

REGS
DREGS
&
ZOMBIES

Reg Book

A Solo RPG By Errin Famiglia



Regulator Captain

Initiative: 12

Combat Skill: 12

Life Points: 24

Armor: 12

Weaponry: Automatic Pistol- Shots: 3 Damage: 3

Special Abilities: At the start of a Combat Round, choose one Regulator in the Combat. For the duration of the Combat Round, the chosen Regulator will be +1 to their Combat Skill.

At the start of a Combat Round, choose one Regulator in the Combat. For the duration of the Combat Round, the chosen Regulator will be +1 to their Initiative.



Regulator Officer

Initiative: 11

Combat Skill: 11

Life Points: 22

Armor: 11

Weaponry: Automatic Pistol- Shots: 3 Damage: 2

Grenades(3)- Shots: 1 Damage: Roll 2d6

Special Abilities: If the Officer is chosen by the Captain to be +1 to Combat Skill for the duration of the Combat Round, the Officer will be an additional +1 to Combat Skill for the duration of the Combat Round.

If the Officer is chosen by the Captain to be +1 to Initiative for the duration of the Combat Round, the Officer will be an additional +1 to Initiative for the duration of the Combat Round.



Regulator Medic

Initiative: 10

Combat Skill: 10

Life Points: 18

Armor: 12

Weaponry: Automatic Pistol- Shots: 3 Damage: 2

Grenades(1)- Shots: 1 Damage: Roll 2d6

Special Abilities: Instead of the Medic attacking in a Combat Round, choose one Regulator that is in the Combat. Add 2 to the chosen Regulator's Life Points, up to the chosen Regulator's starting Life points.

At the end of a Combat, add 3 to the Life Points of each Regulator, up to each Regulator's starting Life Points. This does not work on Regulators that died in Combat.



Regulator Shotgunner

Initiative: 11

Combat Skill: 11

Life Points: 20

Armor: 11

Weaponry: Shotgun- Shots: 2 Damage: 4

Pistol- Shots: 2 Damage: 2

Special Abilities: If doubles are rolled when attacking with the Shotgun, and the attack hits, choose one Dreg or Zombie in the Combat other than the Dreg or Zombie hit. The chosen Dreg or Zombie is hit in addition to the Dreg or Zombie that was hit by the Shotgun, and will lose Life Points as normal, including making an Armor Roll to avoid losing Life Points.



Regulator Sharpshooter

Initiative: 11

Combat Skill: 11

Life Points: 20

Armor: 11

Weaponry: Sniper Rifle- Shots: 1 Damage: 6

Pistol- Shots: 2 Damage: 2

Special Abilities: If doubles are rolled when attacking with the Sniper Rifle, and the attack hits, the Dreg or Zombie hit does not get to make an Armor roll. If the Dreg or Zombie hit has an Armor of 0, double the number of Life Points the Dreg or Zombie loses.



Regulator Riot Control

Initiative: 11

Combat Skill: 11

Life Points: 22

Armor: 12

Weaponry: Machine Gun- Shots: 4 Damage: 2

Gas Cannister(1)- Shots: 1 Damage: 3d6

Pistol- Shots: 2 Damage: 2

Special Abilities: If doubles are rolled when attacking with the Machine Gun, add another Shot to the Machine Gun for the Combat Round.

If the Gas Cannister is used to attack a Dreg or Zombie, and the attack hits, the Dreg or Zombie hit does not get to make an Armor Roll to avoid losing Life Points.



Regulator Assault Unit

Initiative: 10

Combat Skill: 10

Life Points: 24

Armor: 12

Weaponry: Battering Ram- Shots: 1 Damage: 1d6

Rocket Launcher(2)- Shots: 1 Damage: 4d6

Pistol- Shots: 2 Damage: 2

Special Abilities: If the Damage rolled for the Battering Ram is 6, roll another 1d6 for additional Damage.

If doubles are rolled when attacking with the Battering Ram, and the attack hits, the Dreg or Zombie hit cannot attack for the rest of the Combat Round. If the Dreg or Zombie already attacked in the Combat Round, the Dreg or Zombie cannot attack in the next Combat Round instead.



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Regs, Dregs, & Zombies Solo RPG
was created and written by Errin Famiglia.

RD&Z was inspired by the clipart of **MegaMinis.com**, a site whose ad I was more than happy to include. Please check them out; If you like this game, they have the perfect miniatures for it.

