and one foot in the past. Connected to traditional cultural practices and survival techniques, they also use technology and horses, cars, trucks, motorcycles, motorboats and aircraft to travel. When the zombies take the cities, retreating into the jungle and a more simple lifestyle is a logical choice and much easier for many members of South American society, especially in remote, rural and down-right wilderness areas. There are some tribes and villages deep in the jungle that are completely cut off from the rest of the world and have lived like hunter-gatherers for thousands of years. They will be quite surprised when they encounter their first zombie.

Europe

01-20% Police/Military Survivors: The local police department (military or NATO forces) decided to cut their losses and fell back to a defensible position when the number of zombies became overwhelming. Now they use their weapons, training, solidarity and knowledge of the city to stay alive. They routinely rescue survivors and stay one step ahead of the risen dead. They are equipped with guns, bulletproof vests and specialized automobiles, but ammo and gas won't last long with zombies around every corner.

21-35% Rioters Turned Survivors: In certain countries, society held together well into the Wave. In the more politically volatile areas, however, along with many crowded urban centers, even in otherwise "peaceful" places, riots, protests and outright revolution erupted amidst the chaos of sickness and zombies. Haphazardly armed and organized for clashes with the police, certain elements of these groups were able to survive and fight back when law and order broke down completely and zombies flooded the streets. Equipment consists of improvised melee weapons, molotov cocktails and captured riot shields.



36-50% Farmers/Vineyard Workers/Viticulturists: Europe, especially places like France, Italy and Greece, has many vineyards and farms; most of which are located in the countryside and near small towns and villages. Agricultural areas and the people who work them are likely to escape the worst of the Zombie Apocalypse, especially in the early days. However, as the Wave spreads and more zombies appear, even these remote areas will suffer the reign of the dead. Still, the survivors here will have fewer zombies to contend with and have a better chance for survival. At least until the zombies start to spread out from the urban centers in search of human prey. Vineyards and farms are likely to have horses, trucks, tractors, food, wine, an independent water supply/well and a varying range of tools and supplies.

51-65% Ranchers: Most of Europe does not have the type of large, sprawling ranches of the Americas, but they do have farms that raise livestock. Roll percentile to determine the primary type of livestock: 01-25% Cattle. 26-50% Horses and/or mules and donkeys. 51-80% Sheep and/or goats. 81-00% Pigs or other animals.

66-80% Mountaineers/Skiers: With the famous Alps and other mountain ranges, as well as other expanses of snow covered lands, skiing (downhill and cross-country) and other winter sports are common throughout much of Europe. Locals, tourists and resort workers up in the mountains and away from urban centers have a higher rate of survival when the Apocalypse hits. Likewise, those who retreat to the mountains and into the wilderness are likely to escape the worst of the Zombie Apocalypse. Moreover, many zombies have trouble climbing and trudging through deep snow. However, the more extreme and desolate the snowy environment, the more difficult it is for humans to survive as well.

81-90% Road Reapers (or their equivalent): Scooters and motorbikes are common in Europe, as is the tradition of crusading knights. So it is no wonder that Road Reaper-style bands form to hunt zombies and protect survivors. Most ride motorcycles and travel the continent with guns blazing.

91-00% Roma/Travelers: Sometimes referred to as “Gypsies” and “Tinkers,” depending on the country, these nomadic survivors were used to moving from place to place even before the emergence of zombies. They will adapt quickly and easily to a life of scavenging and survival in the bones of fallen civilization. Many are natural born Scroungers, Hound Masters, Shepherds of the Damned and survivors. Depending on their situation and outlook, Roma may offer shelter to outsiders and trade goods back and forth honestly, or might attempt to steal from and take advantage of other survivors.

Central Asia

01-34% Caravan: On the horizon appears a long line of carts, trucks, improvised carriages and other vehicles drawn by horses, camels and mules. The caravan might be escaping a city that just fell to the zombies, or could be a Safe Haven that has decided to relocate.

35-66% Horsemen: A dozen survivors, Raiders, bandits or even Death Cultists mounted on horseback. They use their riding animals to outrun zombies, travel long distances and form cavalry charges that scatter the undead. If they spot anyone or anything of value they are likely to stop and investigate, taking what they like and stealing from other survivors.

67-00% Drovers: Tending to their animals out in pasture or driving them overland to market, these survivors were lucky enough to be out of the way when the dead rose in the population centers. They are also in possession of an extremely valuable resource: their animals. Whether they are cattle, sheep, goats or camels, livestock are a mobile source of milk, meat, hides and possibly wool, just what a survivor group needs in the wake of the Zombie Apocalypse.

East Asia

(Japan, Korea, Coastal China)

01-10% Tourists/Outsiders: East Asia is a popular destination for visiting tourists and cruise ships from around the world, as well as businesspeople visiting the overseas factories producing their company’s products. Everything from toys and games to cell phones and circuit boards are manufactured in Asia. Other locations are tourist havens. Whatever the case, this group is composed of North Americans, Europeans and/or other people from outside the actual country. Unless well versed in the local language and customs, they are fish out of water scrambling to survive in a foreign landscape. They are happy to encounter anyone from (or near, or similar to) their own distant homeland.

11-20% Survivor Monks: Isolated in a monastery and well organized, these Buddhist monks managed to ride out the Wave relatively unharmed, but have now been forced to leave their sanctuary behind to seek food and other supplies. Their faith and determination will be put to the test by this new world of horrors, but they might see their life now as a mission to save any survivors they can from the creeping dead.

21-30% Road Reapers (or their equivalent): This is a band of survivors who have become zombie hunters and survivor rescuers who roam the streets and countryside on motorcycles. Many countries have their equivalent of the Road Reapers, knights-er-

rant who try to protect and help their fellow survivors and destroy as many zombies as they can in the process.

31-40% Police/Military Survivors: The local police department, or military, decided to cut their losses and fell back to a defensible position when the number of zombies became overwhelming. Now they use their weapons, training, solidarity and knowledge of the city to stay alive. They routinely rescue survivors and stay one step ahead of the risen dead. They are equipped with guns, bulletproof vests and specialized automobiles, but ammo and gas won’t last long with zombies around every corner.

41-60% Citizens’ Brigade: An organized survivor group has claimed this immediate area, helped by city workers, police, martial arts, and local officials within their ranks who are familiar with the nearby infrastructure. They work together and pool their resources to survive and to build safe zones that zombies cannot access. Homes and buildings have been linked by bridges and scaffolds, doors and windows blocked, and streets are watched by guards with a few guns and melee weapons.

61-80% Yakuza/Criminal Gang: Organized crime that has become the most powerful organization left in the area: The gangsters had illegal weapons and shady connections that gave them the edge when zombies rose. Now they are in charge, and anyone who expected the worst will be surprised when they see former criminals rescuing survivors and battling zombies in the streets. They are tough and often ruthless, but they help their fellow man.

81-00% USA/NATO Forces: These American or NATO/allied forces were stationed overseas at various strategic locations that could include Korea, Okinawa and across the Pacific. Others may have been part of various humanitarian relief programs. They now fight in a foreign land made all the more alien and dangerous by the zombie hordes. Their overwhelming firepower and tight unit cohesion have kept them alive so far. Some may have been at sea on naval vessels, returning to land to gather supplies, make repairs and help survivors. Others look for a way home, but there are thousands of miles to cover before their journey is complete, and getting back to Europe or the USA is no easy task. If the player characters can find soldiers of their own nationality, they have a good chance of falling in with the group or receiving some kind of assistance.

Middle East

01-25% Taliban/Insurgents or Local Militia: Whatever their political, ethnic or religious allegiance was before the Wave, these groups are similarly armed and organized throughout many different Middle Eastern, North African and Southwest Asian countries. Equipped with military weapons, experienced in combat and often zealously driven by faith, they also tend to operate from remote areas and hidden strongholds, a huge advantage when the outside world melts down. Now they are intent on carving out some kind of fiefdom for themselves and their beliefs – if they can survive long enough to do it.

26-50% Religion and Salvation: Turning to God in a time of need, when people came to them for help and guidance, these religious leaders responded in kindness. They now function as Shepherds of the Damned, finding and rescuing survivors in need. They are likely to try to establish one or more Safe Haven communities.

51-75% Rogue Military Unit: While their comrades died trying to hold the line against the zombies, this group of soldiers

made a run for it and found a position they could defend. Now they are intact as a fighting force, though ammo might be starting to run low. The commander will determine the overall moral attitude of his troops, whether they stand up to the challenge and become heroes or devolve into Raiders and bandits.

76-00% US/Coalition Forces: Trapped overseas, these American, British, French, German and Australian troops, combined with small units from other nations, have struck out on the road looking for some way home. Their overwhelming firepower and tight unit cohesion have kept them alive so far, but there are thousands of miles to cover before their journey is complete, and getting back to Europe or the USA is by no means a guarantee of safety. If the player characters can find soldiers of their own nationality they have a good chance of falling in with the group or receiving some kind of assistance.

Indian Subcontinent

01-25% Pilgrims: A group of dozens, if not hundreds, of religious pilgrims out on the road, these survivors banded together when the zombies rose. Now armed with makeshift weapons, they are intent on finding safety. Some wish to return to their homes and families; others have accepted the grim reality that everything they left behind is probably gone, and are now searching for any kind of refuge.

26-50% Remote Villagers: Many miles from cities and populated districts, some villages are located within jungles, upon mountain valleys or simply far enough away from everything else that zombies have a difficult time reaching them. For whatever reason, though, the survivors who once populated this village have been forced out onto the road, and now must carve a new home in the zombie-infested world. They are in good condition considering everything that has happened to the rest of the planet, but are unaware, at first, of the way zombies move, hunt and congregate, and unprepared for human threats like the Death Cults.

51-75% Urban Survivors: In the densely packed cities of India, Pakistan and Bangladesh, the Wave and the zombie epidemic both spread like wildfire. Anyone who is still alive has been smart enough to hide well and has quickly become a proficient survivor, likely a specialized O.C.C. such as a Scrounger or Shepherd of the Damned. Whether from a bustling modern city or a slum, these survivors are extremely familiar with their surroundings and know how to evade the dead that dominate the streets all around them.

76-00% Police or Military Survivors: The local police department, military force or local militia decided to cut their losses and fell back to a defensible position when the number of zombies became overwhelming. Now they use their weapons, training, solidarity and knowledge of the region to stay alive. They routinely rescue survivors and stay one step ahead of the risen dead. They are equipped with guns, bulletproof vests and specialized automobiles, but ammo and gas won't last long with zombies around every corner.

North Africa

01-34% Desert Nomads: Dependent upon their camels, horses and other animals, these survivors travel between oases and green areas to feed the livestock they rely on for both food and transportation. Their defense against the zombies has been

to disappear into the open desert, an environment that they are extremely familiar with.

35-66% Oil Crew: Operating out at an isolated site in the desert, these oil workers missed the worst of the Wave and the zombie outbreak that followed it. Now, due to lack of supplies, zombie attacks or discovery by Raiders or Cultists, they have abandoned their wells and pipelines and struck out on the road, or possibly into the desert itself, a risky proposition.

67-00% Tourists: Egypt and Morocco both have thriving tourist industries, as well as neighboring countries like Algeria and parts of Tunisia. One might encounter scattered tourists, anywhere along the Mediterranean coast, or near ruins, monuments, airports or scenic destinations. Lost far from their homeland, they must face the threat of zombies and the inability to communicate with local survivors. The average tourist is easy prey for opportunistic bandits, and basic disadvantages like being unable to read signs and maps might lead unwitting foreigners into big trouble.

Sub-Saharan Africa

01-25% Rebel Forces: A byproduct of political instability, this survivor group is made up of rebels, outlaws and insurrectionists. They are decently armed, but zombies may have forced them to leave their traditional operating area and home bases behind. Their attitude towards outsiders might have softened now that they realize that there are so few living people left, or they could be on a relentless warpath, killing anyone and anything in their way.

26-50% Poachers: The illicit trade of poaching is normally conducted by small parties of illegal hunters who work out of discreet camps. Armed, isolated and vigilant, poachers are one of the groups likely to slip through the cracks when civilization falls apart. Unlike rebels, they are also much more likely to want to join up with other survivors, probably sweeping their true nature under the rug and claiming to be normal hunters or woodsmen.

51-75% Drovers: Tending to their animals out in pasture or driving them overland to market, these survivors were lucky enough to be out of the way when the dead rose in the population centers. They are also in possession of an extremely valuable resource: their animals. Whether they are cattle, sheep, goats or camels, livestock are a mobile source of milk, meat, hides and possibly wool, just what a survivor group needs in the wake of the Zombie Apocalypse.

76-00% UN Peacekeepers: Deployed to help oversee humanitarian relief efforts, these UN forces are now cut off and isolated in the country they were trying to help protect. Only a few of the soldiers speak the local language, and depending on the political situation before the Wave, they might be seen as heroes or invaders by whatever locals are still alive.

Australia & New Zealand

01-30% Aboriginal/Maori Traditionalists: Forsaking the outside world as the source of the zombies, this group of native people has reverted back to traditional roles to help them survive. They have left the cities behind, and now inhabit the countryside where there are fewer zombies, but remain in danger from the elements, animals, environment and other humans.

31-60% Hikers: Both Australia and New Zealand attract many people (including tourists) who enjoy seeing the nations'

natural wonders, hiking and camping. Whether trekking through the Outback, greener parts of Australia or through the varying landscapes of New Zealand, small groups of hikers out on the trail will miss the initial zombie outbreak that claims civilization. While they are equipped for spending time outdoors, hikers do not carry enough supplies for the long haul, and will have to find sources of food, water and equipment after a few days or weeks.

61-90% Modern Shepherds: There are plenty of sheep farms in Australia, while New Zealand has a massive domestic sheep industry. Normally raised on modern farms and ranches, once zombies render such places uninhabitable, some ranch hands and farm workers will revert back to the old ways and take flocks up into hills and out into the countryside, living off mutton, shearing sheep for wool and waiting for a time when the zombies will subside and they can return to some semblance of their former lives. Others become O.C.C.s such as Hound Master and Shepherd of the Damned.

91-00% Ranchers: There are a fair number of ranches and farms that raise livestock and have experienced horsemen. Roll percentile to determine the primary type of livestock: *01-50% Cattle. 51-80% Horses and/or mules and donkeys. 81-00% Emu, ostrich, llama, camels or other exotic animal(s).*

Ranches with their pens of live animals will attract zombies, as well as bandits and desperate, hungry survivors. If the ranch hands have managed to survive, most of their livestock is not so fortunate; only 1D4% remains. Such locations, whether populated, abandoned, or overrun with zombies, may have trucks and tractors, tools, basic food, riding gear and supplies. Livestock set free or which managed to escape may visit the ranch and remain in the area. Most are fast enough to escape zombies and can, for a while, live off the land. 1D6 animals may be found at or around a ranch.

POTENTIAL SAFE HAVEN LOCATIONS

Safe Havens require a relatively safe or isolated area to develop. Depending on how they form and where they are located, they might be fortresses under constant attack, holding their own against waves of zombies, remote bastions that rarely see the undead, or hidden sanctuaries that rely solely on secrecy for protection. Any site suitable for a Safe Haven, however, could also play home to something much more nefarious. Rather than a true Safe Haven, it could shelter Death Cultists or Retro-Savages, Raiders or madmen, or desperate and shell-shocked survivors barely able to keep going. Inside the promising refuge could be people sliding into the depths of despair and savagery, crippled by disease, on the brink of starvation, or who harbor some other danger or dangerous condition.

Remember that just because a Safe Haven was successfully up and running the last time a character checked in does not mean things will stay that way. Survival is difficult and tenuous even under the best of conditions. The next visit might reveal a change in leadership, in-fighting, a new attitude and policies, great improvements or a frightening decline. Worse, the Safe Haven might now be overrun by zombies, taken over by a proud, new Death Cult, bandits, or Retro-Savages who have built their community on the bones of the old haven settlement.

How to use these tables

In the pages that follow are some possible locations that make good candidates for survivors to establish a flourishing Safe Haven. Their exact types are likely to vary depending on the location and circumstances. Mines, logging camps and amusement parks might all work as a Safe Haven in any country, and geographical features like islands and peninsulas walled off by water, alpine

valleys or desert oases can all spell life and safety for survivors. Or not. Specific locations and events can have a big impact on the survivability and success of any survivor community. Game Masters, use your discretion and knowledge of the region your Dead Reign game is set, and have fun.

To find a potential location for a Safe Haven community, roll on the **Developed Urban Environments Table** (or pick one that seems suitable for the setting). The **Developed Urban Environments Table** presents many different types of locations that are *often* suitable for a Safe Haven community or a base of operation. “Developed” Urban Environments include most cities found in the **USA, Canada, Mexico, Europe, Asia, Australia** and other countries around the world. *Additional* and *unusual or exotic* “sites” that tend to be unique to a specific country or geographic region follow in much smaller tables. These are places that may be unique to a particular part of the world due to geography, culture, history, war and other considerations.

But first, a few notes on places that do NOT usually make a good location for a Safe Haven. Of course, there are exceptions, but the following should usually be avoided.

Cities and large towns. This is especially true of downtown areas that are dense population centers. Wherever a large number of people lived, worked and died in droves is crawling with zombies, and a *bad place* to try to establish a Safe Haven community. The reason is simple: zombies by the gazillions.

Every big city/population center is the domain of the dead. Mega-cities like *Manhattan, Los Angeles, Mexico City, London, Paris, Tokyo, Hong Kong, Singapore* and the like, are the worst of the worst, filled with millions upon millions of hungry zombies. The more zombies, the lower the survival rate for the humans who remain. Except for supply runs, most people avoid big

cities. That said, life will usually find a way, and even in these *cities of the dead* there will be individuals, small groups and even entire Safe Haven communities that have found a way to survive. However, they are the exception rather than the rule, and their continued existence is much more fragile and tenuous than remote locations where the number of zombies is much lower. The only living people who seem to do well amongst millions of zombies are those protected by a *Death Cult*, and that comes with its own set of problems, politics and danger.

Hospitals and Military Bases. Hospitals and military bases are NOT ideal locations for Safe Haven communities. Hospitals are large buildings or entire compounds of buildings with emergency power supplies, capacious facilities, helipads, ambulances and, of course, plentiful medical supplies. All of these features make them very appealing as a Safe Haven or base of operations. HOWEVER, intact hospitals are rare. Most were epicenters of the zombie outbreak, packed full of Wave patients and overwhelmed early on. Worse, most are located in the heart of urban settings, making them difficult to defend against the tens of thousands or even millions of zombies found in dense population centers. Likewise, hospitals will be targeted by every survivor and brigand who passes through town looking for meds and medical supplies. Besides, clearing out the zombies and holding a large hospital from invaders and the risen dead is almost impossible unless you are a massive group (hundreds of people) or some sort of Death Cult.

The same holds true for most **military bases**. Every survivor, good or bad, is going to target a military base for exploration and salvage (guns, ammo, vehicles, armor, etc.). Most bases were used as medical centers and emergency airfields and will be filled with zombies – soldiers who perished and rose again, civilians who fled to the base in panic looking for help, and the many survivors who came along later to loot the base or build a Safe Haven and didn't survive. (See the **Endless Dead™ Sourcebook** for more details, tables and ideas on military bases during the Zombie Apocalypse.)

Supermarkets and Warehouse Stores are also very bad locations to try to hole-up in. First, they attract all kinds of trouble from the living. Hungry survivors hoping a store is still packed with food and other vital supplies are always looking for supermarkets and warehouse stores. Most storefronts are not designed to resist the kind of abuse that a crowd of zombies will unleash, nor rioters, or desperate survivors. They have large windows that are easily broken, multiple entrances/exits and open spaces that are difficult to block off and secure. Zombies looking for living prey will climb right over store shelves to get at survivors, and backrooms and storage areas are dangerous places that could hide dormant Slouchers, Crawlers or other threats. Such stores are also attractive targets to Death Cults, Raiders and maniacs. And where the living go, the dead follow.

Possible Safe Haven Sites in Developed Urban Environments

01-05% Airfield: Small airfields, industrial airfields and country airfields – not consumer airports or major hubs – have been talked about in earlier books as a potential resource for fuel, tools, and gear, but they can also make a good potential Safe Ha-

ven. Many are located on the outskirts of town, have large open spaces in which one can see zombies or an attacker coming from a great distance (of course, they can also see you), and have a number of hangars and outbuildings that could be used for shelter. Many airfields are also fenced in, though the fencing is not likely to be able to hold up to masses of zombies or a motivated force of humans. Still, this could be a viable locale to establish a survivor settlement. And at least until the fuel runs out, there might even be a few airplanes or even a helicopter that could be used to do aerial surveillance of the area around the haven, monitor the situation in the neighboring communities, or try to travel elsewhere.

Commercial Airports, on the other hand, are a deathtrap. Thousands of people besieged airports to get home or in an attempt to escape and fly someplace safe. Some were also turned into makeshift hospitals, or saw their fields and empty runways used to store thousands of dead bodies, only for them to rise and attack the living. Virtually all airports have numerous hotels nearby, and when the airlines were grounded, thousands of trapped travelers and tourists filled the hotels and the airports to capacity – and as the introduction to this sourcebook illustrates, they met with a terrible fate. All those zombies now wander the airports, surrounding hotels and the streets and tarmacs around them.

06-10% Amusement Park: Surrounded by tall fences and with their own built-in infrastructure, amusement parks are like miniature cities. Some also have their own power source, fuel depot, and/or store propane, batteries, and equipment needed to run the park. Those with their own power source or backup generators could, if still active, be used to run rides and park systems, including things like security cameras and lights that are helpful when trying to keep watch for zombies. The whole park is lightly fortified with fences and barriers that can benefit a Safe Haven community, but one or a few buildings inside will need to become the core of the survivors' stronghold, ideally buildings that can be locked down, guarded, and defended.

Features like kitchens, refrigerators, living quarters and security systems are all beneficial to anyone trying to survive, and are all things that most amusement parks have to some degree or another. Remember, every park will have offices and places for the staff to meet and do their job. There will be storage areas with cleaning supplies, gardening equipment, tools and other gear. Many will have a locker room, kitchen and cafeteria, conference room, storage areas and sheds, as well as an employee parking area, a small fleet of cars, shuttles, and golf carts, and a security center with equipment such as flashlights and walkie-talkies, if nothing else. Some of the largest amusement parks will have underground tunnels, rooms and infrastructure, as well as out-of-sight locations for staff and maintenance.

The largest and most popular amusement parks were busy even during the Wave, and are now the domain of the dead where thousands of zombies still wander the grounds en masse. These small cities of entertainment will be swarming with zombies on par with (or even worse than) any downtown metropolis. However, many smaller amusement parks were closed and became ghost towns before the dead began to rise. They are sitting empty, ready for survivors to move in. The only zombies present are likely to be the dozen or so security people and several dozen zombies from the surrounding region that wandered into the parking lot and prowl the fence lines around the park. Many amusement parks are also located away from the hustle, bustle and traffic of

the big city or towns nearby, which also reduces the number of zombies likely to assail the park or even roam the area around it. As strange as it may seem, an amusement park has a great deal going for it in the Zombie Apocalypse as a Safe Haven location.

11-17% Church: Since the faithful already see their church as a “safe haven,” many people turn to their local church for spiritual guidance and a sense of community. Churches that were not immediately overrun during the Wave could be sealed up by their leadership to become lasting Safe Havens for the local community. When disaster strikes, people turn to God and the protection of faith.

Churches, synagogues, mosques and other places of worship are often heavily built, imposing structures with masonry that holds up well against the pounding fists and rending nails of zombies. Some churches are even full compounds with multiple buildings, living quarters/rectories and other facilities that can be turned into a Safe Haven for people in need. Some also have a school building and/or gymnasium or recreation center and schoolyard/playground as part of the church or next-door. Located throughout the community, a church or house of worship may be right next-door, across the street or just down the road, all of which have potential as a survivors’ base of operations.

Devout survivors might make it their mission to rescue others and take in those desperate souls who wander past their church or Haven community. It takes more than good intentions to survive in a world of zombies, however, so a holy man or well-intended congregation had better have a plan if they intend to keep their flock safe or lead them to a new, more secure haven. **Note:** Depending on the size of the church or church compound and its location, a church or seminary could make a good place to start a Safe Haven or it could become a deathtrap. During the Wave, many churches were pressed into service as emergency relief centers, staffed by volunteers, often overseen by priests and ministers trying to help Wave victims in their time of need. When patients began to turn into zombies, many churches fell to their attacks; enclosed buildings packed with hundreds of scared people that either became a breeding ground for the Wave or were surrounded by hungry and relentless zombie hordes that eventually smashed their way in (or waited the living out), killing everyone inside. The same is true of schools and many other places, especially those located in dense population centers. Survival in the apocalypse is often as much a matter of pure luck and timing as anything else. But some have survived. They were either able to fortify the church grounds and keep the zombies at bay, or reclaimed the church after the throng of the dead found a way out, spilled into the street and wandered away. Many churches are located in populated neighborhoods or downtown areas (neither are ideal locations), while others are more isolated or surrounded by open grounds, gardens, a cemetery, or parkland, and much better suited for use as a sanctuary. Though any Safe Haven community in an urban location is risky, a church may have potential.

18-24% Factory: Many factories are surrounded by barbed wire-topped fences and wide parking lots, truck yards, storage grounds and open fields. Some are arranged in industrial districts, somewhat close-packed, while others, particularly out in the country, might be located miles away from the nearest town where the zombies will be greater in number. Large factories, and most modern industrial/commercial facilities, are made of concrete, cinder block and steel, with few windows, and can serve better as impromptu fortresses than the average home, store or

neighborhood business. Factories are also likely to have tools and heavy equipment like forklifts and internal cranes that might be useful in fighting against zombies or converting the premises into a Safe Haven that can hold out in this new world of the risen dead, predatory survivors and Death Cults.

If there is a downside to factories, it is their size, and sometimes, their location. Large factories have a lot of doors, bays, and truck docks. Old factories made before the 1970s may also have a surprising number of windows. Doors, truck docks and windows can all become points of entry, and in such massive facilities, there may be far too many to secure or guard. Factories located in city centers like *Detroit, Chicago, St. Louis, Pittsburgh* and other urban centers, especially those in the old rust belt and car and steel towns, are located in the heart of the city or urban sprawl. Such locations may have few zombies, but there will be tens of thousands (millions?) all around the facility. Factories may also be targeted by roughnecks, bandits and Raiders, or any group, for the raw materials, tools, fuel and other resources they are likely to contain. Holding a factory, even with a large group of survivors, may be difficult.

25-30% Farm/Ranch: By their nature, farms are surrounded by large fields intended for growing crops, and ranches generally incorporate wide areas that serve as pasture for the animals. Long lines of fences help corral and contain zombies, wheat and cornfields confuse the dead, and food in the form of crops, seeds, feed and livestock is likely to be at hand. Many farmers and other folk who live out in farm country are also highly self-reliant people who own things like generators, large outdoor gas tanks, rain-water reservoirs, stored food and radios that were once helpful during a blizzard or maybe during flooding or tornado season, and now make the difference between life and death in a world dominated by the dead. Large agricultural vehicles can be used like tanks to mow through zombies, and the shotgun that was once only taken down from the mantel to keep coyotes out of the chicken coop could now save someone from the initial zombie attack or become a zombie fighter’s trusted companion.

31-35% Graveyards/Cemeteries: As touched upon in previous books, large graveyards and cemeteries can offer respite from the shuffling dead. Cemeteries are rather park-like, with large open spaces, trees, bushes, gardens, stone grave markers and the occasional mausoleum or building. They have always been solitary places, often fenced in by wrought iron, and only visited by the living. Like parks and nature preserves, graveyards offer very little to attract zombies in search of human prey. Nor is there much of anything for bandits and scavengers. This makes them an ideal hiding place and campground for Road Reapers, travelers and survivors, because zombies are likely to be few compared to the swarms wandering the streets beyond the gates of the cemetery. This is all the more true over time as the cemetery becomes overgrown with vegetation, providing more ground cover and places to hide. For people staying in the city for whatever reason, a cemetery may become a wooded oasis where they can set up a base camp for operations in the city, or even a Safe Haven community.

36-40% Historical Fort: In parts of the US and Canada, historical forts from the colonial period, the Revolutionary War and the days that settlers expanded westward are still standing. Many are preserved as museums and tourist attractions, and while they have not seen a war in hundreds of years, they still have stout walls and are planned and arranged to resist attack. Modern-day

shotguns and assault rifles can certainly be fired through loopholes intended for muskets, and stone fortifications that have resisted centuries of weather and winters are strong enough to shrug off any number of zombies. In other countries, this might apply to castles, ancient walled fortifications, catacombs and other historic sites in remote locations.

41-45% Industrial Parks: As touched upon in previous books, industrial parks, especially large ones, can be good hiding places, campgrounds and locales for Safe Havens. Office buildings, machine shops and warehouses are all likely to be made of cinder block and brick, making them much more fortified and defensible than the average home. They are also likely to be spread out, with large parking lots, truck yards, and fields, as well as located near railroad tracks and possibly undeveloped woodland. (See **Sourcebook 2: Dark Places™** for the advantages of walking the rails.) All of this creates a zone within the urban environment that is likely to have fewer zombies than neighborhood streets and much fewer than thriving urban centers. The various businesses also offer a greater variety of potential resources (concrete barriers, fencing, building materials, trucks, other vehicles, equipment, tools, fuel, chemicals, etc.) than neighborhood homes and downtown city locations. The right building can also be much more easily defended. Barricading your group inside the concrete walls and perhaps fenced-in yard of a warehouse or industrial shop could be the beginning of a Safe Haven community.

46-50% Mall/Department Store/Shopping Center: Malls, and increasingly, large department stores and shopping centers, are the pillars of retail in North America and many parts of the Western world. If the survivors inside can find a way to lock down the entrances and exits, such massive establishments are certain to have food stocked on the shelves, though civil unrest from the Wave might mean many essentials have already been picked bare by rioters. Department stores in North America are likely to have guns and ammunition in the sporting goods section, and all manner of other supplies, from medical gear that could save a life to things like soap and toothbrushes that make living itself much more bearable. Shopping carts can be welded into improvised barriers, rooftops outfitted with rain collection systems and other changes and improvements made to turn a shopping center into a long-term holdout. Most were shut down in the later stage of the Wave outbreak, but those located in the city, or particularly popular and profitable locations, are likely to attract massive numbers of zombies as well as bandits, Raiders and other survivors looking for useful goods. Using a mall can be a hit or miss proposition, but many have parks and gardens, as well as sprawling (probably empty) parking lots that put them in a similar category to industrial parks – fewer zombies at the mall site than the neighborhoods or city streets and highways around the mall. Good luck.

51-60% Parks, Camp Grounds and Nature Preserves: Most US and Canadian cities have *parkland*, *camping grounds* and *nature preserves* located near and even within their borders. We are not talking about small parks and playgrounds with swings and picnic benches, but rather, large tracts of land that are **Metro-Parks** with lakes for recreational fishing and boating, possibly sandy or stony beaches for swimming, nature trails, bike paths, and places for picnics complete with built-in grills, picnic benches and outhouses. Metro-Parks are designed for an afternoon or day of picnicking, hiking, biking, swimming and fun. At the end of the day, people go home.

During the Zombie Apocalypse, a Metro-Park is a potential sanctuary where zombies are likely to be few, compared to any urban setting. Best of all, Metro-Parks are usually nestled in between big cities, smaller cities, towns and farms. That means inside the Metro-Park, zombies are few, and a survivor group can find a place to hunker down, pitch a tent and sit tight for a day or two, maybe even weeks or months. There should be fish to catch and a number of game animals such as deer, rabbits, muskrats, raccoons, opossum, squirrels, geese, ducks, pheasants and similar critters. Best of all, being nestled in the midst of civilization, rural homes and farms are probably less than 5 miles (8 km) down the road and even the nearest town or city is probably less than 15 miles (24 km) away, easy walking distance for salvaging supplies and food. That distance is bridged even faster via bicycle or horseback, and faster yet by car or motorcycle. Of course, a Metro-Park is really only viable if a lot of other people do not have the same idea about seeking refuge there. But that's just it. Most urban dwellers are either sitting tight behind locked doors or trying to head for the hills, as in the real countryside and wilderness. How many people are going to think about hiding out at the "Metro-Park"? Not many, and that's what makes it a viable option for hiding and establishing a Safe Haven community.

On the downside, Metro-Parks *are* surrounded by light urban sprawl, farms and small cities and towns, not to mention highways that could be clogged with vehicles and passengers who have been turned into hungry, wandering zombies. The number of zombies and the frequency of encountering them in groups of 4-24 (roll 4D6) will be much greater than in truly rural environments. However, for people trapped in a city or urban setting, a Metro-Park, campground or nature preserve might spell survival and serve as an ideal base camp for making supply runs and zombie hunting in the city. It is certainly better than trying to survive amongst the skyscrapers, high-rises or suburban neighborhoods filled with zombies. For Road Reapers and travelers, these locations make good places to camp for a night or two, before moving on.

Example: There are several Metro-Parks all around the Metro-Detroit area. *Palladium Books'* old office in Taylor, Michigan, was roughly 15 minutes (10 miles) from *downtown Detroit*. Yet, five minutes down I-275 (and any number of surface streets) were two Metro-Parks and a campground. At our new location in Westland, we are 20-25 minutes from downtown Detroit, but 15 minutes to the southwest, closer to Ann Arbor, Michigan, are a number of Metro-Parks and camping grounds. 15 minutes to the northwest is *Kensington Metro-Park* where I spent much of my summers in my childhood (this is Kevin speaking), and a couple other parks and campgrounds. Not only that, but there is a nature preserve within two minutes walking time from the Westland office! You don't even notice it driving down the street, but it is there. I don't know if I'd want to build a Safe Haven nestled in the middle of suburbia and so close to several small and large cities, but I might, and I certainly could find temporary refuge there. Most cities have sizeable parks, secluded nature preserves, hiking trails and the like that are surprisingly close and accessible and somewhat concealed.

Nature Preserves: In Michigan and much of the Midwest and Eastern United States (as well as Canada), nature preserves are often lightly forested areas and *wetlands* located on the edges of cities and in between smaller cities, towns, and rural areas. Some are small, others are large, long strips of government land

tucked in behind factories, industrial parks, railroads, Metro-Parks, neighborhoods and government buildings. At the small nature preserve near Palladium Books, walking more than 100 yards/meters from the parking area, if you didn't know better you would think you are in the woods in the middle of nowhere. You would never know you were a hundred yards from your car, 200 yards from the nearest house, 400 yards from the main road and 1,000 yards from the Palladium office. This makes a nature preserve an oasis of wilderness and wildlife within the urban setting; little known or recognized refuges for humans during the Zombie Apocalypse. Neither zombies looking for fresh prey nor rioters or Raiders are likely to spend much, if any, time exploring a nature preserve, Metro-Park or campground. A preserve also offers a limited amount of game that could be hunted and eaten, such as frogs, snakes, fish, ducks, geese, wild turkeys and even deer, and in some places like the southern and western United States, wild hogs, boars and horses.

Campgrounds: Camping grounds are similar to Metro-Parks, but usually on a larger expanse of land that is more rustic and forested. Some may have areas with cabins for rent as well as locations for RVs and other types of camping vehicles as well as tents. These are true woodlands suitable for hiking, camping, and fishing over an extended period of time – days or weeks. It is a larger area with more game animals than a Metro-Park, but may also contain dangerous wildlife such as coyotes, wolves, bears, and cougars/pumas. This is a parcel of land that covers hundreds or thousands of acres over several miles. And we're not even talking about truly expansive woodlands that are national parks. Like the Metro-Park and nature preserve, most US (and Canadian) urban areas have campgrounds all around them.

All of these parklands are suitable as Safe Haven locations because they are out of the way and much less likely to attract zombies and dangerous people for the very reason that they are somewhat isolated, not particularly obvious and do not offer the wealth of potential human prey, or loot and salvage that can be found in cities and urban locations. A year or two after the apocalypse, parkland will grow thick with underbrush and soon look like any other area of woods except for the roads and paths that may take a few more years to become overgrown and concealed by nature.

61-65% Police Station: Staffed by armed and trained professionals, police stations have an edge when the time comes to abandon pre-Wave protocol and lock down against the growing zombie hordes outside. With armories, bullet-proof vests, police cruisers, SWAT vans, radio systems and sometimes helipads, police stations have many features that would be highly beneficial to a Safe Haven community. As emergency relief centers already pushed to the limit during the Wave, many police stations have the same problem as hospitals, however: they are likely to be swarmed with zombies in the early minutes of the outbreak and have a slim chance of holding out. Zombies are not smart enough to take weapons or other supplies, though, so clearing out the undead after the fact and converting a police station into a Safe Haven may be an option if a survivor group has the weapons, people and willpower to pull it off. Police stations may also attract Retro-Savages, Raiders, bandits and Death Cults.

66-70% Prison: In many ways, prisons are like inverted fortresses, and all the fences, barbed wire, walls and bars that once kept inmates in can be used to keep zombies out. Finding keys and learning how to use security systems is a necessity for survi-

vors camping out in a jail or prison, and guards' armory is a bonanza of weapons and armor that will come in extremely helpful in the fight against zombies. Early on in the Wave and the zombie outbreak, prison cells will be full of trapped, hungry, desperate prisoners who may manage to break out once the guards abandon their posts. Later, anyone who is unlucky enough to remain confined will be part of a grisly display for those who find the prison, or might still be milling about as undead versions of their former selves. The Wave spreads like wildfire through a densely packed environment like a prison or jail, and those who don't get sick and die will eventually succumb to dehydration and hunger.

71-75% Skyscraper: No matter what might be inside, the layout of skyscrapers makes them comparatively easy to secure against amassed zombies. As long as the ground floor is secure, or at least the stairs and elevators remain blocked off, zombies and human intruders will be unable to reach the upper stories. This isolation works both ways, however. Survivors inside will be "treed" with no way to get out for food and other supplies unless they can rappel down the side of the outer walls or have access to an exterior fire escape (not common in modern buildings). Creating bridges and ski lift-style systems to other buildings is a risky option, and helicopters and fuel can only be maintained for so long, even for buildings that have helipads. Fire is also a danger for skyscrapers and all urban environments. Despite all that, survivor communities are rumored to exist amongst the skyscrapers of big cities.

76-80% School: Schools, particularly large high schools, colleges and universities, are like miniature cities, with cafeterias, kitchens, locker rooms, metal shops – all kinds of features that are perfect for use by groups of survivors. Colleges and universities are usually collections of buildings, but for high schools and smaller institutions, everything is generally contained in a single structure. Like churches, however, many schools were used as emergency triage centers during the Wave, and are now crawling with zombies that were once medical patients and aid workers. Others were "temporarily" closed during the Wave and rise of the dead, and though the campus may be like a small town or located within a city, it is likely to be occupied by half the number of zombies all around it. One or more specific locations on campus could be a location for Safe Haven, especially if the school is located in a remote area or surrounded by parkland or a rural area.

81-85% Shipping Dock/Port: Mainly applicable to coastal regions, including those along the Great Lakes and other large lakes, rivers and seas. If not applicable, substitute with Airfield or Factory, or roll on one of the *Global Region* tables below.

A shipping dock is a port for large vessels, be they cargo haulers, freighters or cruise ships. The world's largest ports will have many places to dock, cranes for loading and unloading, truck yards, and thousands of containers/boxcars filled with goods. (See the **Dark Places™ sourcebook** for random determination of boxcar contents.) Smaller docks may be designed for fishing boats, sailing boats, yachts and recreational vessels. In all cases, there will be dozens to hundreds of vessels moored at the dock as well as a number of larger ships anchored some distance from the dock or adrift farther out from port. Those anchored away from the dock are likely to be populated by survivors or crews and passengers turned into zombies. Most vessels that are actually in dock are likely to have seen their crews disembark, leaving the vessel empty, attended only by a skeleton crew who may or may not have become zombies.

Docks, or more precisely, the vessels located there, can become one or more Safe Havens. Zombies should be minimal, compared to city streets, unless this is a busy port filled with cruise ships or a marina populated by tourists and boaters. However, even docks that are used for freight and import and export will have workers and ship's crews that have become zombies, as well as zombies that have wandered in from the surrounding area. That said, most docks and ports should be considered low population zones on par with urban parks. Moreover, the metal box cars, various buildings or ships can be turned into Safe Havens or temporary refuges.

86-00% Other. Find the *Global Region* listed below and roll on that table to determine a possible Safe Haven or Safe Haven location that is unique to that part of the world.

GLOBAL REGIONS OF NOTE

United States of America

01-10% Mine: Whether old and abandoned, or big, modern and in operation until the Wave hit, mines, like caves and factories, can become good locations to escape from zombies under the right circumstances. Most are located in remote areas, and even those located beneath the streets of a big city (a portion of Detroit city, for example, is built on top of salt mines) can become a refuge for the living. The biggest negative is that there may be only ONE or two ways in and out of the mine. Block the main entrance/exit and those inside the tunnel system may be trapped or forced to fight their way through a bottleneck of zombies. May be substituted with a subway or other system of underground tunnels.

11-35% Mountain Retreat: Ski and other mountain resorts, hunting/fishing lodges, cabins, campgrounds and even homes up in the mountains can make excellent locations for a Safe Haven community. They are remote, at least somewhat hidden, and should have much fewer zombies to worry about compared to urban areas. On the downside, getting supplies from an urban area may be difficult or require a long trip, and survivors will have to contend with wilderness conditions, wildlife and severe weather on their own.

36-50% Oil Field: Despite many being isolated out in the desert, open prairies and other countryside locations, oil fields are connected to the outside world with roads, train tracks, or at least pipelines. The buildings used to hold certain equipment and house workers, and are suitable to be fortified against zombies, and of course, there is plenty of oil on hand, but unless the facility has a *refinery* as part of the complex, none of it can immediately be used for fuel.

51-65% Sports/Entertainment Stadium: Many major cities have one or more sports or entertainment stadiums. The big league stadiums for the NFL, NBA and MLB will be the largest of such stadiums. On the downside, many football, basketball, baseball and hockey arenas are located in "zombie central" – the heart of a major, metropolitan city. The same is true of convention centers and entertainment stadiums such as Madison Square

Gardens in New York City, Cobo Hall in Detroit and the Staples Center in Los Angeles. However, other stadiums and sports arenas are located on the edge of town or between a cluster of cities such as the Meadowlands in New Jersey and the Palace of Auburn Hills, in Michigan. Likewise, outdoor amphitheaters can make a nice location for a Safe Haven community.

66-75% Underground Missile Silo: This may be a closed, abandoned missile silo, an old silo that has been sold as public property and turned into a home or business (really), or an active military outpost/base. The majority of missile silos are located in remote locations throughout the central United States: Washington, Montana, Wyoming, North Dakota, South Dakota, Nebraska, Utah, Colorado, Missouri and Arkansas. The US reports having 1,000 missile silos, of which 500 are said to be active; the rest have been decommissioned.

Missile bases with underground silos are usually located at a dedicated military compound known as a "missile field" or "missile base" designated as "Launch Complex X." Warnings posted on the gate and outer perimeter fence read: "Warning Restricted Area – Unauthorized Entry is Prohibited. Lethal Force Authorized." The Launch Complex looks like a large, fenced-in field (about 20 acres) with 2-4 support buildings and a parking area. Dirt roads lead in and out. Nine underground missile silos are usually located at each Launch Complex. Each individual silo is covered by a concrete slab on the ground or a low-profile bunker enclosed by a cyclone fence and surrounded by a lot of nothing – prairie grass, desert, etc. Each silo is spaced a half mile to one mile (0.8 to 1.6 km) from the next one.

Obviously, if the base was active (or turned into an occupied dwelling), its personnel/inhabitants may have all become zombies that will need to be cleared out before one or more of the silos can be turned into a Safe Haven. And if the base was abandoned or is old and decommissioned, it will have to be "accessed," meaning survivors will have to find a way into the underground bunker complex. A character with Electrical Engineering or Locksmith skills can probably hotwire the hatch to open. Cutting a way in with explosives will provide access, but may leave the surface entrance open and vulnerable to anyone who finds it. A silo base that has become a Safe Haven community may have a handful of original military personnel who survived and helped to build a community for other survivors; troops who have the access codes to the missile silos and other buildings, and who know the lay of the land.

Missile bases make wonderful locations in that they are located in remote areas where there are generally fewer zombies, and are underground and well fortified. The only obvious buildings are the 2-4 base support structures. On the downside, those hiding and living inside breathe re-circulated air and cannot see the light of day unless they go outside. Space is confined and there are no windows. Getting in and out requires climbing metal rungs up a vertical shaft rather reminiscent of climbing down into the sewers. This is not an environment for people who are claustrophobic or unable to get around. 12-20 people can live reasonably comfortably inside one silo. **Note:** Most missile silos were built in the 1950s and 1960s and much of their design and technology is from that time period, making many silos and their internal systems rather antiquated. However, they work and offer good concealment and protection. The real danger is if Raiders or zombies should get in, there is only one way in and out; there is no alternative exit. That can leave survivors inside trapped and sitting ducks.

76-90% US Military Base: Any Army, Air Force or Navy military facility is an island of concrete, barbed wire, fences and blast walls, along with gates, checkpoints and other defenses. Regrettably, most military bases fell from the inside when troops on the compound got ill and died. This means the zombie soldiers and support personnel wander the confines of the base. If the zombies have already overwhelmed the base then anyone looking to reclaim it will have to clear the area and repair any damage to the perimeter defenses.

The problem is, most military bases around the world either fell to the Wave and zombies as the soldiers who died turned into the ravenous dead, or to militia or civilian forces who fled to the base seeking protection, or even broke inside in desperation or to grab the military ordnance, vehicles and resources for themselves. Either way, most military bases are either overrun with zombies or have already been compromised and looted, or both. That said, a resourceful group of survivors, especially a large group, could try to clear part of a base of zombies and reclaim it as a Safe Haven. After all, there should be surviving infrastructure – fences, bunkers, guard towers, buildings, etc. – that could be salvaged. **Note:** If any significant number of soldiers survived the Wave and managed to keep control of a section of the base, they may have taken it upon themselves to establish a Safe Haven community and actively go on patrols to rescue civilian survivors and bring them to the relative safety of the base.

91-00% Survivalist Refuge/Militia: This might be little more than a log cabin in the woods or a homemade bunker in the ground, to a small farm or compound of cabins or buildings where like-minded people have chosen to live “off the grid.” Some may have been anti-government, living on the fringe of society before the Wave struck, while others may have simply found “civilization” not to their liking. All are resourceful and independent, and possess a variety of weapons and the skill to use them for hunting and self-defense. Those living in a survivalist refuge may desire to remain isolated and send other survivors away – at the end of a gun if necessary, while some may establish a Safe Haven that welcomes other survivors who are willing to follow the rules and pull their own weight; still others may be Retro-Savages, bandits or see themselves as the leaders of the New World Order – beware. **Note:** In the alternative, this could be Native American tribal land.

Canada

01-25% Logging Camp: Out in the woods is a lumberjack camp that has been built into a sanctuary, probably with lots of rough-hewn wood barricades. The camp’s isolation in the forest is its real protection, however, located far afield from cities and population centers. Of course, having plenty of chainsaws on hand is also a plus when zombies wander into the area.

26-50% Mine: Located away from urban centers, mines are easy to seal off and virtually impossible for zombies to get inside, depending on how many entrances, exits and ventilation shafts exist. While they may offer plenty of shelter from the dead, there is little in the way of creature comforts or food, but a water source of some kind is probably available.

51-75% Hunting Lodge: A woodland retreat, resort or cabin that can be turned into a Safe Haven, protected by its remote location and wilderness surroundings. This could be a hunting or fishing lodge, cabin, campground or even a home in a remote,

woodland location or up in the mountains. Such places are at least partially hidden and should have much fewer zombies to worry about compared to urban areas. On the downside, getting supplies from an urban area may be difficult and likely to require a long trip, and survivors will have to contend with wilderness conditions, wildlife and severe weather on their own.

76-00% Ski Resort: Located up in the mountains, a ski resort has been turned into a Safe Haven, protected by its altitude, remoteness and seasonal snow. There might be a few biathlon rifles to be found, and some ski lodges use explosive charges to set off avalanches before they become a significant threat. Both the explosives and the avalanches themselves can be devastating to zombies if timed properly. Such a location is most vulnerable in the summertime.

Mexico & Central America

01-33% Cartel Hacienda: An estate controlled by organized crime, this Safe Haven might only be taking in members of the criminal organization that runs it, or people chosen to serve as workers and slaves, or it could very well have its gates open to anyone who is still alive. Cartel gunmen patrol for zombies, and the same walls and barriers that were once used to complicate things for law enforcement and keep out curious locals now protect the hacienda from the risen dead. There are plenty of guns and ammo around (and, perhaps for a while, drugs), but the cartel’s members will be even more ruthless and unpredictable now that there is no law to hinder them. They might see themselves as the new lords of a new world.

34-66% Isolated Ranch: Far out in the countryside, a sprawling ranch has become a redoubt for survivors. There is food and space for lodging, but the Safe Haven’s defenses are probably little more than cattle fences and improvised earthworks. Tools and farm machinery can be used to make things a little more secure, but this will require time and effort, and safety comes at a premium with zombies attacking from all directions.

67-00% Military Compound: This Safe Haven is a military or Federal Police base that has been taking in survivors. The weapons and training of the soldiers/police inside have proved invaluable, and heavy security intended to ward off attacks by Cartel gunmen or revolutionaries is also good at blocking out groups of zombies. With military hierarchy still in place, whichever officer is in command is probably running the base under wartime conditions, banishing or summarily executing perceived troublemakers and rivals. The threat of a mutiny could be simmering in the background depending on how reasonable the leader is and how desperate conditions become.

South America

01-33% Mountain Enclave: The Andes Mountains and smaller ranges in Colombia, Venezuela and elsewhere create plenty of isolated peaks, plateaus, caves and valleys. For locals who are used to this environment, disappearing up into the mountains when zombies consumed the lowlands was a no-brainer. Camps, impromptu villages and groups of survivors have been established, some of which could qualify as real Safe Havens, but as zombies spread in their search for food they will come across the most easily accessed and lightly defended locations. Food is

scarce higher up in the mountains and conditions will be difficult, especially during winter months.

34-66% Rainforest Sanctuary: Even without fences or walls, this type of sanctuary can remain safe; a series of trails connect it to the edges of civilization and any zombie that wanders off the track is doomed to stumble through the jungle until it gets caught in the undergrowth and gradually decays. The forest is full of fish, game and edible plants for those who know how to survive – and poisonous plants, venomous animals and hostile predators for those who do not. If discovered, however, attackers, even zombies, will have no problem sneaking right up to the Safe Haven's borders unless sentries are posted and maintain a strict, twenty-four hour per day vigil.

67-00% River Island: The rivers of South America, notably the Amazon, often twist and turn, forming small islands and islets in their midst. With fast-flowing waters, rocks and rapids around them to offer protection, zombies will find it difficult or impossible to cross the riverbed and climb up onto the central island. Resources and land area are scarce, however, so these Safe Havens are usually temporary or serve as a guarded stepping stone to the other side of the river, linked by rope bridges or accessed via small boats. Any buildings, bridges or preexisting structures on the island will be a boon to survivors trying to hide out there.

Europe

01-25% Castle: After its age as a fortress was over, this castle was converted into a tourist attraction and cultural site. Now it has been occupied by survivors who have lowered the portcullis, laid down ropes and ladders, and installed their own bridges over the moat. Zombies are helpless before massive stone walls, but it has been centuries since the defenses were tested and things like handicap access ramps and gift shops were never part of the original planners' designs. Amenities are likely to be lacking as well, reducing the survivors to a "medieval existence" when it comes to cooking and bathing, not just their surroundings.

26-50% Catacombs/Urban Underground: In places like Rome and Paris, age-old catacombs house countless bodies, underground chapels and miles of tunnels. Homeless people, construction crews and urban explorers were the only ones to enter the subterranean world for years, but now survivors have retreated into the catacombs to escape the chaos up above. Certain areas can be sealed off and defended, but any encounter with zombies in the dark underground is going to be a terrifying and likely fatal experience, and Death Cults will have no problem blocking off exits or pumping poison gas into areas they think house survivors.

51-75% Ski Lodge: In the Alps and Europe's smaller mountain ranges are ski lodges that can be converted into Safe Havens. Gravity, winding mountain roads and snowfall keep the dead at bay, but it is a long journey to gather food and other supplies. Once food runs out, cold and isolation will be just as dangerous to survivors here as zombies and Death Cults in the cities.

76-00% Subway Haven: Similar to Safe Havens in the catacombs or urban underground, a subway station has been sealed off and converted into a bastion against the dead. Some subway stations were designed to act as bomb/storm shelters; these are perfect for keeping out zombies, but almost any underground station is highly defensible. Miles of dark tunnels connect to other substations, below-ground infrastructure and even certain base-

ments and sewers. Water lines can probably be found, but other than that, survivors are basically camping out as far as the comforts of home are concerned.

Central Asia

01-33% Airfield: Locals have created a Safe Haven at a dusty airstrip out upon the steppes. There is a decent fence used to keep animals and thieves away from the planes and hangars that has been reinforced to offer protection from zombies. The fuel is probably usable, and one or two small aircraft may still be found at the airstrip, but there is no telling what kind of mechanical condition they are in, or who might have claimed the airfield for themselves.

34-66% Subterranean Facility: An old Soviet-era radar station with several underground bunkers adjoining it, this Safe Haven has been occupied by locals since the zombies attacked. It has a perimeter fence (that might be rusted and partially collapsed), as well as an overgrown parking lot and internal dirt roads. The electronics and radar equipment are gone or have been abandoned to rust, but this was once a serious military facility and still sports heavy blast doors and thick concrete.

67-00% Traveling Safe Haven: A group of nomadic herders have gathered together to pool their resources and share the responsibility of defense. In addition to basic weapons, mainly AK-47s and hunting rifles, they also travel with a large number of horses, camels, cows, sheep or goats. By constantly moving they can find pasture for the animals, search for material goods leftover from the old world and stay one step ahead of roaming zombies and Death Cults that search for survivors. (See Mobile Safe Havens below for more details on nomads.)

East Asia

01-33% Showpiece City: Built as part of a massive bubble in Chinese real estate speculation, this modern, mostly functional city... is completely empty. Located too far from industry or priced out of the budget of locals, no one inhabited the apartment buildings and homes even before the Wave. No people means few or no zombies, but there will be little in the way of food or other supplies to scavenge. There are plenty of buildings, however, ready to be converted into makeshift fortresses.

34-66% Temple/Shrine: Buddhist temples and Shinto shrines were commonly used as triage and emergency relief centers during the Wave, and some that were not immediately beset by zombies have been sealed up and used as Safe Havens. The monks and priests do their best to help the living, and beyond offering care and comfort, they are familiar with the building, grounds and surrounding area. Gates, fences, courtyards and thick walls all provide shelter against the raging dead outside.

67-00% Urban Fortress: A skyscraper, mall, factory plant or other large building has been sealed off from the zombies all around, and now houses a few dozen survivors. They could be creating bridge-like connections to other buildings, or there might be underground passages that allow people to come and go without alerting the zombies outside. However they do it, they must take their chances launching daring supply raids into the rest of the city in order to procure food and necessary equipment.



Middle East

01-25% Desert Palace: Once the home of a businessman or wealthy political, religious or military official, the survivors who have converted this dwelling into a Safe Haven are weathering the storm of zombies in style. For dictators, military strongmen and rich privacy-seekers, fences, expansive grounds and actual defenses repel zombies as they once kept out a rebellious populace. While there are luxury goods, a pool and possibly nice cars, the estate might be highly reliant on the outside for water or power.

26-50% Military Base: An island of concrete, barbed wire, fences and blast walls, this base could be part of the US-led Coalition's efforts in Iraq or Afghanistan, or belong to the local military. Its guns and barriers have kept the zombies out for the time being, but the soldiers inside might not be looking to take in other survivors. If the zombies have already overwhelmed the base then anyone looking to reclaim it will have to clear the area and repair any damage to the perimeter defenses. (See "US Military Bases" above and **Sourcebook 3: Endless Dead™** for more details on the perils of hiding out in military bases.)

51-75% Oasis: A shelter for life amidst the barren desert sand, this oasis is remote enough to be safe from large numbers of zombies and its location is known to the locals. It is also vulnerable as it can be seen from the air, and has no protection against zombie attack except for its isolation. Besides, if the locals know about it, then Death Cultists, bandits or desperate Raiders are likely to stop by sooner or later.

76-00% Tribal Stronghold: There are parts of Pakistan, Afghanistan, Yemen, Iraq and many other countries where certain regions are more closely controlled by local tribes/independence

movements than any national government. Typically found in remote, often mountainous areas, many of these factions cut themselves off from the rest of the world when the Wave hit, and maintain several fortified enclaves where zombie fighters can rest and recover and non-combatants can attempt to rebuild the world that has been lost. Anything that once came from the outside world is no longer available, but food and water at least can be obtained from local sources.

Indian Subcontinent

01-33% Nature Preserve: A protected habitat for tigers, elephants, water buffalo and numerous smaller creatures, part of it has been converted into a Safe Haven. While there may not be many zombies in the park, facilities are limited, dangerous wildlife lurks everywhere, and the terrain is tough to traverse and difficult to navigate. Buildings made for tropical climates are also generally more open and harder to defend against outside attack.

34-66% Secluded Valley: Protected by tall mountains and a general lack of accessible roads, this entire valley is a Safe Haven, though some areas are guarded by fences and locked doors and others left open to chance. There might be farms down in the valley, or shepherds/goatherds whose flocks can provide a source of food.

67-00% Temple/Monastery: While some temples were visited by thousands of pilgrims on a daily basis and stood no chance against the zombie onslaught, others are located in out of the way places. The Buddhist monasteries of Tibet and neighboring countries are often up in the mountains where they are very difficult to reach, and Chinese troops occupying the region either abandoned their posts when the zombies appeared, or have thrown in with the locals to improve their odds of survival.

North Africa

01-33% Oil Field: Despite being isolated out in the desert, oil fields are connected to the outside world with roads, train tracks, or at least pipelines. The buildings used to hold certain equipment and house workers are suitable to be fortified against zombies, and of course there is plenty of oil on hand, but unless the facility has a refinery as part of the complex, none of it can immediately be used for fuel.

34-66% Rebel Camp: In countries with political instability across North Africa, rebel groups and terrorists have established camps in remote areas. They had the weapons necessary to defend themselves against the first wave of zombies, and were hard to locate as they intentionally kept off the grid. The Safe Havens they have built since the Wave are decently defended and supplied, but their political ideology will determine who they are willing to let into their desert sanctuary, and supporters of the previously existing government are probably not on the guest list.

67-00% Trade Stop: Built at the confluence of roads, rivers and/or trails, this Safe Haven developed on the site of a preexisting community or frequently used camp for traveling merchants. Unfortunately, there is a high chance this location will be discovered by Death Cults, Raiders, bandits and wandering zombies, and is probably best as a temporary refuge.

Sub-Saharan Africa

01-33% Jungle Hideout: The dense undergrowth of the jungle restricts the movement of zombies and makes detecting humans by smell or sight difficult. Safe Havens are established at times near remote landmarks, jungle waterways, bountiful areas and defensible positions. Isolation helps keep zombies away or in small numbers, but with the thick jungle all around there is no telling where the undead might lurk or if Raiders, Retro-Savages or Death Cults wait in ambush.

34-66% Rebel/Poacher Camp: Operating outside the law and in direct defiance of or resistance to the now-collapsed local government, armed groups like rebels or poachers have a better chance of surviving the zombie outbreak than average locals. From their remote Safe Haven camps, they might even be trying to gain control over a nation's territory while there is a power vacuum and things are still up for grabs, not realizing that zombies are here for good. Many rebel or poacher camps are small, with fewer than 30 men, but large, militia-style rebel encampments with 1D4x100 troops are possible. In both cases, the people are armed with rifles and machetes and used to fighting or hunting, and taking what they want.

67-00% Safari Company: A well-organized retreat for wealthy tourists, when the Wave struck the members of this safari company took their tents and camping gear and got themselves as far away from the local population centers as they could. Using their field knowledge, they have set up a Safe Haven for themselves and possibly other tourists and regional people who they met along the way and who can pull their weight and follow rules. Others might be welcome, depending on supplies and how often they encounter outsiders.

Australia & New Zealand

01-25% Aborigine Clan: Relying on ancestral traditions and passed-down knowledge to survive, a community of Australian Aborigines have set up a Safe Haven in the distant Outback, where zombies cannot easily follow. Existence is harsh and food scarce, but the legions of the dead that plague Western-style communities are hundreds of miles away. Good luck.

26-50% Film Location: There are natural features throughout Australia used as the backdrop for films, but New Zealand is particularly well known for the film companies that take advantage of its incredible scenery. This Safe Haven is populated by the production's actors and crew, equipped with trucks and maybe even a helicopter for aerial shots. Much of their necessary infrastructure has been brought along with them, but there is only so much gas left to run generators and vehicles, and hard decisions will soon have to be made.

51-75% Mining Site: Australia has numerous mines, many of them located far from big cities. Some have "company towns" built to accommodate the miners, and are relatively easy to convert into Safe Havens. In others, the miners have turned their mine into a zombie-defense fortress of earthworks, pits and trenches blasted with dynamite, and giant industrial vehicles that mow down crowds of zombies whenever they appear.

76-00% Remote Farm: There are farmsteads and ranches (cattle and sheep) in Australia that are basically their own communities, hundreds of miles from the nearest city. While there

might not be many zombies in the area, they are totally reliant upon themselves now that civilization is gone, and the Safe Haven farm might have to be abandoned soon if its survivors are running out of supplies or patience.

ALTERNATIVE SAFE HAVENS

Walled Cities

Basically unheard of in the Western Hemisphere, there are many cities throughout Europe, Asia and Africa that still have defensive walls. Most of these are walls from Medieval or ancient times, preserved as a part of history, for their aesthetic value, and because they have become an intrinsic part of the surrounding construction. When zombies appeared on the scene, some of these cities became ready-made Safe Havens, their age-old defenses cleared out and rebuilt. Other habitations have natural boundaries around them like rivers or mountains that make them much easier to seal off and defend. Of course, if there are zombies already inside the "secure" area, then all the walls and obstacles in the world will only help to trap survivors in with them.

Types of Walled Cities

Roll on the table or, more likely, select the one that is most appropriate for the region.

01-20% Ancient Walls: Outside of a few cities in Europe, China or Japan that have been preserved as living museums and heritage sites, most defensive walls from earlier eras are crumbling and in a poor state of repair. Some might be incorporated into homes and buildings, but this kind of development often also means cutting windows and doorways into them, making walls much less resistant to zombie attack. Dilapidated stone wears away unevenly as well, so a wall that might have been unscalable 2,500 years ago now has plenty of handgrips and places for a frenetic zombie to find its footing.

21-40% Medieval Castle: Though most castles are not maintained to the same standard of those we picture in fairy tales, even a half-ruined Medieval castle is likely to have a moat, layers of gates and fences, and serious stone walls that refuse to budge no matter how many zombies are pushing from the other side. Castles are excellent for keeping out zombies as they were designed explicitly for resisting assault by ground troops armed with close-range tools and weapons. There could also be modern chain-link fencing or barbed wire around the castle to keep out vandals and urban explorers, not likely to last long against large numbers of zombies, but another defensive feature that could help out. Some castles are relatively abandoned, with little upkeep and cold, bleak interiors. Others are tourist destinations, and will feature gift shops and possibly restored interiors that make a stay of any duration much more comfortable. A select handful are still used as royal residences, museums, state retreats and private homes, with modern lighting, furniture and accommodations. Whatever their fate in the 21st Century, these old stone sentinels stand strong in the face of renewed combat against zombies, centuries

after the descendants of their builders thought they had seen their last use in war. **Remember:** Russia, China and other regions also have castles or castle-like structures, not just the UK and Europe.

41-60% Modern Fortifications: Most modern static defenses incorporate trenches, barbed wire, razor wire, fencing, steel barriers, guard towers, sandbags, large concrete blocks (like the barriers that often divide highways), and walls made of earth dumped into preformed blocks. American military bases in Afghanistan and Iraq, including the large “Green Zone” in Baghdad, are all protected this way. Most of them were primary evacuation centers during the Wave, however, and have already been overrun by zombies from the inside out. Others opened their gates to the local population in an attempt to provide medical treatment and were inundated with Wave victims who swiftly turned into zombies.

If any of the bases have managed to stem the tide of the rising dead and are still holding out, the soldiers are likely to try to find and help other survivors, even turning their outpost or base (or a part of it) into a Safe Haven. However, they will be desperately low on fuel, ammunition and supplies, far from home and in a land that was hostile even before the zombies became a factor.

Other areas with large amounts of modern fortifications include the border between Pakistan and India, the demilitarized zone between North and South Korea, the walls separating Israel from its neighbors, and parts of Southeast Asia, particularly Cambodia/Thailand. While good for keeping out suicide bombers, gunmen and crowds of protestors, zombies climb over barbed wire and eventually knock down or rip through fences with no consideration for how much damage they might be taking in the process. These defenses also require vigilant patrolling and monitoring when human enemies like Death Cults, Raiders and other survivors launch attacks, as undefended walls and barriers can be easily overcome by intelligent foes given time and tools.

61-80% Debris Barriers: Some fortified areas have been “locked down” or sealed off in the ensuing time since the rise of the dead. Without the months or years necessary for proper construction, improvisation becomes much more important. Survivors may knock over buildings, block roads with buses and vehicles, make walls out of stacked cars, concrete barriers, fallen trees/logs, piles of burning tires, or just about any type of debris that works as a barrier to make improvised palisades with anything they can find. Creating walls works best in dense, urban areas where the streets between buildings can be blocked off. For cities with lots of room and open space, finding a single building to turn into a fortress is probably a much more practical idea, though a ring of vehicles around a building or series of buildings provides additional “walls” – a protective barrier, if you will.

81-00% Natural Boundaries: There are cities, towns and small habitations built upon islands in the midst of rivers, carved into mountainsides, atop mesas or in other places that are naturally difficult to reach. By cutting/blocking bridges, walkways and roads, these spots become instant fortresses, problematic or impossible for people to reach without help from the inside, extensive and time-consuming rope work or a helicopter with which to bypass ground obstacles. Zombies have the added difficulty of being stupid and physically awkward; even the smartest Thinker is not capable of manipulating its environment like a person, and ropes, ladders, and simple locks are insurmountable obstacles to the average zombie.

There are villages deep in the jungle, Safe Havens located up amongst tall mountains, and even a few pristine, isolated valleys that no zombie has yet set foot within. Distance alone can be all the defense one needs, as certain islands and desert oases are basically out of reach, even for the relentless dead. These places are not fit for housing large numbers of people, however, or else they probably would have grown into settlements themselves and fallen to the chaos of the Wave. Anyone who tries to carve an existence out of the jungle or deep forest, or thinks they can live off the land in the desert or open steppe, will need special survival skills just to avoid starvation and exposure to the elements, let alone the zombies themselves.

SAFE HAVEN SHIPS

Water is a significant obstacle to zombies. While some *Thinkers*, *Fast Attack Zombies* and *Sewer Crawlers* are able to swim to a certain degree, most zombies sink like stones and are forced to walk along the bottom of the water. Ships and boats let survivors skirt around zombies on shore, but fuel is a precious and dwindling commodity, and sails and oars have serious limitations. Still, there are certain people with the knowledge and supplies to use boats and ships as Safe Havens. Many are anchored in place, unable to move for lack of diesel, but can still serve as places of refuge for survivors who come and go in rowboats, canoes, rafts and other small water vessels. Anchors and mooring lines are a haven ship’s biggest weakness, however, as zombies have the sheer will, tenacity and toughness to walk along the sea floor and climb anchors to get at the human prey above. There is also a point where the bodies of the risen dead bloat and are carried by the current. These “Floaters” can be washed to new shores and around moored vessels to create a Sargasso sea of moaning zombies waiting to devour the living. Given time, Floaters will try to climb anchor chains and anything that can get them aboard. Vigilance is required.

Types of Floating Vessel

01-15% Barges and Moored Vessels: Throughout the world are tens of thousands of barges, ships and boats tied up along piers, or vessels that have been left moored in the same place for far too long. Many such vessels are likely to require repairs and maintenance to become functional again. Ships and barges under these conditions are almost always easy to reach from shore, but this accessibility makes them vulnerable to zombies on land, Floaters or those milling about in the waters below. Barges and other cargo ships, along with abandoned and neglected vessels, also do not have the same facilities and livability as working vessels, and cannot escape out to sea if circumstances become too dire. For a temporary respite or if nothing else is available, however, tied-up boats and barges will frustrate the undead on shore for a time, as they may only be easily accessible along the dock side of the vessel or by climbing up the anchor chain. This makes even an immobile ship a floating oasis which zombies have considerable difficulty climbing aboard. However, if the risen dead realize the vessel houses the living, hundreds, even thousands of zombies could block the dock, roads and easy passage to the outside world on the land near the vessel. Likewise, *floating zombies*, *Blow Fish zombies* and *Sewer Crawlers* (which can swim

and climb) may be in the waters all around. This could make anyone lowering down a rowboat subject to attack if there are more than a few zombies in the water. Depending on the dock and circumstances, there could be only a dozen zombies nearby or 1D4x100 of them – and don't forget about zombies that might lay in wait on the water's floor. All of this could, in effect, trap survivors on an immobile vessel. **Note:** Getting trapped on any floating ship or platform applies to all of the possibilities listed in this section. See **Dead Reign Sourcebook 2: Dark Places** for descriptions of zombies that function in the water. Thinkers who might figure out or remember how to paddle and row a small boat or raft could also carry *Slouchers* and other zombies to the ship and access a moored vessel, especially those that sit low in the water and Boat Villages.

16-30% Boat Village: Fishing boats, barges, rafts and various other craft lashed together and anchored in the current can serve as a makeshift Safe Haven, especially in a slow-flowing river or calm lake. The water keeps zombies away and provides a source of fish, and is drinkable (probably needs to be boiled and filtered first) if the Boat Village is located on a body of *fresh water*. A separate source of fresh drinking water will be required for those in the salty oceans and seas. The zombies may have a hard time getting to it, but a ship village is basically immobile, making it easy prey for Raiders gone pirate, Death Cults and other living threats. Cutting the boats apart would take at least 1D4+1 minutes and could lead to parts of the "village" being washed ashore and right into waiting masses of zombies. The lights, sounds and activity on Boat Villages that are even a fair distance from land will attract some number of zombies to gather along the shore and lure out the handful who can float or swim like Sewer Zombies. However, unless the Boat Village is especially large and noisy, or located offshore of a city or large town, the number of zombies should not be too many (2D4 dozen).

31-45% Cruise Ship: Made to house 3,000-6,000 people (including crew), cruise ships make perfect Safe Havens – for a time. Cruise ships are not military/commercial vessels stocked for long sea voyages, so they generally make short hops from one port to another where they can resupply. They are also massive and heavy, and devour fuel at a prodigious rate, so either empty stomachs or empty fuel tanks will quickly force a cruise ship to find a port or semipermanent resting place where it can drop anchor. As big ships, they often have to anchor away from an actual dock and send tenders in for resupply at ports with small harbors and bays.

An empty cruise ship at a dock or a distance out in the harbor can be turned into a wonderful Safe Haven, basically a floating hotel with thousands of staterooms that have beds and basic furnishings (chair, small closet, small desk) and even a bathroom that should work for a while – all the things you'd expect from a standard hotel room. There will also be a sick bay still stocked with basic medical supplies, kitchen areas, massive and smaller dining rooms, onboard theater, a stage, swimming pool (good for collecting rainwater to drink) and many storage areas for food, water and supplies. Crew's quarters are always below the tourist decks, as is the engine room and ship's operations. Of course, a ship without fuel is a ship without power or electric lighting, heat or air-conditioning, but it could still make a comparatively nice and safe place to live, at least for a while. Cruise ships, even when docked, are vulnerable to storms and hurricanes/typhoons, weather, heat and cold, cutthroats and pirates/Raiders, as well as

the zombie threat as described under *01-15% Barges and Moored Vessels*, above.

Zombie Death Ships! The Wave hit so fast and people turned into zombies so unexpectedly that many cruise ships that had been at sea, filled with tourists, became vessels packed with thousands of zombies! While some percentage may have fallen overboard, and most of the zombies will have gone dormant (at least until the living climb aboard), the typical cruise ship will still hold 1D6x1,000 zombies! Some of these ships are adrift at sea (as are barges and other cargo ships), while others are docked or anchored at ports and offshore. During the Wave, many ports refused to allow cruise ships into port, while others became so congested that ships were forced to anchor and wait in and outside the harbor. Unable to dock and disembark, these vessels have become "death ships" full of zombies waiting for the living to come to them. As noted, cruise ships will be packed with thousands of zombies, work ships with only 2D4x10 crew members.

46-60% Hospital Ship: Virtually every hospital ship on Earth was hard at work during the Wave. Those that have survived are stocked with lifesaving medical equipment, and crewed by sailors and medical personnel who are likely to come to the aid of those in need. These angels of mercy are just the sight that every survivor wants to see – unless the Wave-infected patients overwhelmed the doctors and sailors when they became zombies. In that case, the ship is simply a time bomb, waiting to crash into shore and unleash the 1D4x1000 animated dead that make up its current passengers.

The odds of a hospital ship and any of its crew surviving the Wave and being a true, active Safe Haven community seem remote, but possible. If so, the surviving crew and the people they have rescued are likely to form a community open to helping and accepting others into their fold.

61-75% Naval Vessel: Also busy out at sea and in ports during the Wave were naval ships. Disciplined and heavily organized, many were able to weather the storm of sickness when the Wave hit and zombies rose from the dead. Even a skeleton crew of trained sailors will be able to run and pilot the ship. However, like other large ships, they are extremely reliant on refueling, and likely to end up stationary most of the time, and stop completely when they run out of fuel. Moreover, every attempt to find a place to refuel (and remember, many of the big ports will be so congested that a ship cannot get near the docks) risks the lives of the people trying to go ashore. Unlike other large ships, however, naval vessels are equipped with military-grade weapons, gear, massive guns and missiles capable of obliterating zombies or other foes on shore and at sea. Their armored sides can shrug off rifle rounds and machine-gun bullets like gentle rain. Those docked and without fuel are vulnerable to storms and hurricanes/typhoons, weather, heat and cold, living cutthroats and brigands, as well as the zombie threat as described under *01-15% Barges and Moored Vessels*, above.

76-90% Oil Platform: Though not actually ships, oil platforms are safe out at sea from the carnage raging on the mainland. They have access to fuel and can provide their own power, but are reliant on food and fresh water from the shore. Sewer Crawlers and other floating zombies, as well as those walking across the sea floor, can also climb up the pylons that secure oil platforms more easily than anchor chains. Other dangers come from pirates, Raiders, Death Cultists and even Retro-Savages and aggressive or desperate survivors. Evildoers looking out from the waterline

can see the distinctive profile of a platform on the horizon: a gray/black silhouette during the day and a noticeable flame of burning excess gas during the night.

91-00% River Boat: Cruising its way down a major river like the Mississippi, Saint Lawrence or the Amazon, a river boat can be a floating Safe Haven that offers respite to its passengers. While there is extra room aboard, zombies trying to clamber onto the boat or following along on the riverbanks might make it impossible to stop and take on more survivors. In the US, a river boat might have been a floating casino, hotel, living museum piece or once made day trips near large cities or notable stretches of river. In South America, particularly on the Amazon, river boats and barges are serious working vessels, carrying goods and passengers up and down the massive river system. In the alternative, this could be any small to medium vessel, including fishing boats, trawlers, yachts, and barges.

MOBILE SAFE HAVENS

Sometimes staying on the move is the only way to avoid swarms of zombies or eventual detection by Raiders, Death Cults, Retro-Savages, madmen and maniacs. In large countries with a low population density, moving between sources of food, water and shelter is a necessity as the vast infrastructure that supported mankind crumbles around the survivors. Deserts, vast steppes and other open terrain provide little cover against zombies, so keeping the dead at a safe distance can be the only protection. In more compact cities, jungles or forests, moving a Safe Haven is done to escape growing groups of zombies, find better environs or disappear when evildoers decide to roll through the area.

Types of Mobile Safe Havens

01-16% Haven Train: Trains are large, powerful vehicles with the capacity to carry a large number of people, heavy improvised armor and whole railcars worth of fuel and supplies. They can plow right through small obstacles and repel zombies by knocking them asunder or grinding them into mulch with their rows of remorseless steel wheels. Real trains are not controlled like simple models or toys, however, and require a skilled operator or at least a bit of a learning curve before they can get rolling. Trains are also limited in movement to the tracks they run on, tracks that might be cut by explosions or fires, or blocked by any number of things, from other trains to street vehicles to crowds of zombies, crashed aircraft and debris of a million kinds. The track system is reliant on switches as well, sometimes automated, sometimes managed by human operators, both of which will eventually stop working as the Wave turns into the Zombie Apocalypse. Survivors who use a train as a mobile base or temporary vehicle will have to stop and look for switch controls periodically if they wish to follow the tracks in a particular direction – a dangerous proposition with zombies around. Trains also make a lot of noise, though they are usually through an area before many zombies can gather and present a problem.

The subway systems in many cities around the world can also be used as temporary Haven Trains, hidden in their subterranean

tunnels. Subways are very familiar to urban residents, and continuous movement keeps zombies and other unwanted attackers at bay. But unlike trains powered by diesel fuel that can be found and looted (there are plenty of fuel cars when one follows the tracks), subways are integrated with the power supply of the cities they service, and will stop operating when the power goes out in the world above. Likewise, less common monorails or people-movers have many of the same advantages and disadvantages of a subway, except they run above ground and their protection comes from their elevated rails.

17-32% Nomadic Encampment: There are many cultures throughout the world that still practice a nomadic lifestyle, moving along with herds of animals, seasonal changes or from one water source/hunting ground to the next. When zombies overrun the planet, these groups have a distinct advantage. They are already accustomed to living on the move, and can survive after abandoning urban areas to the dead. A few city-going survivors who are chased off into the wilderness by zombies might be lucky enough to be picked up by friendly nomads or tribal people – or captured by those with a slightly less hospitable attitude. The *San* people of southern Africa and *Mbuti* of the Congo jungle, sometimes known as bushmen, the *Tuareg* and *Berbers* of the Saharan desert, and other African nomads all retain much of their traditional nomadic/pastoral culture. There are also *Inuit* populations in Canada, Alaska and Greenland who know how to survive using sled dogs, fishing, hunting and whaling, *Laplanders/Sami* in northern Scandinavia and Russia who live a similar lifestyle, and nomads throughout central Asia, particularly Mongolia and the surrounding countries/regions. South America has its share of indigenous peoples who live in the rainforest of the Amazonian interior, many of whom are generally hostile to outsiders, some even “uncontacted” with no formal interaction with modern civilization. Remote mountainous and jungle-covered areas of Southeast Asia have similar tribes and traditionalists, a few of whom are heavily armed following conflicts in their homelands. In the USA and other places, *some* hunters, trappers, outdoorsmen, militia and Native Americans may have a similar advantage living off the land and taking to living a nomadic life.

33-48% Relocation Station: With every possession and piece of equipment packed and ready to move at a moment’s notice, the survivors of this Safe Haven have learned to vanish at the first sign of trouble. In an urban environment, they are likely to rely on motorcycles, scooters, bicycles or foot travel, possibly with a small number of cars and larger vehicles. In the country, 4x4s and trucks can move around more easily, but they are more reliant on fuel and difficult to camouflage than smaller vehicles or packs carried on the survivors’ backs. Moving regularly from one building/hideout to another, these modern nomads go from one area to the next in search of food and supplies, and their organization is what allows them to melt away.

49-64% Semi-Trailer Squadron: Built to efficiently move bulk cargo, semi-trailers, moving trucks, buses and flatbeds can be organized into a rolling Safe Haven. They require diesel fuel, with at least one tanker truck probably serving as the centerpiece of this type of *Mobile Safe Haven*. They also require clear, open road, so a designated ram-prow/wrecker leading the way helps keep things moving, and going into traffic-jammed urban areas is not a wise option. Such a group is likely to also have chainsaws and towing equipment to clear blocked roads. Keeping the vehicles running at all times uses a lot of fuel, so the Semi-Trailer

Squadron will spend days and weeks in one location, setting out when necessary to relocate or to make a run for it when the survivors come under attack. Raiders who wait in ambush along open highways pose a threat to this juicy target, as heavy vehicles are easy to chase down with smaller, faster cars and bikes. (See any of the *Mad Max* movies for examples of this kind of combat in a post-apocalyptic environment.)

65-80% Survivors on Horseback: There are many communities throughout the rural US with large numbers of horses and skilled riders, as well as ranches in Brazil and other South American countries, horse racing organizations worldwide, and stables in Europe, Asia and Australia, amongst other places. Some survivors have put their riding skills to the test since the rise of the dead, assembling saddle-bound groups who roam for supplies, search for other survivors and ride-down zombies like the cavalry of old. (A sword chop or clubbing attack to the head of a zombie from horseback does an extra 1D6 damage!) Horses require attention, care, food and rest that motor vehicles do not, however,

and are also more limited in extreme hot or cold weather. As time goes by and fuel supplies dry up, though, more people will turn to horses and horse-drawn wagons as the only “vehicle” available. Throughout North Africa, the Middle East, and even parts of Australia, camels are also an alternative to horses, and are obviously much better suited to dry desert environments. Oxen, mules and donkeys are other animals that may be used to draw wagons.

81-00% Vehicle Caravan: In the outskirts of cities, suburbs and open country, it may be possible for survivors to keep a sizable caravan of vehicles up and moving. Just like the Semi-Trail-er Squadron, most of the time the vehicles will be parked and immobile, serving as a kind of base camp and living area. While stationary, survivors will generally “circle the wagons,” using the vehicles themselves to create a perimeter when buildings and better sources of shelter are not available. Fuel is a priority, and a tanker truck or even just a pickup carrying barrels of gasoline is generally a must-have member of the caravan.

A THOUSAND MILES OF DEAD



Getting home in a world ruled by zombies

“If you’re trapped overseas, there are a million different obstacles between you and home – and a thousand ways to die.”

– Brad Ashley, *Road Reaper Leader*

For millennia, human beings have improved transportation methods, built highways, railroad tracks and systems of infrastructure to “shrink the globe” and make faraway places more accessible. In a matter of days, however, the reign of the dead has sent humanity back to the Bronze Age when it comes to travel and communication. Each Safe Haven or survivor camp is a tiny nation unto itself, with its own laws and leaders determined to survive and protect their tiny piece of territory.

Millions of people were away from their homes when the Wave began, or fled to remote areas when it became clear that the epidemic was out of control. When zombies burst out onto the streets these people were cut off, unable to travel, isolated and out of contact with everyone they knew and loved. Despite the danger, most people are unwilling to give up the hope that someone they know, some part of their previous life, is still alive and intact. Getting home is going to be an epic odyssey on the open road, a perilous journey by ship, or a harrowing flight over a world where buildings burn and streets writhe with the living dead.

Survivors Far from Home

Many people were boarded up in their homes during the Wave, before zombies even showed up on the scene, and are facing “the end of the world” surrounded by their loved ones and their own

personal possessions, in the midst of a setting they know well. For them, survival is their only concern.

For those who find themselves in foreign countries and distant lands when the zombies rise, getting home is an overriding drive. A deep human need that, for many, cannot be repressed. It pushes people to extreme journeys and incredible acts of survival, to devise clever means of transportation and to persevere when everything seems hopeless. No one knows what they are capable of until they are pushed to their limit, and after the rise of the zombies, living survivors will face challenges that push them to that point every day.

Tourists. Nothing ruins a vacation quite like the complete and total collapse of human civilization. Quarantine protocols during the Wave trapped countless tourists overseas, the majority concentrated in and around national capitals, coastal cities, resorts, national parks and historical sites. Depending on their distance from home and what type of vacation activities they were planning, tourists might have almost no possessions with them when the Wave and the zombies come. Only those who were well equipped for a hiking, camping or hunting expedition will have some survival gear and perhaps a few weapons. Someone on safari in Tanzania will be in a very different set of circumstances than a tourist staying in downtown Paris, for example, but both will have to overcome language and cultural difficulties when in-

teracting with local survivors, and both will have no easy way of getting back home. Those on a cruise ship could find themselves adrift at sea and those in the air might be facing a difficult choice when it comes to choosing a place to land.

Travelers. In the Twenty-First century, countless travelers fly, ride or drive across international borders every single day. During the Wave, especially, there was a sudden scramble as millions of people desperately attempted to return home, seek out emergency care or escape civil unrest. In many countries, both rich and poor, crowds of refugees were forced to walk, carrying what few belongings they could, not just after the rise of the living dead, but even during the Wave before the first zombie ever appeared.

When the Wave did bring the mechanisms of civilization grinding to a halt, all of these travelers, refugees and homeward-bound individuals were caught where they were. The airports, train stations, border crossings, bus stops and boat launches of the world were packed with displaced persons, often with little to no knowledge of the local language and customs. Without the resources and connections of the settled populace, they were at the mercy of whatever transit authorities, police or military troops who were tasked with managing them. As circumstances became increasingly dire, thieves, con men and other opportunists took advantage of confused and desperate travelers, making things even worse. When the zombies finally rise, crowds of people jammed into improvised shelters or sleeping on the floors of waiting areas make easy targets for the creeping death – zombies.

Once the world is in tatters and the zombie threat firmly established, any travelers who are still alive will have difficulty communicating with survivors they meet, reading road signs – all the same problems as any other foreigner caught abroad.

Students. Students in foreign countries are better established in their environment than the average tourist or traveler. They probably have a good handle on the local language, as well as permanent lodgings and some personal goods. The rest of a student's family is far away, so while their peers might be able to run home when the Wave hits, foreign-exchange students could be left behind on a virtually empty campus, waiting for school officials to find them a ride home that will never come. Hopefully they have friends they can throw in with, otherwise they will be striking off on their own, putting their knowledge of the local culture and people to the test.

Soldiers. Millions of soldiers were stationed overseas as part of their standard operations or deployed along with international relief efforts during the Wave. Like most survivors stuck abroad, they are disoriented and desperate to return home. Unlike most civilian survivors, they are trained to fight, heavily armed and probably neck-deep in zombies right from the start. See the **American Forces Overseas** section for information on soldiers and military dependents abroad.

Workers. Many employers recruit people from outside the country for specialized positions, and there are also countless migrant workers and others who travel for jobs in places where unskilled labor is in demand. Highly trained professionals may have homes and established lives in their new countries; advisors and technical specialists sent to train foreign workers in specialized technology (computers, machinery, certain procedures and operations, etc.) may live with a local or be staying at a hotel or boarding house; while “guest laborers” and refugees might be stuck with crowded dormitories and camps, under the kind of conditions where both the Wave and zombies spread like wildfire.

Purpose Abroad Table

There are many reasons why someone might be overseas before, during, or after the Wave. Each survivor has his or her own story, but many people fall into one of the following categories. Choose as necessary or roll on the table to randomly determine a survivor's background.

01-10% Airplane Passenger: One of countless daily air travel customers, this survivor was caught at a foreign airport (or as alternatives: train station or seaport) when international travel ground to a halt. He or she was put up in a hotel if lucky, or trapped in a crowded terminal full of Wave patients or an exponentially growing number of zombies if not.

11-20% Deployed: Serving in the military is one way to see the world, and this soldier was serving abroad, possibly as part of a preexisting mission, assigned to a foreign base, or possibly as part of response efforts during the Wave or some subsequent crisis.

21-30% Looking for Someone: Turns of fate separated many people as the zombies rose and during the global epidemic that preceded them. For obsessed lovers, displaced sons and daughters, parents of young children and others who are motivated to go to extreme measures to get home, long travel over dangerous roads is the only option. This person has come far from home in his personal mission to search and find someone important to him. Nothing short of death or its ravenous zombie offspring will stop him now.

31-40% Military or Private Foreign Contractor: In addition to soldiers, modern armies also employ huge numbers of *civilian contractors* to do all kinds of work, from security to maintenance to computer upkeep, as do many large international corporations. Such contractors often hire specialists and workers from their native country and other countries to work in lands where they have foreign interests. Specialists from outside the country probably have specific skills in the areas of science, medicine, computers and technical expertise, to security and combat. Any of these might be invaluable to the soldiers or workforce they help support, even after civilization collapses. They might be treated as critical VIPs to be protected at all costs, or reduced to the state of veritable prisoners, not allowed to go off on their own and forced to work on command.

41-50% On Vacation: Tourists and vacationers are far from home by nature. They might have packed and planned for a trip, but no amount of luggage can prepare someone for a crisis like zombies, and they probably have no weapons or survival gear except what they can scrounge.

51-60% Refugee: Prior to the Wave, there were hot zones around the world where political instability, internal conflict and natural disasters forced thousands upon thousands of people to abandon their homes. Living in refugee camps, tent cities and on the streets or in other improvised conditions, they were a particularly vulnerable group when the Wave struck and the zombie menace appeared. Refugees aren't just found near the borders of war-torn or drought-ravaged countries, either; many nations far removed from conflict areas take in refugees, members of persecuted groups and people seeking political asylum. Early on, as the initial outbreak spreads unevenly, millions of refugees will be created all over the world, displaced from their homes and staggering towards safe areas that will be swamped by zombies in a matter of days or even hours.

61-70% Relief Worker: Hundreds of thousands of people worldwide were pressed into service to help out during the Wave, some of them highly trained experts, some of them humble volunteers. Aid operations were conducted all over the globe, so relief workers could end up almost anywhere.

71-80% Studying Abroad: Spending a semester abroad or studying at a foreign institution is a common practice for college kids, and some boarding schools that cater to younger students are located far from where their student body originates. Foreign-exchange students have the benefit of time to learn the local culture and customs, but could still be hellbent on getting back home.

81-90% Traveling by Ship: Passengers on ocean liners, cruise ships and other vessels could be cast onto almost any shore by the hand of fate. With other travel methods no longer an option, many people also hopped a ride on any ship they could during the Wave, and might decide (or be forced) to get off just as quickly, no matter how far from their homeland they might be.

91-00% Working Overseas: Millions of people work far from home, seeking out jobs and better circumstances in other countries. Whatever opportunity made them travel, however, is now gone, and reconnecting with family and loved ones is the only priority that remains.



GETTING HOME

Travel by Land. For anyone who does not have to cross oceans, traveling over land is much simpler to arrange than finding a seagoing route or procuring an aircraft. This is true for zombies, Retro-Savages, brigands and Death Cults as well, so any land journey will be an ongoing effort of running and hiding, punctuated by the occasional outright battle with the dead and with dangerous people.

Finding an efficient travel method will be difficult. Stalled and derailed trains block tracks all over the world. Roads are clogged with masses of abandoned cars and crawling with zombies; there is a reason the Road Reapers stick to slim motorcycles that can cruise through tight gaps and squeeze the maximum number of miles out of every gallon of gas. For survivors without expertise in riding motorcycles or scooters, setting out on foot is often the only option. Foot travel is slow but efficient and does not require fuel other than sufficient food and drinking water to keep going. However, the average person's maximum walking speed over un-

even ground is about 4 miles (6.4 km) per hour. Most survivors are also weighed down by weapons, supplies and equipment, and might be accompanied by children, the injured or the elderly, further slowing down their movement speed. Being on foot provides flexibility of movement, but leaves individuals vulnerable to attack at any moment by zombies or other threats.

Automobiles offer speed and some level of protection, especially if they have been armored or otherwise prepared for attack from the outside. The speed of any vehicle is an excellent countermeasure to Slouchers or Crawlers, and can even outrace Fast Attack Zombies or Death Cultists on foot. An enclosed vehicle also provides a bit of shelter, keeping out weather like snow and rain.

Traveling long distances over land exposes survivors to varying levels of zombie threats, from lightly-populated countrysides where the living dead are a relatively rare sight, to urban centers where zombies fill every single road and walkway. Raiders and Death Cults also often establish a "territory" that they regularly patrol, somewhere near their base of operations, and anyone who wanders by risks being discovered and robbed or kidnapped...or worse.

Travel by Air. Air travel is incredibly fast compared to getting around using cars and ships. Planes soar right over borders and boundaries, hordes of zombies, Death Cultists and Raiders lying in wait. Air travel also requires training, proper planning and organization just to get off the ground, as well as a ready runway when it comes time to land. Depending on circumstances, clearing the area for takeoff might not be too difficult, but finding a clear runway from the air with no traffic controller offering guidance is another problem entirely. Airports were hit hard by the Wave, and the armed outbursts and riots that came with it, let alone the emergence of zombies. As a result, the average stretch of tarmac is covered in broken aircraft, abandoned ground vehicles, wreckage, debris and the bodies of the dead. Fuel supplies might be ablaze, empty or untouched, with no way to determine which from the air.

In addition to the aforementioned obstacles, anyone who intends to use an airplane must also find a pilot. Flying, especially when it comes to large jets and airliners, is a difficult job for those who have the proper training, and an incredibly dangerous or suicidal idea for anyone who does not. Autopilot systems are used commonly in commercial jetliners, but they don't automatically take off or land the plane, and, while they can maintain a course, cannot navigate without precise human input.

Travel by Sea. Historically, before the invention of things like air travel, freeways and high-speed trains, water was the most efficient means of transportation. Ships can carry immense quantities of goods or people compared to aircraft, trains or cars, and even in the 21st Century the vast majority of trade takes place on the open sea. In their travels, however, large vessels also use up massive amounts of fuel, and require a support and maintenance infrastructure similar to that necessary to keep aircraft fueled and flying.

Finding supplies of marine diesel has become a major goal for surviving sailors. As time goes on, fewer and fewer ships with engines will be seen plying the world's oceans. Sailboats don't need to gas up and can remain active for much longer, but they are limited in size and require a knowledgeable crew to use effectively, or to survive a journey at all in challenging weather or tidal conditions.

Inland lakes and rivers are much simpler to navigate than the open ocean. On wide rivers and sizable lakes, larger vessels used to be the biggest threat to most small boats, but now commercial traffic is gone and most stretches of water are eerily quiet. With roads clogged, any decent-sized river or stream can be a private highway for a small group of survivors with a rowboat or a canoe. However, there is no telling how far one can travel before the banks close in or something like a culvert, dam or waterfall stops a boat cold. Zombies are also not timid about wading into shallow water to pursue people they spot floating past, and without the need to breathe, might be standing in water just over their head, unnoticed until a boat goes over and they cling wildly to any oars or other handholds they can reach.

Some survivors have created floating Safe Havens by lashing ships, barges and boats together. Zombies do not need to breathe, however, and crowds that gather on shore will eventually search the sea floor, find anchors and climb up them to reach the ships themselves.

Random Car Problems Table

01-15% Broken Axle: A broken axle is a serious issue. The axle rotates the tires, and without it, a car isn't going anywhere. Replacing a broken axle is time-consuming work, and fixing it will be difficult or impossible. This vehicle is better left behind.

16-29% Empty Gas Tank: The easiest problem to solve, this car/truck/motorbike is simply out of gas. It might have been driven until the fuel tank ran dry, or siphoned empty by scavengers looking for a fill-up. Depending on how long ago the zombie outbreak took place, gas might be extremely hard to come by.

30-44% Engine Trouble – Moderate: This vehicle has sustained damage or was in the process of being fixed when the mechanics were interrupted by zombies or closed the shop up during the Wave. It will start, given a few attempts, but will break down again after 1D4x10+10 minutes. After that, the vehicle will be considered to have Severe Engine Trouble.

45-59% Engine Trouble – Severe: Extensively damaged, this car will refuse to start and is of no immediate use to survivors. It will require 1D4 days worth of repairs before the vehicle can be driven again, along with replacement parts that might not be easy to find.

60-74% Flat Tire: A flat tire is the most common mechanical problem that the average person knows how to fix, and most cars and trucks carry a jack and a spare for just such an eventuality. Changing a tire by the side of a busy highway is dangerous enough, but rushing through the process when zombies might show up at any second can be quite daunting.

75-87% Gas Leak: The gas tank is leaking, damaged by gunfire, undead attack or impacts with pedestrians, objects or other vehicles. This shouldn't be a complicated fix, but until it can be repaired, the car will be limited to half its normal range before refilling the tank will be necessary.

88-00% Radiator: Radiators keep car engines cool, and a broken radiator can lead to an overheated and nonfunctional engine. Cars with radiator damage should be driven as little as possible, but will function for 1D4 hours before they overheat, after which the car will be considered to have Severe Engine Trouble.

Random Road Encounters Table

01-05% Ambulance: At the end of a trail of tire marks is an ambulance that has veered off the side of the road. Unless someone else has already ransacked it, basic medical supplies can be found inside, and the ambulance itself is still drivable. Something caused it to crash and be left behind, however, so a zombie patient and two zombie paramedics might be locked in the back, or a single zombie could be lashed down to a gurney, gnashing at anyone who opens the back door.

06-10% 1D4+2 Beggars: Desperate, starving survivors, possibly chased out of their hiding places just moments before, these poor beggars will plead for help, for food, for any assistance the player characters can render. They could be a serious liability, especially if stealth is important at the moment, but they will also be more than happy to divulge information about the surrounding area if someone has a few scraps to share. Optional: Roll again to determine who they are:

01-10% Children. Their parents are dead and they have been barely surviving on their own.

11-20% Children who have been separated from their parents in just the last 1D4 hours and are desperate to be reunited with them.

21-30% Mixed group of men and women, starving and scared but strong enough to help out and fight.

31-40% Mixed group of men and women, weak and shell-shocked; they are of little help.

41-50% Mixed group of men and woman. One woman is pregnant, one man has a broken leg; all are weak and starving.

51-60% Madmen. All of them are stark-raving mad.

61-70% Mixed group of elderly men and women, weak, starving and terrified. They need help but cannot fend for themselves.

71-80% A group of men out scavenging for food and supplies, but they are really desperate Raiders/bad guys ready to steal and kill if necessary.

81-90% A group of men who are really *Retro-Savages* who will steal from their benefactors and run off the first chance they get. Anyone who catches them in the act or gets in their way – gets hurt.

91-00% A mixed group of starving men and women, half are sick with symptoms that suggest they have *the Wave!!*

11-15% Crawlers in a Row: A heavy-duty vehicle plowed down this road recently, mowing down zombies as it went. Now there are 1D6+2 Crawlers left in the wake of its bloody tire tracks, along with a few pairs of twitching legs.

16-20% Cultists Behind the Wheel: Waiting along the road and watching for unwitting humans to capture, 2D4 Death Cultists are mounted in a civilian vehicle like a car or pickup truck. They will give chase to any survivors they think they can overpower, or try to lead pursuers into traps and ambushes.

21-25% Fuel Truck: Just what a survivor group needs, this fuel truck has been left behind during the Wave, possibly overturned, disconnected from its cab or surrounded by zombies. If the area can be cleared the gasoline is accessible, but someone might have to risk their life in order to move the tanker.

26-30% Juggernaut: This single, massive zombie is a walking roadblock, mindlessly plodding down the street, possibly caught between lanes of stalled cars or up on an elevated freeway. While most individual zombies are light enough that even small

cars will knock them flat, a run-in with a Juggernaut will cause serious damage to most vehicles. If the zombie manages to rip a wheel loose or snap an axle, then the passengers will be stuck, forced to face the Juggernaut and anything else lurking nearby.

31-35% Military Strongpoint: Soldiers still trying to carry out their final orders are standing watch over this bend in the road. Depending on what they have seen and survived, they may open fire on anyone who approaches, try to offer assistance or simply wish the survivors good luck.

36-40% Orphans of the End Times: Separated from their parents, 1D4+1 children call out from a nearby rooftop or from behind a fence. Their mother and father are likely dead or lost amidst a city partitioned by mobs of zombies. It is up to the player characters to either help them or drive on by, but if zombies are in hot pursuit then stopping might not be an option.

41-43% Police Cruiser: A single police cruiser is parked by the side of the road. Whatever call the officer responded to was his last, because he is nowhere to be found. The radio inside the cruiser still works, if there is anyone within range to talk to, and there is a shotgun and 4D6 rounds of ammunition inside the vehicle, along with a billy club, flashlight, 2D4 road flares and one bulletproof vest.

44-46% 2D4 Flesh-Eating Zombies: They attack the moment they see new prey to feed upon. Be prepared to run or fight.

46-48% A Spare-Parts Thinker Zombie: Armed with blades and spikes for arms, it is aggressive and has 1D4 Slouchers and two Crawlers under its command. It is smart enough to back off if the group is too large, but otherwise will try to pick off and kill one or two individuals apart from the main group, or attack when they stop to rest or sleep. May substitute with any 1D4 other zombies or an *Impersonator Zombie* or *Mock Zombie*.

49-51% Walking Grave: A fusion of arms, legs and heads from 20 zombies. This massive abomination may block a road, alleyway or path, but is rather slow.

52-54% Raiders: Waiting along a road for prey is easier than going out and actively searching for survivors to steal from. Two Raider vehicles give chase, probably in jeeps, SUVs or pickup trucks, or 3D4 motorcycles.

55-57% Refugees: A small crowd of 1D4x10 survivors displaced by the zombie outbreak hike down the road, carrying whatever meager possessions they have been able to retain. For them to simply walk out onto the road means there might be zombies right behind them, or whatever location they have been using as a Safe Haven could have just been compromised. They will warn other survivors of any immediate danger and share information about bad guys and potential places to plunder in the area, but they are on the move and not likely to stop to talk for long, nor join strangers.

58-60% Roadblock: The local survivors have intentionally blocked off the road to keep out zombies or Death Cultists. 1D4 of them might be manning the roadblock, standing watch with guns, or the entire scene might be strangely quiet and abandoned with who knows what danger lurking nearby.

61-65% Road Reapers: This highway is under the protection of the Road Reapers, and 2D6+2 of them come cruising by on their bikes, or drive out from concealed positions when they see other survivors pass by. They will do whatever they can to help normal people, but will ride into battle without hesitation against zombies, Death Cultists, Retro-Savages and bad guys.

66-70% Slouchers: 3D6 Slouchers mill about in the road, clawing at parked cars and concrete dividers, possibly lying dormant beneath abandoned vehicles. They will attack and give chase to anyone who tries to pass, but aren't quick enough to keep up with vehicles.

71-75% Soldiers: 2D4 soldiers or National Guardsmen or what's left of a police force travel down the road. They have their weapons with them, but are separated from the rest of their unit (could be the only ones left alive), and are in dire need of a vehicle or a safe place to hide out. They are wary of strangers but take quickly to people they can tell are of good intentions. They share information and may be willing to join in on a plan to requisition much needed supplies, fuel, weapons and ammo, provided they get their fair share, or to help someone or a group in need. They *may* also be willing to join a Safe Haven community, but they are not fools and will not be easily lured into a trap.

76-78% Street Warrior: A single individual walks confidently down the post-apocalyptic road, dispatching zombies as he or she goes. This *level 1D4+3 zombie fighter* has been made strong by the rise of the dead, and has become some kind of specialist like an *Apocalyptic Soldier*, *Zombie Hunter*, *Hound Master*, *Road Reaper* or maybe even a *Half-Living* on a solitary quest of vengeance. He or she is well armed and has a bike or light vehicle hidden nearby, but the street warrior's personal quest might not allow time for others. May or may not be helpful in any way, or may be willing to join in any fight against zombies or Death Cultists.

79-82% Sudden Obstacle: This is not a deliberate roadblock but something unexpected, like a couple of fallen trees, mudslide, rockslide, overturned semi-truck and trailer, aircraft, house/barn dropped on the road by a tornado or flash flood, or other impediment that covers and blocks the road. If it is large enough, it may block from view what waits on the other side. Be careful.

83-85% Survivor Signpost: A street sign or billboard has been painted over with new information by the local survivors. The message could be directions to a Safe Haven, warnings like "Turn Back!" "Beware of X," or desperate personal messages from one survivor to another.

86-90% Thinker-Highwayman: A Thinker has learned to hunt along a stretch of road or highway used by survivors traveling back and forth or people escaping a city. This semi-intelligent zombie has laced the area with simple traps, familiar lookout positions and "burrows" dug or created from sewers and other holes in the ground. The Thinker will use its knowledge of the surroundings to ambush people, try to snag unsuspecting individuals and escape if it is outgunned. May substitute with any 1D4 zombies.

91-95% Waves of the Dead: 4D4x10 zombies, mostly Slouchers, clog the road ahead and again 1D4 miles (1.6 to 6.4 km) beyond them and a short way after that. A new route must be found, or some means of killing or diverting them. There is no plowing through the mass of the dead with any vehicle short of a tank, and those near the edge of the mob are already starting to take notice that they are not alone on the road.

96-00% Zombie Zone: For miles ahead, zombies shuffle between stalled cars and push up against buildings and fences. They might represent an entire traffic jam's worth of people who have been turned into the undead, or maybe efforts to block off the road have bottled the zombies up, giving them nowhere else to go. Anyone trying to get through here had better be ready for

one tough fight after another, with no way out in sight. There are hundreds, perhaps thousands, and among the Slouchers (80% of the group) are other types of zombies (Crawlers, Bug Boys, Fused, Juggernauts, Fast Attack, Worm Meat, Blow Fish, etc., along with a few Thinkers).



Random Aircraft

Mechanical Problems Table

01-12% Empty Fuel Tanks: This “mechanical problem” can be dealt with easily – by finding a fuel truck or a few barrels of aviation fuel and filling the plane or helicopter back up. Of course, “easily” is a relative term; some aircraft, particularly military planes and sophisticated airliners, are very complex machines that require specialized equipment and training to refuel. Anyone skilled enough to fly an airplane probably knows how to refuel it, but ground crew and fuel trucks might be necessary. Fueling up without being noticed by zombies on the tarmac is a different problem entirely, however.

13-25% Engine Trouble – Moderate: Probably a symptom of maintenance and ground procedure left incomplete when zombies attacked, light engine trouble won’t stop the plane from taking off or flying, but there is a 50% chance that flying will damage the aircraft to the point that it cannot be used again once it has landed. For many desperate survivors, one flight is all they need. Whatever the problem, anyone with the Basic Mechanics skill can fix it given enough time and the right tools.

26-38% Engine Trouble – Severe: Serious engine problems will ground an aircraft until they can be fixed. Someone with the Aircraft Mechanics skill will be necessary to conduct these

repairs, along with at least one assistant, and definitely specialized tools. Any problem with a military aircraft or large jetliner is probably going to be considered severe.

39-51% Fuel Leak: Depending on its severity, a fuel leak could be a major issue, or just a hindrance that reduces the aircraft’s overall flight range. This plane/helicopter can make one more flight at half its normal range before a mechanic will be required to repair the damage.

52-64% Landing Gear: The landing gear of an aircraft might be stuck, unable to retract, or the problem could just be a tire that needs to be replaced. If the landing gear are stuck then takeoff is a risky proposition; flying with landing gear in the lowered position is difficult and dangerous, and damaged landing gear that respond to controls once might break down completely when it comes time to land and they are really needed. **Note:** On a ground vehicle, the problem could be severe misalignment of the wheels or bent frame imposing a -15% piloting skill penalty, and if not careful, the vehicle can easily run off the road, because it pulls severely to one side or the other. Could also be a bearing problem or a wheel that is about to pull right off the vehicle.

65-77% Low Hydraulic Pressure: The aircraft’s hydraulic lines have a leak somewhere or were only partially filled before the ground crew ran for their lives. If some hydraulic fluid can be found, anyone with the Basic Mechanics skill should be able to top off the plane, but if the problem is a leak, the hydraulic system will have to be patched up or refilled before every flight.

78-90% Wing Structural Damage: Sometimes difficult or impossible to see, cracks and fractures in wings, as well as more serious, obvious damage, can turn take-off into a short, fiery suicide run. Modern planes are strong and feature well-tested designs, but there is at least a 50% chance that flying this aircraft will result in a wing shearing off after 1D4 minutes at runway or flight speed.

91-00% Zombies in the Cockpit: At least two of the undead are onboard – and strapped securely into the pilot and copilot's seats. If they can be neutralized the plane is otherwise in good condition, but there might be a few zombie stewardesses or passengers further back in the cabin. Actually, this could be 1D6 zombies anywhere in the plane (passenger area, cargo area) or a Crawler in the wheel well.

Random Airport

Landing Conditions Table

01-12% Clear: Miraculously, the runways are almost perfectly clear of other aircraft, ground vehicles and obstructions. Any planes that were operating out of this airport must have taken to the skies to avoid the encroaching zombies.

13-30% Partially Obstructed: A few stray aircraft dot the runways, as well as some support vehicles and damaged sections. For a good pilot, however, landing is still definitely possible (-10% to Pilot skill).

31-40% Crowd of Zombies: There may not be planes or cars blocking the runways, but hundreds of zombies have found their way onto the landing area and mill about. They pose a slight danger to small aircraft (-10% to Pilot skill), but a full-size jetliner coming in for a landing will simply smear them all over the tarmac. Getting off the aircraft safely might be a bit complicated, however, as the zombies will start to surround it.

41-60% Parking Lot: A line of aircraft that had been waiting for takeoff block most of the runways. They were caught on the ground when the zombies attacked and now their crews and passengers have fled or are lingering about as part of the living dead. Cars and personal vehicles litter the area as well, making things even more complicated. -70% to Pilot skill for anyone crazy enough to try to land.

61-75% Debris Field: Several aircraft have dropped from the sky and crashed into the tarmac, sending debris everywhere. Several other aircraft have crashed into parked aircraft, hangars or ground vehicles, spreading more debris and blocking several landing strips. The clearest landing lanes have small bits of debris and are 1D4x10% shorter than desired because of wreckage or crashed vehicles blocking the full length; -20% penalty to piloting skill to land. None for helicopters. Other landing areas are debris fields. Landing on one of them could blow a tire, destroy the landing gear, and require dodging around large pieces of the debris; -40% to piloting skill. A failed piloting roll to land means the pilot avoids a crash landing, but the aircraft is severely damaged and likely to be unable to ever take off or fly again. Requires massive amounts of repairs taking weeks. The rest of the airfield is impossible to land on and there are a few dozen zombies wandering around outside with many more in the terminal and other buildings. This is a landing field for the desperate.

76-85% Rough Landing Strip: The airfield is either broken concrete, uneven ground with a few obstacles or the equivalent of a grassy field; -15% to skill penalty to make a successful landing.

86-92% Intentionally Blocked: Death Cultists, Raiders, paranoid soldiers or survivors trying to isolate the airport (perhaps part of it is a Safe Haven community) have blocked the runways with vehicles, barrels, sandbags and anything else they can find. Pilots trying to use the runways suffer a -60% penalty to their Pilot skill.

93-00% Warzone: The airport was caught in an all-out battle between zombie-fighters and zombies, or between a Death Cult and the survivors using the facility for shelter. Or perhaps it was the site of riots and panic at the onset of the zombie outbreak. Whatever the case, gunfire, explosions, and considerable destruction have turned it into a *debris field* littered with many destroyed and crashed aircraft and other vehicles, along with debris and craters blasted into the tarmac.

If the battle is being waged *right now*, when the player characters arrive, it may be difficult to determine good guys from bad guys. Running people and shuffling zombies can all be seen from the air. If a pilot times things right he might be able to land on one of the debris-strewn landing strips (same as *Debris Field*, above), but the aircraft is also likely to come under attack the moment its landing gear touches the pavement.

Random Ocean Encounters Table

01-08% Cargo Carrier: Most of the big ships that travel the high seas are employed to carry cargo, raw materials like ore and lumber, and fuel like oil and natural gas. Making frequent ocean crossings and long trips up and down coastlines, many were engaged in long journeys when the Wave really got bad, and were spared the experience of going through the zombie outbreak, at least until they hit shore. While a few crew members might be infected with the Wave, it will be nothing like the human waves of the dead that one sees on land. The vessel's cargo might be invaluable, like fuel or medical equipment, or virtually useless, like consumer electronics or children's toys. There's no telling what the captain and crew might have heard over the radio, so they could be clueless as to the extent of the damage on land and intent on putting into port no matter what anyone says. Others realize the danger and stay away from land, but will need to make supply runs on shore to restock food, drinking water and fuel. When fuel is close to running out, and no more is readily available, the vessel will have to float adrift or moor someplace. Depending on circumstance, luck and the crew, it could become a floating Safe Haven or a target of pirates, a Death Ship or a Ghost Ship.

09-20% Empty Boat: There is no telling what circumstances on shore sent this vessel floating off by itself, or if zombies forced the passengers to jump overboard once it had already set out on the water. Out on the ocean, this will be a small vessel, such as a sailboat, zodiac or small motorboat. On lakes and rivers, it could be a simple rowboat or canoe as well. Whether it contains any valuables (some food, a knife, fishing tackle, fresh water, cigarettes, etc.) is up to the G.M.

21-27% Fire Ship: A burning vessel is barreling right towards the player characters and their own boat/ship. There are no living crew members, no one at the controls, no stopping or diverting this massive floating bomb. Once the fire reaches the enormous fuel tanks, the explosion will be huge, annihilating the ship and

inflicting 4D6x10 damage to any other vessel within 2,000 feet (610 m) of it; scattering debris over a wide area.

28-35% Fishermen: Most people encounter the threat of starvation at some point after the zombie outbreak, but this fishing vessel has plenty of access to seafood and little competition left on the waves. Either fuel is running low or the boat has been outfitted with makeshift sails. The crew have fish they are willing to trade, especially for fuel, and might be willing to just give some away to other survivors who are in bad shape or who have useful news or provisions to trade.

36-43% Ghost Ship: A full-sized vessel that has been abandoned or drifted free. A Ghost Ship could be anything from a pleasure boat, fishing boat, freighter, or cargo carrier of any kind, but might have been used for anything before fate sent it off without human control. In the case of a Ghost Ship there might be a few bodies inside, or 1D6 dormant zombies concealed here or there, but in most cases, it is totally empty and pristine; a real mystery. It may or may not be stocked with provisions.

44-51% Life Raft(s): These survivors have made it through both the zombie outbreak and a maritime disaster. Floating along on life rafts, they are protected from the elements but have little or no control over their direction or their destiny at this point. If the player characters have a boat, they will instantly be seen as saviors and rescuers. If the player characters are floating in the water, then they are the ones likely to be rescued, but could also be turned away if there is no room. Whatever the case, plenty of people took their chances on life rafts during the zombie outbreak, and are now floating towards an unknown fate.

52-59% Naval Vessel: It looks like it's been through hell and back, but floating through the fog comes an actual naval ship. The vessel has significant weaponry, though ammunition may be low. *01-50% The Naval vessel is crewed by the living.* The crew's numbers have been depleted, but many are alive. They might be looking to accept a few survivors as new crewmen, or good-hearted enough to help those in need, but this ship's mission is to find a port where they can land, somewhere free from the masses of zombies. Somewhere that probably does not exist. *51-00% This is a Death Ship with a crew of zombies.* See Death Ship details below.

60-67% Pirates: Raiders on the open water, these pirates could have been almost anyone before the Wave, but have now commandeered a vessel and go about looking for others to hijack or plunder. They might be cruising up and down the coast, looking for places where they can go ashore and loot supplies, but the water is their best protection and source of mobility.

68-75% Sailboat: Free of the need for fuel, sailboats are able to continue plying the coast as long as they have crews to man them. Of course, most sailboats are small pleasure-craft, not suitable for supporting large numbers of people, weapons or cargo. Most will carry fewer than a dozen survivors, and the sails that allow them to glide past fuel depots without a second thought are also dependent on the inconstant wind and require more skill to manage.

76-83% Shipping Container: Shipping containers fall off of cargo vessels surprisingly often, and while some sink right to the bottom, others remain watertight and float for long stretches along with ocean currents. They pose a navigational hazard to smaller vessels, but, depending on what is inside, could also be a bonanza if survivors can safely access the contents. Opening the container will let water in within 1D4 minutes, however, and any

small boat trying to tow it or tie off runs the risk of being pulled down (-15% penalty to piloting). The container might also be full of zombies, thrown overboard after the dead were lured inside.

84-92% Zombies in the Water: A whole ship's worth of refugees or cruise ship tourists wearing life vests were dumped into the sea as the vessel sank, burned or broke apart. Zombies and Wave victims amongst them spread undeath throughout the vessel and people in the water afterward. Now the people who thought they had found a means of escape are zombies, hungry for human flesh, and thrashing about in the water. 01-10% chance there are 1D4 living survivors floating amongst the mass of zombies.

93-00% Death Ship: This vessel is crewed entirely by the dead, with no one left alive to navigate or call for help. As it passes by, zombies may leap or tumble over the sides, trying to get to another passing vessel or at something/someone they see in the water, many of them missing their mark and plunging into the ocean. The ship might be on a collision course with another vessel or heading inexorably towards shore. This is a serious threat, capable of spreading secondary outbreaks wherever the vessel lands by inadvertently depositing zombies on shore.



Level of Zombie Threat

The more populous, easily accessible regions throughout the globe, particularly coastal cities, capitals and transportation centers, fall under zombie attack first, followed afterward by minor cities, suburbs, and finally, smaller and more remote communities. To determine the state of an area and the level of danger represented by zombies (e.g. the number of zombies in the area), roll on the following table or choose the most appropriate selection:

01-12% Unscathed: Only possible in remote, lightly inhabited or geographically isolated areas, some fortunate turn of events has kept the zombies at bay. It may only be a matter of time before they finally do converge on a location, but, for now, distance and solitude serve as protection. This could be an island, a town up in the mountains, remote farming community, nature preserve, some kind of outpost in the desert or badlands, or just someplace away from population centers and spared the Wave and carnage unleashed by the zombies. While there might be little or no zombie activity, things like fuel, food supplies and water are probably scarce as well. There is a reason this particular area never became

a bustling town or habitation of some kind. Survival may require living off the land or trekking down from quiet safety and into zombie territory.

13-24% Impending Threat: Zombies are not currently laying waste to the surrounding area, but they are on their way. If the campaign is set during the initial outbreak, then this place is far enough from population centers that there are a few hours or days to go before it comes under assault. Otherwise, the zombies have somehow passed over this vicinity, been wiped out by soldiers or Road Reapers, or are being marshaled by Death Cults for some dark purpose. However, it is only a matter of time before zombies come shuffling into this region.

25-36% Zombies at the Gates: The zombies are here, but the majority are currently held at bay by some barrier like a river, wall, substantial fence, series of barricades or locked buildings. Should anything compromise this delicate perimeter, such as an explosion, fire, vehicle crash, etc., then zombies will immediately begin to pour in, looking for human prey. Likewise, should this besieged bastion be located by Death Cults, Retro-Savages, Raiders, or cutthroats, it will fall under attack from dangerous human forces that might be just as bad, and/or let the zombies in.

37-48% Breakdown of Civilization: The roads are filled with abandoned cars, sidewalks glitter with broken glass from smashed storefronts and windows, and signs of battle or rioting are everywhere. Something bad happened here. In fact, gunshots may still echo in the distance. Soldiers, policemen and zombie-fighters who have survived the initial outbreak hold out in small pockets, bottled up within buildings and small spaces that have been fortified. There are still people hiding throughout the area, but some of their sanctuaries may not be sustainable nor easily defended. Secondary subsequent zombie outbreaks happen periodically as hideouts are discovered and compromised one by one. Zombies are plentiful and everywhere.

49-64% War in the Streets: The zombies are attacking from all directions and in overwhelming numbers. There might be a Death Cult helping to drive them towards specific areas or sabotaging survivor hideouts in an effort to create more of the zombie menace. Whatever organized resistance or semblance of the old world remains is making its last stand. Survivors scream, zombies howl and moan, and smoke from fires rises into the air, as do the sounds of explosions and gunfire as the living fight hopelessly against the endless ranks of the dead. Every type of survivor might be found here, locked in pitched battle or scurrying in the shadows to help others stay alive. Hound Masters, Road Reapers, Shepherds of the Damned, Soldiers, Scroungers, Zombie Hunters and even the Half-Living are all active in this environment, amongst pockets of ordinary Survivors.

65-77% Overrun: Zombies have whittled down what survivors remain until they dominate the city unchallenged. Anyone still alive is on the run, hiding, sticking to the rooftops, the sewers or other overlooked areas. Death Cults may have moved in, worshipping the tidal wave of the dead that has washed over the world.

78-90% Zombie Nation: The streets are full of masses of dead people, wandering aimlessly, accumulating around buildings that shelter survivors, savagely descending upon any humans they encounter. Travel is almost impossible, especially in urban areas. Routes are blocked not just by zombies but also by barriers left behind by survivors or first responders when the Wave was still the primary threat. Death Cults, Retro-Savages and cutthroats lurk in the shadows, ready to create new zombies,

compromise Safe Havens, rob, kill and nip civilization in the bud before it gets started again.

91-00% Grave State: Nothing moves. Blood trails and parts of zombies are all that can be found of the living dead. The chaos and carnage of the zombie outbreak has swept over this area and moved on, leaving behind starving survivors, dormant zombies and a deathly quiet that hangs in the air. Most supplies have been looted, and many of the best hideout spots are burned down or broken into. There is nothing here but the ghosts of a civilization gone, even for zombies, Raiders and the Death Cults. Pass through quickly and quietly, and you should avoid trouble. Stay too long or make too much noise, and dormant zombies, mostly Slouchers and Crawlers, rise from their sleep, starving for the life of whatever has awakened them.



Random Survivor Leaders Table

When the rise of the dead begins, human civilization is turned upside down. Anyone might end up as a leader in this horrifying new world, and valuable skills that let someone climb to the top back when things were calm and peaceful might be completely useless now that chaos reigns supreme. In particular, thousands of veterans who were having trouble adjusting to civilian life back home in the States now find themselves in the combat zone again, taking up arms against a new and very different enemy.

01-08% Celebrity/Rockstar: Once a household name, this character has turned fans into followers and uses people's instant recognition as a powerful recruiting tool. He or she might have some experience pulling stunts in movies, or weapons knowledge acquired by playing soldiers and action heroes. None of this is necessarily life-saving, but the effects of a familiar face are invaluable.

09-16% Child of the Apocalypse: A leader forged by the zombie outbreak itself, a Child of the Apocalypse is someone

who no one would have expected to take charge in the time before the reign of the dead. His skills from when civilization stood are of little or no use now, but he or she has demonstrated the necessary luck, knowledge and/or ruthlessness to take command or be placed in charge.

17-24% Doctor in Charge: Medical skills are invaluable in a world where the hospital system has broken down, and the confidence and authority that is required to direct an operating room translates well to running a Safe Haven or group of survivors. The doctor has earned people's trust and confidence. Perhaps the doctor has also exhibited good organizational skills or charisma, so people look to him or her for leadership. Some willingly accept the challenge and step into the role of leader. Others may do so grudgingly, with their ability to perform surgery and patch up wounds continuing to take precedence in all but the most dire circumstances.

25-32% General of the Damned: This leader archetype is a soldier who met the zombie outbreak in full uniform and has since been separated from the rest of military command, or could be a retired vet, recently or otherwise, who considers the zombie threat a perfectly good reason to get back on the job. The "general" has taken it upon him or herself to rally and organize survivors, using tactics and military skills to fight Death Cults, Raiders, brigands and the zombie hordes.

33-40% Messiah: Whether this person thought he was destined for greatness before the zombies is a moot point now. Since the dead have risen across the globe, he or she has become a devoted zombie-fighter and symbol of hope for others. In this process, the Messiah has also become totally self-absorbed, convinced that he is the only one who can lead mankind out of the darkness of the Dead Reign.

41-48% Officer of the Law: Police officers and other justice agents were exercising emergency authority during the Wave, and many either naturally fell into leadership positions or were chosen by their fellow survivors. With weapons, knowledge and experience in tough situations, a good cop could make the perfect leader during the zombie crisis, while a bad one might sound just confident enough in his decisions to get people killed.

49-56% Outbreak Investigator: As governments across the world realized the extent of the Wave, they deployed epidemiologists, biological warfare specialists and other experts to combat the disease. These people were given extraordinary powers to command soldiers, policemen and city workers in the last hours of human civilization, and many transitioned directly into leadership roles, fighting zombies by day, studying zombies by night.

57-64% Politician or Business Leader: A ranking political figure or successful businessperson before the Wave, this man or woman is trying to apply leadership experience gained back in the functional world to the world of zombies. While organizing people is much the same, living and surviving amongst the dead requires tactical know-how, survival skills and the will to make tough decisions. A politician could have been a governor, senator, member of Parliament, mayor of a large city or other significant posting that has made it easier to gather followers and

access civil resources/infrastructure. A successful business leader is likely to have the ability to see the big picture, plan and organize people into an effective and cohesive group, and is used to being decisive.

65-72% Religious Leader: Could be a priest, rabbi or other congregation leader, or simply a highly religious individual who people trust and who they may see as having the favor of the almighty on his or her side. Or perhaps the clergyman has become convinced of his own divinely appointed right to lead. Regardless, the faithful flock to such leaders faster than most others, but there are many people who have turned to God since the surface of the Earth seems to be in the hands of the devil. Like anyone else, some make great leaders, others make bad ones.

73-80% Sports Figure: Whether they were the captain of the team or just a player with a little notoriety, this sports icon has used his or her physical skills and name recognition to gather survivors together. As an individual, he is in top shape (unless he has been retired from the game for more than a few years) and is motivated to establish a strong team and work with others to get results, and win! A sports figure with the right skills and a head for tactics can lead a zombie-killing force to be reckoned with. Meanwhile, a gloryhound jerk could lead gullible or desperate people to their doom.

81-88% Survival Expert: This leader could be former military or a skilled outdoorsman. Trained how to live in the wild, survival experts are well equipped for leadership positions when the civilized world must be left behind. When it comes to fighting zombies, they may be as clueless initially as anyone else, but that will change quickly if their survival techniques are good enough to keep them and their followers alive. Hunting, finding and preserving food, land navigation and other wilderness skills will be extremely useful, and any good survival expert will share his training with others the first chance he gets.

89-94% Democratic Committee: A group of elders or appointed or elected leaders make decisions for their group by committee. All are likely to be well intentioned, but there may be some differences of opinion and even discord within the ranks. Still, they all try to work together for the betterment of those who follow them.

95-00% Zombie Warrior: Whether or not he had any kind of specialized training before the Wave, this leader has become proficient at one thing: killing zombies. His or her experience is in fighting zombies, not other people, so he may be unready for an actual battle against the living. His or her ability to kill the undead is what has attracted others to the Zombie Warrior, not necessarily leadership skills, so when it comes time to organize and rebuild, this leader type, even if heroic and galvanizing, may be sorely lacking in these areas, which could mean the difference between life and death for those who choose to follow him. A Zombie Warrior who has had leadership thrust upon him is smart to delegate responsibility and decision making if he can find competent individuals to rely upon. Without them, he is likely to inadvertently get his followers killed. This character might be a Road Reaper, Half-Living or any combat based O.C.C.



SURVIVAL TACTICS FROM BRAD ASHLEY

Excerpted from the *Road Reapers' Survival Guide*

Don't get treed

I mean that literally and figuratively, don't let yourself get treed, cornered or trapped. It is a death sentence.

I don't remember the name of the movie, but in it there were these big worm monsters with the name "Graboids." They could sense movement and would pop out of the ground to devour human prey. One of the ways to escape them was to climb a tree or an electrical tower, or get to a rooftop. Problem was, unless you had a way to escape, the damn thing would just wait until you made a run for it or died of thirst and dehydration.

The same can be said of zombies. Sure, you can escape them by climbing up a tree, telephone pole, or up onto a rooftop, but as long as the dead can see you or sense your presence, they aren't going anywhere. What might have started out as four or five zombies is going to grow into dozens, even hundreds in a very short time. The Road Reapers have plenty of experience in this area. We've seen a half dozen zombies grow into 200 plus in less than

24 hours – even in remote areas. In a city or suburb, a dozen can become hundreds in less than 15 minutes and thousands in an hour or two. And let me tell you, this is a slow, grim way to die. Don't get yourself treed and if you do, get out fast while you still can.

Most zombies can't climb, they just claw at the tree for awhile, then stand under it, arms waving, looking up at you. Because they can see you, they mull around, and while they might spread out a bit, they aren't going far. Others just stand there like a statue, looking up and waiting. Any quick or obvious movement gets them to start moaning again and clustering under you. They moan and circle like a dog pack waiting for a squirrel or a raccoon to drop out of a tree, and that moaning may attract more of them. And when a big crowd gathers, there are going to be Crawlers and others that can climb up to get you.

Mind you, using a human as bait like this can be an excellent decoy to draw the damn monsters out to take them down, provided you have enough manpower and the right weapons to deal with them all. If you can't destroy them all, your decoy better have a genuine way of getting away or he's dead meat. This tactic can also be used to draw zombies away from a house or area you want to scavenge or explore, again, provided you have the means to rescue your comrade up in the tree. But if you're out on your own or with a small group of 4-8 people, you are probably in a world of hurt.

My mantra is keep moving, fight smart and live another day. If you get yourself treed, take a deep breath, give yourself a minute to settle down, and consider your avenues of escape as quickly as possible. If the dead are small in number, fewer than ten, and if they're spread out around the tree, you may have a shot at dropping down on top of one, knocking it down and making a run for it, before it or the others can grab you. This can be very effective. (**Note:** In game terms, the character dropping down needs to roll 1D20 and get an 11 or higher to successfully knock a zombie down, face forward into the dirt, and get a running start.) If things don't go your way, you may have to fight a few zombies (1D4) to get away, but that's better than all ten, or the 20-30 that will be there soon. Once free, run for your life.

Another option is a deadly game of leapfrog. More often than not, the moronic monsters will gather in a tight cluster directly under you, or around the base of a tree, telephone pole or tower. This can work to your advantage. A tight cluster of zombies means you may be able to leap *over* and past them. In a tree, you might be able to play "Tarzan" and swing from one branch to another, alley-oop over the tight cluster and make a run for it. By the time the zombies turn around and stop tripping over themselves (one melee round/15 seconds), you should have a decent head start.

Of course, there are risks with both of these tactics. This isn't TV or the movies. Dropping from any height greater than six feet (1.8 m) presents the real possibility of injury. There's a damn good chance your Tarzan act will result in a turned ankle. A sprain is worse than you might think (-1 on initiative and reduce speed by 20%), and things go from bad to worse if you break even a toe let alone a leg (-1 on all combat rolls and reduce speed by 50%). Cutting yourself on a rock or branch only works the monsters into a frenzy and makes it easier for them to *follow* you. Hell, even if you fall wrong or hit hard and get the wind knocked out of you (lose 1D4 melee actions), you may lose the precious seconds you need to make your mad dash to safety before they can react. The higher up you make your leap, the greater the chance for injury. And you better make sure there aren't any quick-moving **Fast Attack Zombies** or **Flesh-Eaters** in the crowd because they'll be on you in a heartbeat. Both of these types may also try to climb a tree to get to you, so take them out at the first opportunity you get. Likewise, a **Thinker** or **Mock Zombie** may realize what you are planning and be ready to move on you, or direct other zombies to attack a moment or two after you hit the ground. Both of these monsters can climb a tree, tower, fence or fire escape, but they are also smart enough to realize that doing so will draw fire upon them, so they are not likely to do anything too obvious unless they think they have the upper hand, or at least not while you are awake and watching. Doze off or pass out and all bets are off. **Juggernauts** and a mass of **Slouchers** could, in many cases, uproot and knock over a tree or post, but, thank God, they never think of it on their own. Like I said, they respond more like a dog, watching and waiting for a treed animal – that's you – to jump down and make a run for safety. Even Thinkers do not usually direct their horde to rock and push down a tree. They wait, because they have all the time in the world, and you don't.

Gunning down the gathering zombies is another option, but as always, is most effective when there are only a few dead to deal with and you can do it fast. Remember, gunfire, shouting and any loud noise will only attract more of these monsters. If you can stay out of reach and kill them quietly, one at a time, do it. But again, do it fast, get out of the tree, and go.

A long wait means a slow death. A tree, electrical tower or rooftop may seem like a good idea at the time, but in most cases it is a slow, torturous death. In our own studying of these creatures, the person who volunteered to be "treed" reports that the constant shuffling around, moaning, growling and clawing at the air is psychological torture. It makes sleep nearly impossible and is a constant reminder that even a small mistake can be your last. Even those who tied themselves to the tree so they couldn't fall out of it should they inevitably give in to exhaustion and doze off, reported little security in it. In fact, some said it made them feel more trapped and vulnerable should a zombie climb up while they were asleep even for a few minutes. That fear and anxiety only increases as time passes, the zombie horde grows in size, and the treed individual grows weaker.

A man can survive a long time without food. It's the lack of water that will do you in. Most people without drinking water weaken quickly from dehydration and die in 3-4 days. By contrast, you can live a month without food.

For these reasons, if you can make your escape sooner than later, I'd advise it.

Waiting for help, especially the kindness of strangers, willing to risk their life for yours, is a crap-shoot. If it's a Road Reaper or other compassionate survivor, you might have a chance, but even we pick our battles. I'm sorry to say if it's six or even a dozen of us against 100 or more Slouchers to save one or two idiots who got themselves treed, we're probably not going to make that move. Sorry. Like I keep saying, this ain't the movies. Making a head shot in a firefight is harder than you think, especially if you are on the move or suffering from exhaustion. The sounds of combat, especially gunfire and their damn moaning, will attract more zombies, turning 100 into 500 real quick.

You might be thinking another person or group of people could draw the zombies away. Yes and no. Interjecting another batch of people as a potential zombie meal will draw away *many* of the gathering horde. Problem is, even if you manage to get eighty or ninety percent to follow, that still leaves some number around the tree, unwilling to give up on that juicy morsel in the branches. If there were 100 risen dead, that's 10-20 that remain behind, and that's not an easy fight. Worse, the presence of more living human beings agitates the crowd and causes the Zombie's Moan to rise up in volume and intensity, which will attract others in the area to join them even without any gunfire. At best, rescue is a gamble, but if you know what you're doing, move fast and you have a good team, it's one that *might* work.

Find cover. Get out of sight.

Your only real chance for escape is to make yourself unseen. That means climbing high enough and/or finding enough cover that the Slouchers can't see you or sense your presence. Do that, and over time, the monsters should disperse into small enough numbers that you can get away. This is especially doable on rooftops that are three stories and higher or a tall tree in full bloom. Not so doable if you're hanging out in the open on a pole or framework tower.

Now it's a waiting game. And you better be prepared for it.

We all get forced into situations where we need to hole up and hide; sometimes for days. It's going to happen. There's no shame in it, but you do need to be ready for it.

Fresh drinking water is your most precious commodity. I always have a gallon of water on my person. Sometimes two or

four. Yeah, you heard right. One gallon of water – minimum. I have two canteens on my hip, two more and a gallon jug in my backpack. I drink the water in my pack first, because odds are I'll lose my pack before the canteens hooked to my belt. Doled out carefully, a gallon of water gives you three days before serious dehydration begins to set in. The more water, the longer you've got. My two gallon pack gives me roughly a week to survive without an obvious water source. Water means life. Never forget that.

Brad Ashley's Field Kit

Carry whatever makes you feel safer and addresses your needs, but here are 20 items I consider absolutely essential. I require all Road Reapers under my leadership to carry the following, even if we think we are going on a simple, short run or expedition. These are things we don't ever leave without.

1-2 gallons (3.8 to 7.6 liters) of drinking water; ideally in more than one container. You can live without food. You can't live without drinking water. Coffee, tea, juice and sport drinks are also suitable, but I suggest plain old water.

1-4 pounds (0.45-1.8 kg) of dry food. As long as you can scrounge them, I highly recommend *nuts*. Peanuts, almonds, cashews, pistachios, mixed nuts, any nut. A handful provides protein and energy, and nuts can survive rough travel inside your pocket or pack without getting crushed or turned into mush. They can also survive getting wet, and hold up in hot or freezing weather. I'd also recommend some beef jerky or other dried meat.

Crackers, dry cereal, pretzels and cookies last a long time, but are easily crushed into powder inside your pack, are ruined by moisture, and do not have the same nutritional value as nuts. *Hard fruits* like apples, pears and oranges are also excellent and comparatively easy to pocket and transport. Canned goods work too, but are heavy, hard and clunky. Bread, sandwiches and other perishables are soft and easily crushed and ruined. They also have a short life, meaning they are likely to spoil, dry out and otherwise become inedible much faster than dry goods like nuts. They, and canned goods, when opened, are also likely to have a stronger smell that may attract the risen dead and unwanted animals.

One standard claw hammer. This item is great because it is a tool that can also be used as a blunt weapon (1D6 damage), and hammers can be found *everywhere*. 90% of all homes will have a hammer. They are also small, durable and easy to carry.

One pocket knife. I recommend a decent sized blade that "folds." Sure you can have a big-ass survival knife, machete, sword or anything you'd like, but a knife that fits in your pocket is what I'm talking about. Again, it is a multipurpose tool and a weapon.

One pocket flashlight. You'll find yourself in plenty of dark corners where you'll need light to see.

One medium-sized flashlight. Better range and size of beam than the pocket flashlight.

One cigarette lighter. I don't care what kind of boy scout you think you are, be smart and carry a lighter. This is a must.

One box of matches. Backup, plus sometimes a match, is better than a lighter. Personally, I prefer woodstick matches as they are more sturdy and reliable than a book of paper matches, but either will do.

One can of spray paint. For marking trails and leaving signals and messages. This can be a life saver.

One piece of chalk. For marking trails and leaving messages.

One scarf. This is another item with diverse functionality. Wrapped around your neck, it provides that extra bit of warmth and protection from cold. It may also protect you from a zombie's bite. If necessary, it can be used to cover your nose and mouth to protect you from smoke and dust, as well as the horrible stench of the dead, or to conceal your identity, and in an emergency, can be used as a tourniquet or to pack a wound. Trust me, you want to carry a scarf.

One pair of gloves. There will be plenty of times where you'll need and want gloves to protect your hands from the elements and for work.

20-100 feet (6 to 30.5 m) of strong cord. Parachute and rappelling cord is ideal for heavy weight and serious climbing, but even braided cotton clothesline can be put to good use for a wide range of purposes. By the way, a 100 foot (30.5 m) package of clothesline is about the size of a kielbasa sausage and weighs only half a pound (0.23 kg).

2-4 canteens for water.

One signal mirror. This can be any pocket-sized mirror, including a woman's compact. It is excellent for seeing what's lurking around the corner as well as signaling your teammates and shaving the scruff off your face.

One backpack for additional water, gear and ammunition.

One side arm – revolver, pistol or melee weapon.

One heavy, ranged weapon – rifle, shotgun, etc.

2 reloads for each weapon, minimum. More is better if you can find it.

Blunt weapon or walking stick. This is a last resort for when a zombie is closing in. A good club or staff can be used to fend off attackers, providing a bit of extra reach to keep zombie jaws and grasping hands at bay. I recommend something like a blackjack, billy club or hollow pipe that is relatively lightweight and compact, but a larger staff could also be used as a walking stick or pole to help carry gear.

As far as I'm concerned, the 20 items above are essential to your survival. Everything else is a matter of choice and availability. All of the above, even with weapons, weighs under *30 pounds (13.5 kg)*. Without the weapon and ammunition, you are looking at no more than 16-20 pounds of gear (7.2 to 6 kg). Water is your heaviest component, but critical. I'm a big believer in essentials and traveling light. Compass, pocket tool kit, hand axe, first aid kit, crowbar, extra weapons and ammo, flares, walkie-talkies, extra clothing, and any number of things can be useful and desirable, but if you have the items I've listed, you are good for most situations and, in case of emergency, have enough to survive holed up for about a week.

Living on rooftops

We have heard rumors of survivors traveling across and even living on rooftops. I personally saw one such urban community and must say it was an impressive and ingenious operation. There were rope ladders and bridges, pulley cart systems and netting, clever escape routes and the tempting comforts of home on the upper levels of office and apartment buildings. I give these people all the credit in the world and wish them luck, but life on the rooftop is not for me. Just visiting and staying with them for several days left me feeling claustrophobic and trapped. Yes, there were

many means of escape from one building to another, and once a building was truly cleared of the dead, and the upper levels secured via reinforced doors, walls, and lookout positions, the zombie threat was minimal. However, I still felt too anchored to one location. My freedom of movement too restricted. My options too limited. Most of all, I felt like their home was too vulnerable to fire, weather and human assaults. If that structure catches fire, the odds of putting the blaze out before it spreads out of control are slim. A fire will absolutely destroy everything these survivors have worked so hard to build. And we're not just talking about the one building, but those around it – the entire rooftop network is at risk of going up in flames once a fire starts in one building. In an emergency, how many people would make it out alive, I wonder?

Death Cultists, Retro-Savages and other wicked or crazy humans will recognize this vulnerability. Thinkers and Mock Zombies might as well. And all have reason to torch the building. Though the inhabitants of the rooftop community I saw knew the hallways and tunnel systems like monkeys in a well traveled maze, it is impossible to protect an entire high-rise or skyscraper from intrusion, sabotage, vandalism or deliberate arson. There is just too much square footage to cover, and far too many nooks and crannies in which to hide. Creeps me out and is definitely not to my taste.

AMERICAN FORCES OVERSEAS

The sign reads "Stuttgart." Of that much Wyatt was certain. Other than that, his German wasn't good enough to pick out the specifics, even after almost a year deployed here. He was glad he only had to drive the tank – Sergeant Quinn was navigating. The sarge claimed to know exactly where they were going, but Wyatt wasn't quite so sure.

Up ahead was an intersection. The M1A2 Abrams rolled to a halt, crunching asphalt and concrete beneath its tracks. Wyatt peeked back to see Sgt. Quinn squinting down at a map they had grabbed from a petrol station – the onboard navigation hadn't worked for days.

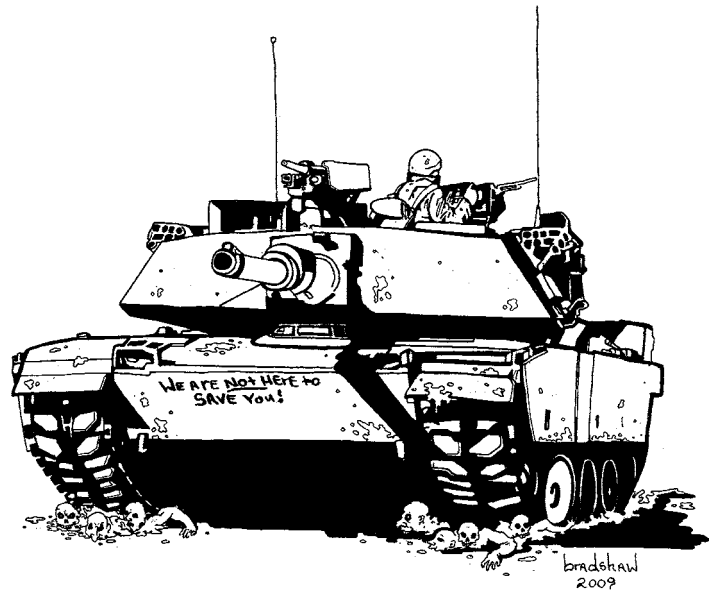
"Left or right sarge?"

"Left..." They angled left.

"...wait, right." Wyatt tried to correct, but nudged up against a building, crumbling its facade, spilling masonry and broken glass into the street.

A line of cars blocked the road in front of them, but Wyatt gunned his way right through it, crushing three of them flat as pancakes.

Survivors calling out in German jumped up and down on the roof of a building ahead, zombies in a crowd all around it. They turned as this new threat emerged.



"We got another mess on our hands, sir," Pvt. Reynolds called out to Quinn from the machine-gun mounted on top.

"I see it," responded Quinn. "Seal up that hatch!"

"Sir? You don't want me to shoot 'em?" asked Reynolds.

"Sit tight. We're gonna save some ammo." Quinn patted Wyatt on the shoulder. "You remember that shuffle maneuver we worked on in training? The one the captain said we would never use?"

"Yeah..."

"Go for it!"

"Yes, sir!"

Wyatt set both tracks to rotate in opposite directions and grit his teeth. Outside, the mindless zombies had no idea what was coming as the sound of gears changing clicked from within the vehicle. Suddenly the tank began to spin in a murderous circle, grinding down the crowd of the animated dead with its remorseless armored tracks. Howls of pain erupted all around, along with a chorus of snapping bones that distinctly reminded Wyatt of dry sticks popping over a campfire.

In a matter of moments the tank was mired in a crater of flesh. Hands and heads could be seen sticking out of the otherwise in-

distinguishable mash of zombies. Wyatt held his breath as the smell crept in, even worse than before.

"Get us moving! Don't get bogged down!" ordered Quinn.

Wyatt took a deep breath and eased the tank forward. The bodies built up around it were basically a wall, but the sixty-ton Abrams squished the zombies flat, paving the road in gore. He could hear the German civilians cheering through the sound of the engines.

"That's the way we do it!" shouted Reynolds.

Zombies tried to swipe at the tank. The lucky ones just broke fingers, but a few were pulled under by the rolling tracks and simply annihilated.

"What's the plan, sarge?" asked Wyatt, easing the tank around a stalled bus.

"We have to get to Spangdahlem. There's still a few cargo planes there, last I heard."

"That's a long way, sir," noted Reynolds.

"Well nothing's gonna stop us in this thing. We'll be OK as long as we keep moving." Just as he said it, the Abrams' tracks ground to a halt.

"Wyatt, what's going on?"

"Sir, you remember how this thing was having fuel issues last month?"

"Oh Jesus..."

Outside the zombies had already formed a new ring around the tank. There seemed to be no end to them.

"So what do we do now?"

For US troops involved in the nation-building efforts in Iraq and Afghanistan, or deployed to bases in allied nations, the rise of the zombies came amidst a storm of confusion. The Wave threw everything out of order, even for soldiers accustomed to hostile conditions. Some units were recalled to the United States, some ordered to assist local forces in managing civic unrest, and others isolated at the end of long supply lines, waiting for orders that might never come.

Once the Wave has passed, whatever bases and troops remain standing and still alive are now on their own. Whatever vehicles, ships and aircraft they have on hand represent the only means of getting home, short of hijacking/recovering civilian equivalents. Of course, for heavily armed, highly trained soldiers, scaring off Raiders and Death Cults is an easy feat, at least at first. Groups of soldiers become less and less intimidating, however, as military forces are whittled down, scattered in different directions or run short on ammunition and lose the benefit of their overwhelming firepower.

Post-zombie outbreak, US soldiers in other countries might become heroes or villains, depending on the circumstances and their behavior. Power is corrupting, and being the only ones on the block with military weapons and training provides a huge amount of leverage to use against other survivors. Some soldiers ride to the rescue of civilians in trouble, guns blazing, while others have devolved into Raiders and take what they like from anyone they come across. After seeing the horrors of the rise of the zombies up close and personal, it is easy even for hardened veterans to become jaded and twisted.

In many places, especially Europe and Asia where US servicemen were more likely to have been off-base when the zombies first appeared, isolated soldiers and small bands of soldiers become the core of zombie fighter groups. Like Green Berets training local re-

sistance groups, they spread their training and knowledge to any civilians who are still alive, arming them with the skills necessary to survive in a world where shooting guns, decapitating zombies and setting off explosives are all part of a day's work.

AMERICAN TROOPS OUTSIDE THE US

In addition to several hundred US personnel deployed at the Navy base at Guantanamo Bay in Cuba, a few hundred more in Honduras and limited numbers in Canada and Greenland, there are also huge numbers of US troops in the Middle East, Asia and Europe.

(Reader note: Keep in mind, in **Dead Reign®**, the year is 2008. Numbers of troops deployed in Iraq, Afghanistan and other countries are all set at current levels for that time setting. In 2014, there are still a large number of military contractors and security specialists in Iraq, and over 10,000 US troops in neighboring Kuwait. In Afghanistan, roughly 30,000 US soldiers remain. Numbers in Europe and Asia remain mostly unchanged. Adjust as is appropriate for any time period and current events.)

The Middle East

Afghanistan: 30,000 troops are stationed in Afghanistan to provide security, hunt down Taliban forces and rebuild infrastructure. Bagram Airfield, just north of the Afghan capital of Kabul, is their main center of operations, but there are smaller outposts and firebases throughout the country.

Iraq: Five years after invading the country and ousting Saddam Hussein, 150,000 US troops remain in Iraq, along with contingents from other nations like the United Kingdom, Germany, Australia and France. There are several large airbases that serve as organizational hubs and supply depots, with the "Green Zone," a secured area of Baghdad, as the primary administrative center.

Kuwait: In Iraq's smaller neighbor to the southeast, America has kept a military presence there since the country was invaded at the start of the 1991 Gulf War. Roughly 10,000 personnel, primarily US Army, are based out of Kuwait.

Other: There are about 2,000 US soldiers and Navy personnel in Bahrain, headquarters of the US Fifth Fleet, as well as a few hundred in Saudi Arabia, Qatar and the United Arab Emirates.

Attitudes towards the United States vary by country and region, and also vary by ethnic, religious and political allegiance. In Afghanistan, *Taliban fighters* might be almost anywhere, and there is no telling how one warlord's troops or village's inhabitants might react during an encounter with US forces after the zombie outbreak. In Iraq, insurgents from outside the country and dissidents from a few particular factions are the biggest killers of American troops, with most locals just trying to keep their heads down. A lot of Iraqi citizens will turn a cold shoulder to Americans once society breaks down, and a sizable percentage will do much worse if they are given the opportunity. Cut off from the rest of the world and without fear of governmental reprisal, acts of revenge will be personal and ugly. Even the common enemy of the zombies will not be enough common ground for the most extreme factions to work together.



Europe

England: As one of the USA's closest allies, there are nearly 10,000 American military personnel stationed in the United Kingdom, the vast majority of them Air Force staff deployed at several large airbases that the *Royal Air Force* shares with units from the USAF.

Germany: Even decades after the end of the Cold War, the United States still maintains nearly 50,000 personnel in Germany. Most of these are from the Army and Air Force service branches, with only a few hundred Navy and Marine servicemen.

Italy: As the center of the US Navy in the Mediterranean, there are more than 10,000 American soldiers, sailors, Marines and airmen in Italy.

Other: Spain, Belgium and Turkey each house over a thousand US troops, with another few hundred in Portugal, Greece and the Netherlands.

In Europe, there is a relaxed and easy relationship between US troops and the local populace. Deployed to protect against Soviet aggression that never happened, they are viewed as a godsend now that there is a zombie menace looming over the land. Some soldiers and resources like aircraft were sent home as the Wave

consumed the USA, but American forces who remain in-country will bolster local defenders and try to assist with relief operations. Ultimately, as the scale of the zombie outbreak becomes apparent, many bases will be sealed off and isolated by frightened defenders from within. As surviving soldiers start to reenter the world they will receive a mixed reception from local survivors, some welcoming, some suspicious.

Asia

Japan: Almost 40,000 American soldiers, sailors, airmen and Marines are deployed in Japan, two-thirds of them on the small island of Okinawa. There are thousands of spouses and family members living alongside the military personnel as well, however.

South Korea: South Korea's defenses against the North include nearly 30,000 American troops stationed throughout the country. They have been helping protect the nation since the 1950s and cooperate closely with South Korean forces.

Other Nations: Nations like Thailand, Singapore and Kyrgyzstan, as well as the islands of Guam and Diego Garcia, all host small numbers of US troops, usually just a few hundred each.

Stationed in Japan and on the Korean peninsula for decades, most American soldiers have an established presence in the communities around large bases. In some places in Japan, particularly Okinawa, relations have not always been smooth between locals and US servicemen, leading to prejudices and misunderstandings. It has been a long time since Americans were viewed as occupiers, however, and once zombies overtake the land, most people will forget all about old grievances, and just be happy to see armed soldiers who can shoot zombies and stand up to Raiders and cultists. Professionals like the *Japanese Self-Defense Force* will be working alongside US troops from the very beginning of the Wave, happy to have any assistance and additional resources.

In South Korea, there are certainly citizens who resent the American presence, but they are balanced out by others who are relieved that thousands of American troops help maintain the Demilitarized Zone that separates North and South Korea and protect the South's sovereignty. When zombies threaten the world around them, US and South Korean forces will fall in and fight as one, doing everything they can in the doomed battle to protect civilians and suppress the Wave and the walking epidemic that is the zombie menace.

When the Wave Hits

No matter what country they came from or what country they are deployed in, most soldiers serving abroad were busily assisting local forces trying to maintain order or fight off zombies. In countries with severe political unrest or a bad relationship between locals and foreign military personnel, troops are likely to be on-base or assembled in organized units in the field. In places like England, Germany and Japan, where US servicemen lived for years in peaceful conditions working the same kinds of jobs they would back home, soldiers might be on-leave, traveling, or trying to get their families to safety after abandoning their posts. In these countries, small groups of US soldiers will have an easier time communicating and cooperating with survivors amongst the local civilians, whereas in Iraq and Afghanistan, where resentment runs high amongst many segments of the population, trust might be very difficult to establish.

In any country, soldiers have the advantage of survival training. With the cities rendered uninhabitable, the wilderness at least has fewer zombies, even if it does boast a whole range of its own threats. Strutting off into a foreign jungle, forest or desert may sound unwise, but with zombies close on one's heels, sometimes it is the only option. For groups of survivors who meet by chance out in the wilderness, having a skilled Apocalyptic Soldier with them can make the difference between life and death.

AN ARMY SCATTERED BY FATE

The bulky figures of two fully equipped Marines stood together inside the guard tower. In the background, the first rays of the rising sun gave light to the scattered bodies and smoking craters that surrounded the base – and to the rasping, rending horde of zombies that pounded endlessly on the blood-stained blast walls below.

"The lieutenant says we're doing it."

"You think we're ready?"

"Does it matter?"

Someone had inventoried the MREs and other rations left at Point Bravo, the lofty name for the tiny firebase they called home, and found out there was less than two weeks of chow left, even under tight conditions. It had been days since they had heard anything over the radio, or seen one of the locals still living. Zombies or no zombies, it was time to leave.

"Come on. We don't want them to forget about us up here."

Cpl. Billings led the way back down to ground level, Pvt. Reyes behind him. The rest of the platoon was sitting around, checking their weapons one last time, stuffing a few last items into their packs. No matter what happened next, none of them would be coming back to this place ever again.

"Take one last look around, because this is it gentlemen." The lieutenant strode forward through the anxious Marines. The two troopers behind him carried a nondescript package: a little surprise for the zombies.

Billings and Reyes took up a position behind the last functioning humvee, carrying as much of the heavy equipment as it could bear. Everything else was on their backs.

"When we do this, everyone needs to stay close. We don't know what's out there, but we know damned well that we stand a better chance against it if we stay together. Don't get distracted – don't get sidetracked. We'll stop to regroup every fifteen minutes. Semper fi."

"Semper fi." Marines pulled back the bolts on their rifles – a few crossed themselves. Billings checked to make sure his machete was still at his side. He had a feeling he would need it before everything was said and done.

"Gate team, you're up," the lieutenant ordered.

The two Marines carrying the package stepped forward. They placed it by the gate, then came running back to their comrades.

They braced themselves just as the demo charge blew the heavy gate outwards. One half of the gate arced through the air, the other half flew horizontally, cutting a dozen zombies in two.

"Fix bayonets!" the lieutenant yelled after the sound of the explosion echoed away.

Billings and Reyes exchanged a surprised glance.

"Never heard that one before," Billings said. They attached their bayonets, even as lopsided shapes began to rise from the settling dust. The designated shooters at the edges of the formation dropped the disoriented zombies with a few well-placed bullets.

"Forward march!" called the lieutenant. Tires rolled. Boots stomped. Their exodus was on its way – into a land of hostile locals, long roads, and the living dead.

"You think we'll see home again?" asked Reyes.

"I sure hope so. I'm just afraid it's going to look a lot like this."

Beyond defending the nation, one of the military's main purposes is to provide aid and assistance during crises and natural disasters. Troops were sent everywhere to help during the spread of the Wave, both within the United States and abroad. The call for assistance came from more than just America's allies too; even politically distant countries like Cuba and Venezuela were happy to receive the benefit of American hardware and expertise, stretched thin as it was.

Following the Wave, small units of American soldiers might find themselves almost anywhere on Earth. There is no telling where a military plane or helicopter might be forced to land, or a ship to run aground. Soldiers who take the initiative when they see the end coming and strike off on their own could be hundreds of miles away from the nearest base or large military unit. And despite the advantage one might think comes from numbers and combined firepower, these small, isolated groups are much more likely to survive than whole companies and entire battalions, which are bound to splinter into fragments during the chaos anyway. Larger units who feel obligated to “hold the line” face the risk of being completely overwhelmed, while a limited number of soldiers with the ability to quickly react and change plans can use stealth and mobility to stay alive rather than bullets and brute force.

After the Wave, soldiers who feel it is their mission to seek and destroy Death Cults, Raider groups and other enemies of humankind could undertake missions that send them to the far corners of the Earth, some of the few people mentally and physically equipped for such endeavors. Likewise, the determination to find loved ones or return home is a compelling force, driving some people to great lengths and incredible journeys. Tough military vehicles, cargo planes, helicopters, ships and submarines are better suited to rough use than their civilian counterparts and better able to survive the rigors of off-roading and zombie attacks. But

regardless of the gear and number of troops, adaptability and cunning will carry the day more often than not.

The Journey Home

There is a difficult road ahead for soldiers of any nation who find themselves overseas and far from home. Anyone trying to make a long journey in the world of the dead is in for a tough time. For American and Canadian troops stationed in Europe, the Middle East and Asia, home is a very, very long way away. And unlike most countries, where running into a group of soldiers is cause for celebration and relief, survivors in the Middle East, in particular, may not be on friendly terms with American forces, and vice versa. For anyone abroad, battling zombies en route to a way home is just part one of the journey. They’ll need to find a way to cross an ocean, and upon reaching the shores of their motherland, fight their way to wherever home may lay. And in this ravaged, apocalyptic new world, family and friends are almost certain to have been uprooted, if not having met with a fate much worse.

Besides their weapons and military skills, US troops stationed overseas have the advantage of access to one of the world’s largest logistical networks, or at least what remains of it. If they can find a ship or cargo aircraft (and have someone to pilot it), then getting home becomes much faster and simpler. If not, then tires and boots will have to do most of the work.



By Land. Unless the player characters in the US military are lucky enough to be stationed in Canada or Mexico, then reaching the USA by land is not an option. Even for European troops stationed in the Middle East, simply driving or walking home, through thousands of miles of zombie-infested foreign countryside, is in no way realistic. Shortcuts like rivers, open highways and air transport will dramatically reduce the time, dangers and difficulty of a long-distance journey. In between faster forms of travel, however, simply slogging it out is inescapable.

Soldiers are likely to start out in specialized military vehicles, but a tank weighs as much as dozens of SUVs, and gets the gas mileage to prove it. Troops will have to abandon their well-armed military vehicles sooner or later, compromising for more practical civilian cars, trucks and motorcycles.

Once the gas is gone, soldiers will have to hike for it. Unlike civilians, virtually every single soldier is trained and accustomed to long distance marching while carrying heavy packs. The “forced march” is an age-old military tradition, and troops have a lot of motivation to keep up, knowing the horrific fate that awaits anyone who falls behind.

By Air. While procuring planes and pilots might be a tall order for most survivors, military forces are replete with aircraft and aircrews. Unfortunately, a large percentage of military aircraft were pressed into service fighting the Wave, delivering emergency supplies, medical response teams and units of military peacekeepers. When the zombies rose to assault the Earth, many of these planes and helicopters diverted to secondary locations, landing wherever they could, sometimes crashing right out of the sky as zombies onboard killed the pilots and aircrew. Now the majority of the military’s air transport capabilities are scattered to who-knows-where, useless until they can be recovered, refueled and somehow returned to the skies.

Unlike planes, helicopters are much more versatile and require a far less elaborate ground infrastructure to operate. The majority of the world’s helicopters and pilots function in a military or law enforcement capacity, and soldiers are much more likely to know where they are and how to fly them. Realists who see the writing on the wall might commandeer a chopper during the end of the Wave or the opening stages of the zombie outbreak, saving themselves by flying off to some out-of-the-way location. Of course, helicopters are not long-range aircraft and cannot be used to fly an ocean, but inland they can be quite formidable and handy, provided there is sufficient fuel.

By Sea. Large military vessels have the capacity to carry huge numbers of troops and rescued civilians. They also require vast amounts of fuel and make regular, preplanned stops to take on food, water and other vital supplies. As with military aircraft, many ships were also sent out on disaster relief missions to help fight the Wave and are now moored all around the globe, some with no means of refueling once supply lines break down. Their crews must make the difficult decision of where to go ashore, taking their chances on foreign coasts with home thousands of miles away. Even if one can get a fueled up “ship,” the vessel needs a pilot/captain and at least a skeleton crew who know what they are doing, with civilians, perhaps helping with the grunt work and getting on the job training. Then, once the vessel reaches shore, the long trek inland to home (or base) remains.

Naval vessels carry smaller boats on board for short runs and patrols, and larger ships usually have the capacity to support one or more helicopters. Their aircraft might disappear at some point

during the Wave, victims to one of a thousand fates, but smaller secondary vessels are an option if the mothership runs out of fuel. Sailors might also turn pirate at some point, too. Using their naval guns to stop a smaller, more economical ship, taking the crew along or abandoning them to their fate in life rafts and using their ship to continue the journey home.

Submarines

One type of naval vessel that has all kinds of advantages when the end times come is the nuclear submarine. Subs cannot carry anywhere near the same volume of cargo as surface ships, so they had little to offer in the way of moving medical supplies around or transporting patients during the Wave. Most were out on patrol duty, keeping an eye out for potential naval activity while the surface fleet was busy conducting relief operations.

Now that communications with the outside world have ceased, each nuclear sub is on its own. Their weapons are useless against zombies, so submarines could now be viewed less as missile platforms and more as the *ultimate Safe Havens*: mobile, undetectable, armed and crewed by trained professionals. As per their name, they are powered by nuclear reactors instead of diesel engines, and can cruise for years without the need to refuel – if they are properly maintained. Subs carry small zodiac boats that can be used to shuttle back and forth between other vessels or the shore. A zodiac is capable of carrying small parties of sailors, but they don’t have the capacity to quickly transfer large quantities of cargo. Without the need for fuel, food, fresh water and supplies are what the sub’s crew will be after, so going ashore or boarding abandoned and zombie filled vessels will become a necessity before long.

Random Encounters for US Troops in the Middle East

01-10% Army of Zombies: A unit of US Army/Marines fought a valiant battle against hostile local forces, but in the end, the zombies emerged victorious over all. Now all that is left is a few hundred zombies, once warriors from both sides, now united in their desire for human life. Townsfolk who were caught in the middle of the firefight shuffle along with the soldiers, reduced to zombies just the same. They might all be Slouchers and Crawlers now, but many of them are wearing body armor or still have weapons strapped to their backs.

11-20% Burning Convoy: This group of soldiers never made it to their destination. Something, zombie or otherwise, stopped the convoy in its tracks and left no survivors to tell the tale. It might have taken the coordinated efforts of scum like Raiders and Death Cults to stop the convoy, but a battle with zombies gone awry might also be responsible. If there are weapons and equipment scattered around the convoy, then zombies are almost definitely what caused the slaughter. If it has been stripped clean, then humans were the likely culprits.

21-30% Crashed Cargo Plane: Possibly forced to take off under emergency circumstances, this cargo plane made a crash landing out in the countryside. Maybe a few zombies were onboard and broke free, attacking the flight crew. Maybe zombies attacked the plane on the ground during refueling and the air-

craft took off with nothing but fumes in its fuel tanks. Onboard are bodies, possibly zombies, military weapons and ammo, and several humvees or one light armored vehicle that were being transported into or out of the combat zone.

31-40% Downed Helicopter: Escaping the zombies, delivering vital supplies during the Wave, ferrying a VIP out of harm's way, whatever this helicopter's mission was it is over now. There are almost certainly military weapons and ammunition inside, and possibly some interesting intelligence information that the helicopter was dispatched to carry. If it was a VIP transport, then maybe the individual(s) being escorted survived and have taken shelter nearby. It might be packed full of medical supplies as well, a real boon to any survivor group.

41-50% Local Survivors: A small band of armed locals has managed to hold out against the zombie outbreak. They may act happy to see the troops, as anyone being rescued would, but their real attitude towards foreign soldiers in their country will only be revealed over time. One way or another, they will probably be extremely uncomfortable taking orders, especially from outsiders, and some kind of accord will have to be reached.

51-60% Militarized Death Cult: No one knows if they were corrupted before or after the Wave, but this Death Cult has co-opted local rebels, militia or former military personnel to do their bidding or join them as full-fledged servants of Brulyx. They see US and Coalition forces as the greatest threat to undeath in the region, and use whatever weapons they can find to disrupt and upset their operations and compromise their bases. In addition to guns and bombs, these cultists will unleash zombies at every chance they get, directing them towards survivors, unloading stacks of Slouchers from trucks and creating specialized zombies like Thinker-Soldiers and War Juggernauts.

61-70% Open Arms: This small group of civilians, whether hiding out or on the road, is thrilled to see armed American soldiers. They might be part of the locals who worked for and aided the allied Coalition, or could be from an area that was recently liberated from the Taliban or local hostile forces. In addition to good relations established pre-Wave, they could also just be desperate and happy to be rescued by anyone, even foreigners who might have been seen as an occupying army before the rise of the zombies. Whatever the cause of their attitude, they are willing to share food, water and information, but could well be caught in dire straits at the moment and in need of a quick rescue.

71-80% Taliban Ambush: Despite the reign of the dead, the Taliban still holds onto territory and continues its fight against Coalition forces and anyone else who stands in their way. They are now also trying to survive against the zombies, looking for military weapons and supplies to loot. Their equipment might not be the best, and they are likely starving and poorly supplied, but they are committed to their cause and have become even more hostile to foreigners, suspicious that the Wave was an American biological weapon that got out of control.

81-90% Tank Graveyard: An armored cavalry unit ran dry of fuel at this location, and the crews either died where they stopped, abandoned the vehicles, or are still trapped inside as zombies beat helplessly on the armor plates. None of the tanks and APCs can move, unless a large amount of diesel fuel is brought in, but the tank cannons and mounted machine-guns work just fine, making this the perfect site for a last stand.

91-00% Triage Center: Established by the local government, NATO, US military or a religious institution, this emergency

medical center was set up during the Wave. Many of the patients turned into zombies, so the situation was pretty grim during the initial outbreak, but now most of the dead have moved on to feed elsewhere. While there are definitely medical supplies to be found amongst the grisly scene, there are also zombies, and possibly a few traumatized survivors who have gone undiscovered in the carnage.

CAMPAIGN PROMPTS AND PREMISES

Air Ambulance

The player characters are onboard one of the hundreds of helicopters pressed into service to deliver doctors and medical supplies during the Wave, or pluck survivors out of difficult circumstances. Once the zombies flood over the planet, places to land and refuel become few and far between. The chopper is running on fumes when the pilot spots a helipad below. There is probably fuel somewhere nearby, but what else is lurking around the landing zone? If the helipad is on top of a skyscraper, hospital or other large building, who or what is inside? If no fuel can be found, then the player characters and anyone else onboard will be stuck in their new surroundings. Or they may have just enough fuel to make a short hop to a new location that is said to have fuel.

Emergency Landing

Diverted during the Wave, this plane is forced to make an emergency landing at a remote airport, landing strip or even on a long stretch of clear road or highway. Onboard are the pilots and flight crew, of course, along with the player characters and a mixed bag of random passengers. They are now in the middle of nowhere – and their plane has probably made its last flight. Must find fuel to take-off again, or perhaps this is the last stop. Time to hoof it on foot and hope the surrounding region is not too hostile.

From the Skies

A military cargo plane or relief aircraft high above the Earth is out of fuel, stricken with mechanical problems, or must be abandoned in mid-air as zombies attack from inside. Luckily, however, the plane is equipped with parachutes and a side door that can be leapt out of. There is no time to get an accurate position reading, so the soldiers/aid workers who jump out will have no exact idea where they end up. There is also no telling as to what might be the situation on the ground, but in less than two minutes the jumpers will certainly find out. As for the aircraft, it crashes if abandoned by its captain, or perhaps an emergency landing succeeds. In the latter case, the aircraft is destroyed, but crew members, passengers and the pilot all manage to survive. So

does whatever cargo they were carrying. And, if zombies were on board, they survive too. If the aircraft crashes, only 1D4x10% of its cargo is salvageable and there are few, if any, survivors. Those who die, turn into zombies.

Hiking through Hell

Some people headed out into the country, camping out as the Wave surged through the world's cities. Out on the trail, they missed the initial rise of the zombies and are now far from home. The decision that must be made is to either attempt to live and travel through the wilderness, or take one's chances heading back to civilization. The players are outfitted for a long hiking trip, but will need food, water and fresh supplies. In the alternative, the player characters meet a group of hikers/campers who have survived. They may need their help to get supplies, know of a place to get vital supplies or fuel (provided they help the hikers), solicit the player characters to help them establish a Safe Haven community, or they could be bad guys looking to rob the group of their supplies or worse.

On Safari

Safaris in Africa and wildlife tours in India and Southeast Asia are popular tourist attractions. The player characters are on one such expedition as the guides or the tourists, or both, and return to civilization in time to find that the Wave has transformed into the zombie outbreak. Equipped with guns (possibly just tranquilizer rifles) and knowledge of the wilderness, the safari party must now survive in a world where the animals are no longer the most dangerous threat to worry about.

Seaplane Odyssey

With the ability to land and take-off on water, seaplanes are never short on runways. They are also small aircraft, so beyond the 4-6 player characters, few others will fit onboard. With a functioning seaplane in their possession, though, any survivors will be able to avoid the worst of the chaos and land at any lake or seaside destination they choose, perhaps hopping from island to island and taking refuge in the middle of lakes and calm seas. Seaplanes are most common in Alaska, the Caribbean and Southeast Asia where they are used to hop from one island to another.

Spacemen vs Zombies

With a crew of six, half Russian, half American, the International Space Station doesn't feature a huge number of survivors, but they are highly trained specialists with escape capsules and other equipment at their disposal. Returning to Earth might set them literally anywhere on the globe, depending on how much control they have over their landing conditions. If the space station or escape capsule has malfunctioned, the crew will be lucky to get back to Earth at all. Once they touch down, they will be on their own, forced to rely on their training and each other to survive.

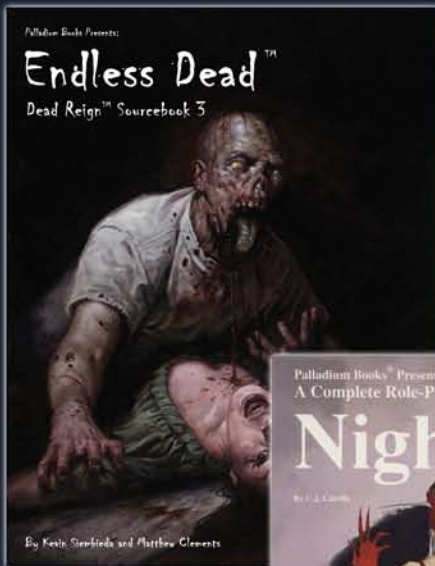
The Submarine at the End of the World

Beneath the ocean's surface when the Wave swept over the land, this nuclear submarine has survived with most of its crew intact and healthy. Without orders, and no enemy to fight with their torpedoes or ballistic missiles, the sub, with the player characters as crew or rescued survivors, is in search of a safe place to stop and go ashore. Powered by a nuclear reactor, it will be years before the submarine ceases to function. Should the sub run into Raider-pirates or a ship full of zombies, it has plenty of firepower to blow them out of the water, but the vessel's real strength is the ability to disappear below the surface at the first sign of trouble.

Train to Nowhere

A train full of evacuees, refugees or other survivors has blown through station after station, unable to stop because of crowds of zombies waiting beside the rails. Now out of fuel or halted due to a rockslide or other impediment, it has ground to a stop somewhere in the middle of nowhere, with the players onboard. The options are backtracking to where zombies are surely waiting, heading off into the wilderness, or following the tracks forward. If there are train tracks, there must be another train station somewhere up ahead, but depending on where the train has stopped it could be a journey of hundreds of miles. Remember, as presented in the **Dark Places** sourcebook, walking the rails is much safer than traveling streets, and boxcars may contain fuel, food and goods that survivors can use.





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