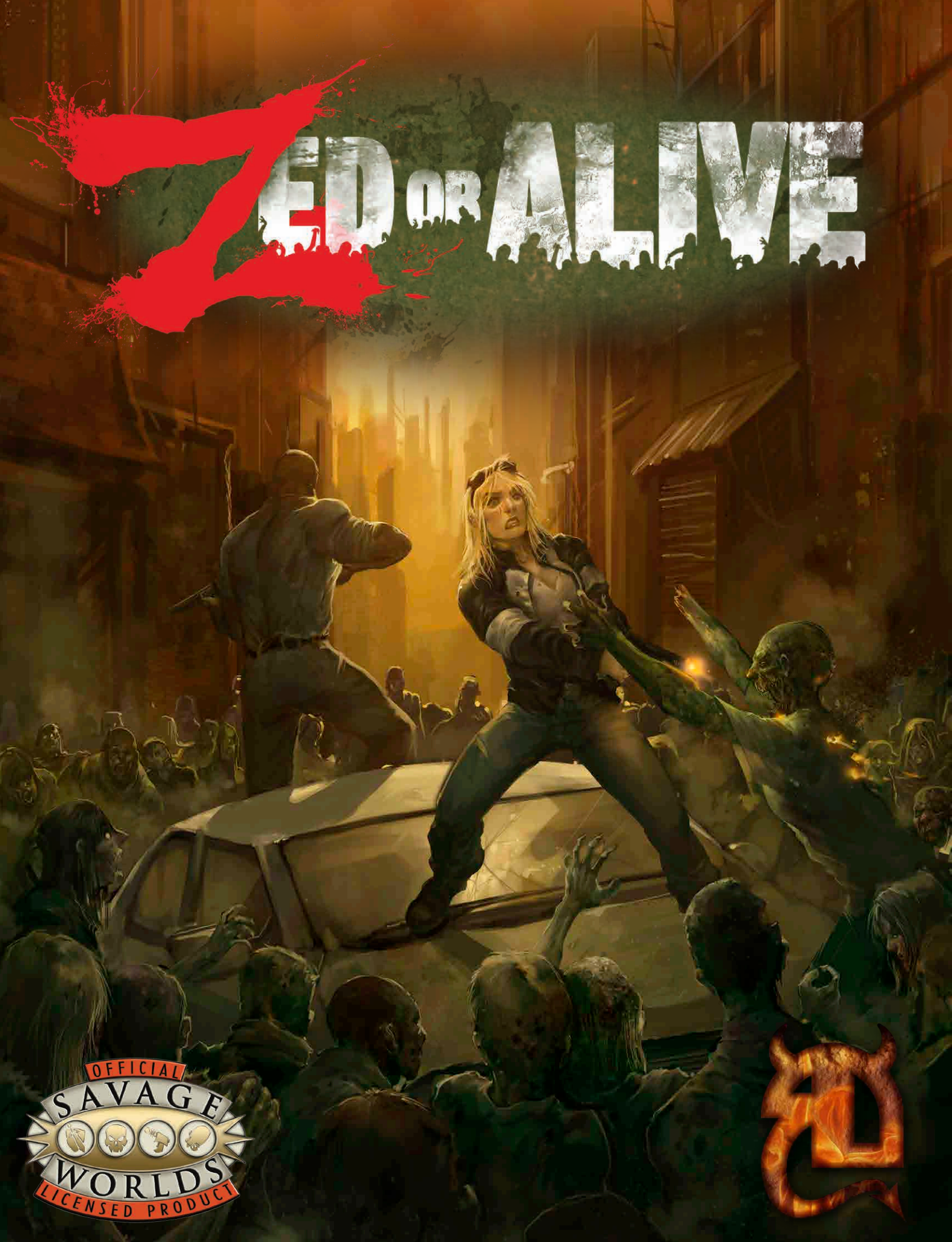


ZED OR ALIVE





ZED OR ALIVE

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Zed or Alive

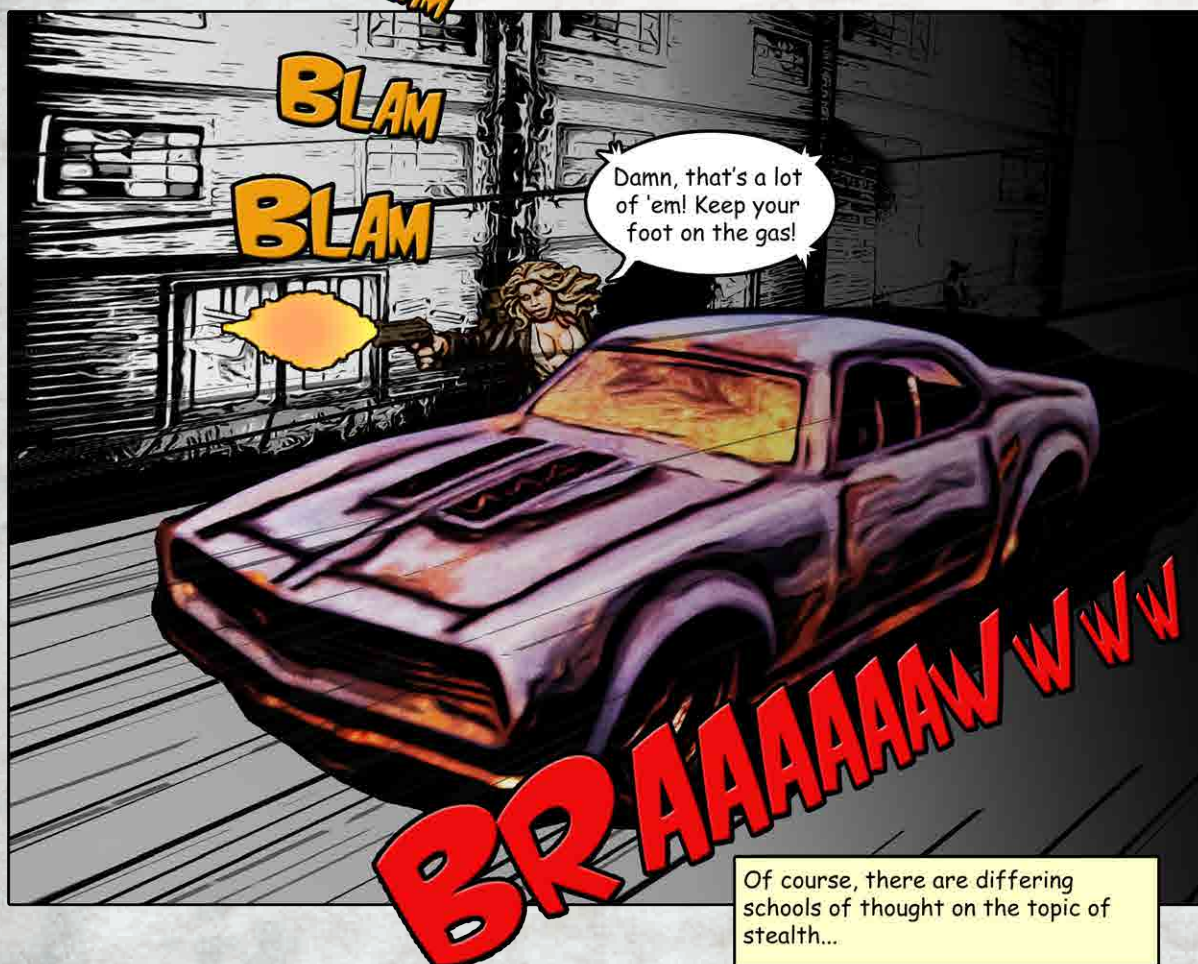
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Pepper and Sadie climb atop a derelict car to make their last stand against a horde of Shamblers led by a dreaded Zombie Master. Miniatures by Wargames Factory, Tengu, Black Scorpion, and Studio Miniatures.

This is it. Sunrise in the dead world. Those who were lucky enough to survive the crash of society huddle in the ruins of the old world, daring to sneak out into the ruins for supplies, silently-



Zed or Alive

CHAPTER 1:

WELCOME TO ZED OR ALIVE

"What happened? Hell if I know. It started out like any other stupid media scare that everyone ignored, just like SARS, just like H1N1. Oooo scary, go get vaccinated or you'll be in trouble, blah blah blah. I have a tough immune system anyway, right? It was easy to be busy with other things back then, jobs, mortgage payments, relationships, you name it. Too easy to ignore danger, not believe it, until it's too late. That crap all has a way of flying out the window the first time a ravening psycho tries to claw your face off with blood coming out of his eyes. But hey, look on the bright side – that fat banker who owns the note on my house is probably a zombie by now!"

-David Ross, Mayor of Stadium City

Introduction

Welcome to the cursed, bleak land of Zed or Alive, where mankind's survivors band into groups to pick the bones of the old world clean, braving the dangers of the zombie plague as well as rival humans, battling for supremacy!

As loving fans of both the zombie survival horror genre and campaign style skirmish games, we at Rust Devil Games thought that a fusion of the two using *Showdown!* would be an absolute ton of fun, so here it is! You will need the *Showdown!* rules to play, which are available at www.peginc.com for free download. If you don't already have those, head over to the website and pick them up. After you are comfortable with them, head back here.

The Dead World

It has been several years since the first outbreak – it is impossible to know precisely how long. Back then, no one could have predicted that this would be it: the single most cataclysmic event in human history. Our great test. The battle not only of our generation, but our species. We, Homo sapiens, at the top of the food chain as we so arrogantly referred to ourselves, were forced to prove to the universe that we deserved to go on – like a bleating goat in the dark jungle, struggling to free itself from the vise-like grip of an ambushing python, we flailed and thrashed. Our mightiest warriors attempted to meet the foe head-on, unleashing our most devastating weapons. The Earth shook, the blood of billions flowed, and cities burned by the hundreds as the virus

seemed to grow stronger from each attempt to halt its inexorable advance.

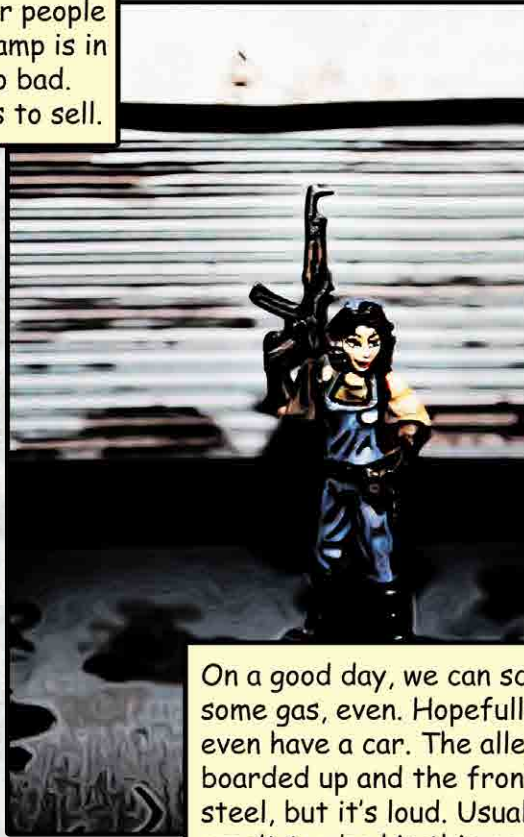
Humanity survives, for now. Our society, however, does not. As the fires of burning cities and funeral pyres died down, the remnants of mankind are left to stare into the eyes of an organism of such unimaginable destructive power that it laid waste to our entire way of life in a matter of months, sending the great Homo sapiens tumbling back into what can only be described as a second Dark Age. National governments have all but collapsed, those that still exist barely clinging to the hope of turning the tide in the war, forcing the common people to fend for themselves, or worse, using them as a distraction – tossing them in the way of the beast, if only to buy themselves precious time. After this long, the survivors have banded together into small groups and tribes in order to scrape out a meager existence, often resorting to any means necessary in search of food, water, and supplies. Some turn to religion, some to community, and others simply revert to tribal brutality.

Humanity has demonstrated its resilience, however; some groups of survivors have grown powerful enough to establish city-states in the midst of the old world's broken ruins. Primitive and despotic as they may be, these places shine as some of the final bastions of human power. Those lucky enough hole up around a stable settlement, even outside its walls, are relatively safe from the walking dead. One such city is Stadium City, founded in the ruins of a sports auditorium. Having grown from an insignificant shanty town into the bustling trade hub and power center for dozens of miles, Stadium City draws people of all kinds to seek

refuge, peddle their wares, look for work, and otherwise try to make their way in an unforgiving world still full of the undead. Rumors abound of government military troops stalking the ruins pursuing their own objectives, while most people simply scavenge for any-

thing of value to trade in Stadium City's bazaar. Those few groups with the ruthlessness, courage, or skill to rise to the top amass great fame and fortune, enough to move from the shanties surrounding the city into the secure stadium walls themselves!

We're pretty lucky I guess, for people living in the dead world. Our camp is in an old auto shop, so it's not too bad. Heavy doors, and lots of parts to sell.



On a good day, we can scrounge up some gas, even. Hopefully soon we'll even have a car. The alley entrance is boarded up and the front gate is steel, but it's loud. Usually, the geeks aren't too bad in this area...



Shit.

RUUUUAAAAGHHH

... but then, some days are worse than others.

Zed or Alive

Setting Rules

Several special rules are in effect in *Zed or Alive*. Setting rules allow us to use the same core rules for all *Showdown!* Games but still add in the extra flavor that certain settings require.

Bailing

People in *Zed or Alive* are very survival-minded. When things look bad, they generally err on the side of caution and flee to live another day. As a result, when one of your group is taken down, roll a Spirit check using the Leader's Spirit (remember wound penalties!), or the next highest Spirit if the Leader is Bleeding Out or Incapacitated. If the check is failed, they have chosen to bail, fleeing the map and the fight is over. Additionally, a group must make a Bailing test on any turn in which one of its members is being feasted on by zombies. The following modifiers apply to Bailing Checks:

Condition	Modifier
Each Downed Group Member	-1
Each Group Member being Feasted On	-2
Each Decibel Meter step past 12 th	-1
Group Leader Down	-2

Group Leaders may spend an action to voluntarily Bail by making a successful Spirit Check, using the above penalties as bonuses instead. If so, all opposing players count as being victorious.

Breaking Down Doors

Sometimes players or zombies will want to break down doors that are in their way. They are attacked like normal and are treated as having a parry of 2. Regular doors have a Toughness of 8, heavy or double doors have a Toughness of 10. Any successful wound will destroy them. Attacking a door causes a loud noise, even with melee weapons.

When Shamblers are attempting to batter a door down, any models that are within 2" of the door may contribute with their Swarm Attack ability (see pg. 19).

Climbing

Any smart survivor knows that getting to high ground is step one to avoiding Shamblers, but that can be more easily said than done. Climbing, especially in urban environments where sheer surfaces are common, is often difficult and dangerous.

While climbing ladders does not require a Climbing check, any time a model wishes to ascend a difficult obstacle such as a cliff, wall, tree, rope, or other challenging surface he must do so. On a success, he is able to ascend half of his strength die in inches per round. On a failure, the character has suffered a fall (see below).

For example, Tyreese has Strength d8 and just passed his Climbing check, and may move 4" up the wall.

Climbing equipment and environmental conditions can modify your roll, so be sure to account for those when making Climbing checks.

Pain

While being quiet is always a priority in the ruins, it's not always that easy. Whenever a human Wild Card suffers a wound, he must make a Spirit check including the wound penalties. If he fails, he screams in pain and makes a loud noise, agitating Shamblers. For more on noise, see page 18.

Falling

Everybody knows that one of the first rules for survival in the dead world is to get up to the high ground. Unfortunately, heights can be dangerous. Survivors are running around ruined cities and there aren't exactly guard rails everywhere! Therefore, use the following rule:

- Characters who are Shaken within 1" of an edge must make an Agility check (remember Wound penalties for these), if failed he falls off.
- Characters take 1d6 damage for every 2" fallen, up to 10d6.
- Falling into water is half damage.
- Falling into soft ground, such as mud or snow, subtracts 1d6 from the damage.

Bleeding Out

In *Zed or Alive*, it matters what happens to your characters, especially in campaigns. Your survivors don't

know if their friend is unconscious or dead. They will, in all likelihood, want to get them back to their feet somehow. Therefore, use the following rule:

- When a human Wild Card takes its 4th wound, place the model on its side. It is now Bleeding Out, and will stay on the table for d4 turns. Keeping track of the remaining turns with a d4 next to the model can be useful.

First Aid

"Going it alone? Sure I guess you could. That is, until you roll an ankle and can't even outrun Shamblers, let alone mutants. Nope, you need people out here. We all die alone. Loners just do it way faster, man."

-Brooks "Smeller" Brown

Some characters have the First Aid skill, representing limited experience or training dealing with wounds in the wasteland, and can make attempts to stabilize their friends in combat.

- The model must be in base contact with the person he is trying to heal, unless he is healing himself.
- Applying First Aid will remove one wound with a successful skill check, two with a raise. The roll suffers a penalty equal to the victim's wounds. First Aid will return a Wild Card who is Bleeding Out to action if its wounds are brought back below 4.

Charisma

Charisma is a measure of a character's appearance, manner, and general likability, and is added to Persuasion or Streetwise rolls. It is 0 unless gear, an Edge, or Hindrance changes it.

Carrying Wounded

Your survivors may carry or drag a wounded ally at a Pace of 3. Two models may carry a wounded ally at normal speed. Models carrying wounded cannot perform any other actions.

Carrying Supplies

The key to survival in the wasteland is gathering supplies, and often survivors have to make tough choices on what to take and what to leave. Every item scavenged will have a Bulk number listed on the Bazaar Table. Each survivor can carry as much as his Strength die type in addition to his weapons and armor. A

Worker with Strength d8, for example, can carry 8 Bulk worth of supplies. If an item is so large that one person cannot carry it, two may cooperate and do so, but must remain in base contact with each other or drop it.

Stealth

What's the easiest way to deal with zombies? Avoid 'em! Some people are extremely adept at moving silently, keeping to the shadows, and going unnoticed by the infected. If a model wants to use stealth, the player declares so at the beginning of the turn. It will move at half Pace and may not run. On a successful Stealth check (or d4 -2), Shamblers that have not spotted the character yet use half of their regular visibility distance to spot him until their next turn, as do human characters attempting to target him in low-visibility situations (darkness, fog, etc.). On a failed check, the model still moves at half Pace but is spotted as normal. Models that made a loud noise this turn may not use stealth, and those using stealth lose its benefit as soon as they make a loud noise.

Shove

Shamblers are notoriously clumsy, as their bodies are literally deteriorating out from under them. When in melee with a Shambler, characters may use an action in an attempt to shove it out of the way. On a successful contested Strength check, the Shambler is pushed back 1d3" away from the character. Only one Shambler at a time may be shoved.

Cold, Hard Reality

Zed or Alive is a brutal and gritty setting very close to the real world, therefore no magic, psychic, or otherwise supernatural powers from *Showdown!* are used.

Additionally, due to the unforgiving nature of *Zed or Alive*, Wild Cards are not issued any Bennies as they normally are in *Showdown!* Any Edges that provide bonus bennies to Wild Cards still apply, however.

Ammo & Jams

Like water in the desert, ammunition is a prized commodity in *Zed or Alive*, and even with ammo you've got to hope that your gun doesn't jam. Most survivors are scraping by with just enough to survive, if they're lucky. Sometimes, well, they're not lucky.

Therefore, use the following rule:

In combat, if a character rolls a one on the trait test to attack, the weapon has malfunctioned or jammed, and requires him to spend his next action clearing the jam. Jamming does not cause a loud noise with firearms, because the shot did not go off. The one exception to this is when a jam is rolled while shooting into melee. If this occurs, the Innocent Bystanders rule (see Show-down, pg. 9) applies and the weapon jams after hitting the friendly target.

Weapons marked as "Reliable" may ignore their first jam in each Confrontation.

If the character rolls a one on the trait die and the wild die, the weapon is out of ammo and may not be used until more is purchased or found.

Additionally, all template weapons will have a limited number of shots noted in the model's dossier entry.

Characters may find or buy extra Ammo, which may be used once to counteract this effect during combat.

Grenades

Grenades work like regular template weapons, but those within the burst radius may choose between the following options:

- Defenders may move out of the way before it goes off: if they make an Agility roll at -2 that is equal to or greater than the attacker's throwing roll, they move to the edge of the template and take no damage.

- One model, if on hold, may make an Agility roll at -4 to throw the grenade back immediately. If failed, he is automatically hit and may not dodge.
- Models on hold may also Cover the grenade, throwing himself on it. He must pass a Spirit check at -4. If successful, he takes double the normal dice for damage, but all other models in the burst radius subtract his Toughness from the damage.

Lights

It might sound simple, but darkness can get you killed in Zed or Alive if you're not prepared for it. Lights of various kinds enable the model to see further in darkness than normal, and shoot without a to-hit penalty. They are a dead giveaway, however; Shamblers can spot the character from double their normal sight distance, and humans may target them as normal.

Scale

While these rules assume that players are using 28mm miniatures simply due to the small skirmish types of battles taking place and RPG elements, there is absolutely nothing stopping you from using other popular scales such as 15mm. There is a growing range of zombie and survivor miniatures out there in this scale, and we fully support it! When playing with 15mm figures, simply halve all ranges, movement distances, table sizes and other measurements and voila, you're good to go!



Smart survivors often stick close together; there is strength in numbers, as Jonner, Sylvie, and Syren above demonstrate. Miniatures are from Wargames Foundry, Reaper, and Black Scorpion.

CHAPTER 2:

DENIZENS OF THE DEAD WORLD

"You better know who you're dealing with out in the city, kid. You think the Infected are your worst enemy? Wrong. When you're out there scavenging for supplies, you got all sorts of scumbags willing to kill you for 'em. Not to mention Outlaws, Quislings, Tribals, and military troops who will kill the shit out of you just because they can!"

-Chad "Grimm" Pressler

The people making their way through the skeletal ruins of the old world are as varied and diverse as they ever were, although they can be divided into several distinct types. Typically, people in the wasteland will band together into groups to survive. To start your own group, first pick what type. Regardless of which group type you settle on, you will have \$400 to recruit members. If you have any left-over money, your group can hide it at the stash in their camp, so be sure to note it on your dossier.

Unless stated elsewhere, your group must start with at least 2 models, and no more than 4 to start. Your group may grow to 8 models during the campaign.

Leader

Each group has one member who takes charge and directs its actions, keeps everyone in good morale and makes the tough decisions. Nominate one of your Wild Card group members upon creation as the leader if one isn't specified by group type.

Weapons and Gear

Each group member can be armed with one main weapon, two secondary weapons, and three shots for an explosive. Note: It's hardly required, but common courtesy to do your best to model your miniatures after the equipment they actually carry.

- Main Weapons:
 - Submachinegun
 - Assault Rifle
 - Machinegun
 - Sniper Rifle
 - Shotgun

-Grenade Launcher/RPG

- Secondary Weapons:

- Melee Weapon (2h count as two weapons)
- Pistol

- Explosives:

- Grenade (smoke, frag, etc)
- Molotov Cocktail
- Grenade Launcher/RPG round

Group Dossier

You'll need a dossier sheet to note down the details of your Group. These can be found in the appendix, you should print up as many as you need and don't be stingy with the paper, your group will probably be changing a lot!

Fame

As your group ventures out into the wastes and makes a name for itself, people will talk and news of their exploits will spread.

To calculate your group's Fame, simply add together the cost of recruitment for all members, the cost of their equipped gear (items in the group Stash do not count), and the number of experience points they have earned. Make sure to use the values of gear from the Bazaar Table (pg. 41) and not the group's starting gear table for this.

Supplies

Every group starts with enough food and water for their entire group to last two weeks. For more info on hunger and thirst, see Survival (pg. 46).

Camps

Your group needs a place to rest and recover, see the Camps section (pg.51) for more details.

Good to go!

Once your group is purchased, you're ready to take your first steps into a large, dark, and dangerous world!

Zed or Alive

Survivors

"My family? Hell no they ain't my family! Might as well be though, I guess. It was just me and Tex at first – picked him up outside the Sport Mart, he was holed up on a truck poppin' heads left and right. Good shot, that one. Molly and 'er kid Ty, we picked them up a couple weeks later. Yeah, she's pretty and the kid looks cute, but they'd just downed one of those huge monstrous suckers when we showed up. Stuck together ever since."

–Darq, Leader of New Phoenix

Survivors are the hardy individuals that managed to survive the end of the world. They adapted to the hardships posed by a land filled with Infected, learning all of the tiny tricks, habits, and skills necessary to not only survive, but thrive in the dead world. Most survivors live around the settlement of Stadium City, banding into groups or gangs in order to search the waste for supplies and valuables to sell there. While most survivors are well aware of the fact that humans are vastly outnumbered, they will not hesitate to put a bullet in someone who threatens their own life by trying to take the supplies that keep food on their plates and ammo in their guns. Most groups have been through so much together that they are more of a family, and are at the very least respectful of each other's abilities.

While humans with no resistance to the turning effects of zombie bites were mostly weeded out during the fall of society, it is not unheard of for even the hardier survivors to turn occasionally.

Only Human

Survivors are regular people who have managed to eke out a living in the dead world. They're not government ninjas or post-apocalyptic superheroes, and therefore may elect to start with one Edge and Hindrance determined by rolling on the following table.

Hindrance - d10 Roll:	Edge - d6 Roll:
1 - Anemic	1 - Alertness
2-3 - Bad Eyes	2 - Ambidextrous
4 - Bad Luck	3 - Attractive
5 - Addict	4 - Brave
6 - Lame	5 - Brawny
7 - Obese	6 - Fleet-Footed
8 - All Thumbs	
9 - Small	
10 - Yellow	



Survivors Pepper, Donya, El Macho Christo, and Raul carefully make their way through the ruins outside an old movie rental store. Miniatures are converted Reaper and Black Scorpion figures.



Everyman

This survivor was your classic Joe Average, once. Working in an office or retail job, the consummate cubicle warrior who looked forward to Fridays and whose biggest concern was his mortgage or rent payment. Now, he forms the backbone of the survivor ranks with his aptitude and versatility, usually bringing some useful skills to the table.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Driving d4, Fighting d4, Shooting d4, Survival d4, First Aid d4, Throwing d4

Pace: 6; **Parry:** 4; **Toughness:** 5; **Charisma:** 0

Abilities:

- **Jack-of-all-Trades:** No -2 for unskilled Smarts based attempts.

Cost: \$63



Veteran

Veterans had seen it all, even before the world went to hell. They were military vets, beat cops, or just plain old tough guys. Of course they find themselves sought after in *Zed or Alive*, someone has to keep the pencil necks alive to rebuild society, right?

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Driving d6, Fighting d6, Shooting d6, Survival d6, First Aid d4, Throwing d6

Pace: 6; **Parry:** 5; **Toughness:** 5; **Charisma:** 0

Abilities:

- **Nerves of Steel:** Ignore 1 point of wound penalties.

Cost: \$82



Worker

Workers aren't the kind you might find behind desks, these guys made a living with their hands back before the outbreak, usually as mechanics, contractors, or plumbers. The demand for skilled labor now is greater than it has been at any time in modern history, and once you meet them it's easy to see why: they're tough and have the skills to keep things running.

Attributes: Agility d4, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Fighting d6, Shooting d6, Survival d4, First Aid d4, Throwing d4, Driving d4, Repair d6

Pace: 6; **Parry:** 5; **Toughness:** 6; **Charisma:** 0



Sylvie, an everyman, covers her friends during battle.

Sylvie is a heavily converted mini made from Reaper and Black Scorpion bits, and the Shambler is from Wargames Factory.

Abilities:

- **Mr. Fix It:** +2 to Smarts or Repair rolls to fix/operate devices.

- **Tough as Nails:** +1 Toughness.

Cost: \$91



Kid

"Nobody believes me when I tell 'em that I'd never touched a gun before this all started, especially Bob. I think he's just pissed video games taught me to shoot better than the army taught him!"

-Marc "Marco" Boyd

You're a kid, you're too young, too small, blah blah blah. They all say that until you save their ass with a perfectly aimed bullet or quick grenade toss. Then they start to realize that you're as valuable to the group as they are. Kids who live in *Zed or Alive* are quick, resourceful, and instinctive survivors.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d4, Vigor d4

Skills: Fighting d4, Shooting d6, Survival d4, Stealth d4, Throwing d4

Pace: 6; **Parry:** 4; **Toughness:** 4; **Charisma:** 0

Abilities:

- **Young:** One extra starting Benny each game. After advancing 5 times, this model is no longer Young.

Cost: \$55

Zed or Alive



Caregiver

"Too tough to let me clean that, huh? Y'know, I remember once right after the crash we were cowering in some jeep hiding from a herd. I saw a guy keel over from fever brought on by an infected cut just like that one. Big, strong guy, had to be at least 6'4", 200lbs. Just passed out and started moaning, might as well have been screaming bloody murder. At least they were too busy with him to notice us sneaking away. You sure you don't want me to take a look at that?"

-Bill "Doc" Watts

Before the crash, these were aid workers, paramedics, and doctors. They're people who dedicated themselves to helping others, and their role hasn't changed just because people are running around eating each other. In Zed or Alive, there is never a shortage of people in need of help, but most Caregivers find a group and stick to taking care of them.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Driving d4, Fighting d4, Shooting d4, Survival d4, First Aid d6, Throwing d4

Pace: 6; **Parry:** 4; **Toughness:** 5; **Charisma:** 0

Abilities:

- **Medic:** +2 to First Aid rolls.

• **Loyal:** Will not allow the group to voluntarily bail if a friendly is Bleeding Out.

Cost: \$73



*Caregivers come in all shapes and sizes, but each one keeps their group alive when bullets start flying.
Miniature from Wargames Foundry's Street Violence range.*

Survivor Starting Weapon List

Main Weapon	Cost	Explosives	Cost
MP5	\$29	Molotov Cocktail	\$7
Pump Shotgun (12g)	\$11	Frag Grenade	\$3
Sawed-Off Double Barrel (12g)	\$15		
Hunting Rifle (.30)	\$20		
M-16	\$18		
Secondary Weapon	Cost	Gear	Cost
9mm Pistol	\$9	Flashlight	\$5
Colt 1911 (.45)	\$10	Extra Ammo	\$15
.357 Revolver	\$15	First Aid Kit	\$15
Knife	\$3(1st is free)	Gas Mask	\$15
Machete	\$6	Canned Food	\$5
Club/Baseball Bat	\$6	Bottled Water	\$5

Tribals

"Some folk are just made from different stuff, or just snapped from the horrific crap they've seen. You ever meet someone before the crash and think, 'This guy woulda fit right in during the dark ages,'? Well, now they do, and the only thing stopping 'em from burying an axe in 'yer face 'n using yer bones to decorate their mohawks is that weapon on 'yer belt. Best to just avoid 'em."

-Eric "Two Pair" Buckner

In the first days following the outbreaks, people fled the infested zones of urban centers, taking to suburbs and countryside settlements. During this time, people still clung to the values and principles that society had taught them. The most remarkable thing is how quickly those morals evaporated in the face of such a disaster. Almost immediately there was widespread looting. First to be stolen were valuable cars, electronics, and similar items. Then people came to the realization that things were not simply going to go back to normal. Food, water, fuel, and weapons became more valuable than the most sophisticated supercar, and people were willing to do almost anything to get them. Within what seemed like weeks, people were robbing, plundering, and murdering over even slight disagreements. People huddled together into groups for safety; some formed settlements, others became wandering nomads.

Of those wanderers, many fell into patterns of raiding survivor settlements, looting, and forced integration just like early tribal cultures throughout mankind's history. After years of barbarity, it is not surprising to find that these groups of raiders have often descended into a fully tribal lifestyle, led by the strongest warchief and eking out a life deep in the ruins, eschewing the rigid, structured society that has been rebuilt in strongholds like Stadium City, preying upon anyone unfortunate enough to come across their path.

Tribals spend far more time in the wastes than most people, and have adapted their lifestyle to suit the environment. They are savage in appearance and behavior, wearing trophies and decorations from fallen enemies as well as decorative warpaint. They have a fearsome reputation in battle, being known for blood-curdling battlecries, charging headlong into melee and performing all manner of barbaric acts like scalping and ear-taking. This has come at a cost, however,



Tribals have a reputation as fearsome hand to hand fighters, never worried about getting their hands dirty.

Miniature from Mad Puppet Miniatures.

leading to the average Tribal being far less technologically inclined and educated than most wastelanders. As a result, most tribes rely on their Shaman for knowledge of technology and medicine, which is always guarded closely.

Leadership

A Tribal Warchief is always the leader of the tribe, and there may only ever be one at a time. If the current Warchief is killed, the remaining Headhunters will fight to determine the new one between Confrontations. Make contested Fighting rolls, rerolling ties, until a victor is decided. If no Headhunters remain in the tribe, one must be recruited as soon as possible.

If a Headhunter's Strength ever becomes equal to or greater than his Warchief's, he must challenge for leadership of the tribe, as above. Each Headhunter may only challenge once.

Cannibals

"You remember the big feasts and cookouts we used to do back before everything went to shit, right? Dad wearin' his ball cap cookin' up some burgers for the

Zed or Alive



Only the strongest Headhunters are able to sieze control of their tribe. Miniatures by Mad Puppet Miniatures.

youngsters? Tribals are kinda like that. They just wear skulls instead of ball caps and it's some poor wastelander on the grill."

- "Crazy" Bert-Jan de Weerd

In dire situations, it isn't unheard of for people in the wasteland to eat human flesh in order to survive. For most, it is an absolute last resort; the unthinkable. Tribals, however, take to the practice regularly, which is where much of their ferocious reputation comes from. Whether that means sacrificing one of their own or devouring fallen enemies whose remains are not contaminated with the virus, they delight in cannibal feasts.

A Tribe may select one group member (including pets) to kill, or if an enemy group member is killed (not by zombies) they may eat that corpse. A corpse will feed as many Tribal group members equal to his Vigor die type for a week. For example, a burly survivor with Vigor d10 would provide enough fresh food for ten people.



Warchief

Whether they go by Warchief, Warlord, or even King, the leader of a tribe is always a powerful individual who has come to control his people through force and intimidation. Many have the love and respect of their tribe, but that is not the true root of their power. It is the Warchief's responsibility to make all decisions nec-

essary to keep his followers alive, gaining food, plunder, and new members along the way. A Warchief who does not keep his tribe sated with plunder, food, and drink may quickly find himself ousted by a rival warrior.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d6

Skills: Fighting d6, Shooting d6, Survival d6, Throwing d4

Pace: 6; **Parry:** 5; **Toughness:** 5; **Charisma:** -2

Abilities:

- **No Mercy:** May spend bennies on damage rolls.
- **All Thumbs:** -2 Repair; a trait roll of 1 when using any sort of device causes malfunction (or loss of action if no malfunction is specified), firearms will be out of ammo on a 1 rather than a simple jam.
- **Outsider:** Tribals are hated and feared by most wastelanders, finding themselves unwelcome in most settlements and suffering -2 Charisma.

Cost: \$78



Shaman

Almost every tribe has a Shaman, an older member who hoards the knowledge of machinery and medicine, holding its power over his fellow tribesmen. Often distrusted by the Warchief and the rest of the tribe, the Shaman is nonetheless an invaluable member, often furnishing them with customized weapons, repairing machinery, and healing wounded warriors.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d4

Skills: Driving d4, Fighting d4, Shooting d6, Survival d6, Throwing d4, Repair d4, First Aid d4

Pace: 6; **Parry:** 4; **Toughness:** 4; **Charisma:** -2

Abilities:

- **Brutal Design:** Shaman have an affinity for creating savage weaponry, and may attempt to make jury-rigged gear as long as it is armor or includes blades, piercing projectiles, or spikes.
- **Outsider:** Tribals are hated and feared by most wastelanders, finding themselves unwelcome in most settlements and suffering -2 Charisma.

Cost: \$72



Headhunter

Headhunters are warriors who make up the bulk of most tribes. Tempered in the darkness of the deepest ruins, they are rugged warriors and savage in the extreme. These brutal combatants follow their Warchief

into battle with the utmost confidence.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Shooting d4, Survival d6, Stealth d4, Throwing d4

Pace: 6; **Parry:** 5; **Toughness:** 5; **Charisma:** -2

Abilities:

- **Frenzy:** 1 extra Fighting attack at -2.
- **All Thumbs:** -2 Repair; a trait roll of 1 when using any sort of device causes malfunction (or loss of action if no malfunction is specified), firearms will be out of ammo on a 1 rather than a simple jam.
- **Outsider:** Tribals are hated and feared by most wastelanders, finding themselves unwelcome in most settlements and suffering -2 Charisma.

Cost: \$63



Quisling

Some tribes keep pet Quislings; poor, mad souls who have been driven insane by their fear of the infected, the psychosis pushing them to emulate the Shamblers as the only way of coping with their terror. Tribals have been known to keep Quislings shackled like dogs, feeding them raw scraps and using them as decoys to lure

off zombies.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Shooting d4

Pace: 4(d4); **Parry:** 5; **Toughness:** 5; **Charisma:** -

Abilities:

- **Septic Bite:** Str+2. Humans bitten must make a successful Vigor check. If failed, they automatically fall ill after the Confrontation and must rest, missing the next one.
- **Frenzy:** 1 extra Fighting attack at -2.
- **Berserk:** See *Showdown!* pg. 32.
- **One of Us:** Quislings can sometimes pass for Shamblers. When a Shambler spots a Quisling, it must pass a Smarts check to recognize him as human and attack.
- **Starving:** Quislings are kept ravenous by Tribals, requiring only ¼ the normal amount of food as a regular human.
- **Zed Head:** Quislings are deep in psychosis, unable to function normally. They may never become the Tribe Leader, perform duties, or use equipment of any kind. Additionally, whenever a Quisling's card comes up, it must pass a Smarts check before it can act. If failed, it is activated at the end of the turn with the Shamblers and behaves just like they do. (See pg. 17)

Cost: \$65

Tribal Starting Weapon List

Main Weapon	Cost	Explosives	Cost
Bow	\$6	Molotov Cocktail	\$7
Crossbow	\$8		
Sawed-Off Double Barrel (12g)	\$15		

Secondary Weapon		Gear	Cost
9mm Pistol	\$9	Flashlight	\$5
Throwing Axe	\$5	Extra Ammo	\$15
Flail	\$9	First Aid Kit	\$15
Knife	\$3(1st is free)	Gas Mask	\$20
Machete	\$6	Broadhead Arrows	\$15
Baseball Bat	\$6		
Spear	\$11		
Large Club	\$6		

Zed or Alive

Military

*"Make no mistake, people; when you're out there, you have a job to do and **nothing** gets in your way. Indigenous personnel are **not** your friends. They may look just like it, but they are not your brother, your sister, your mom, or your girlfriend. To them you look like a walking pair of boots, warm clothes, and pack full of food. Some of 'em will even eat you just the same as Zack would. Well, they'd stop to cook you alive first."*

"Be clear that they are more of a threat to your mission than Zack. We all know what happened in Spain, people. This is about the survival of the human race, not the survival of a few refugees. Nothing stops your mission. You are to shoot first and shoot to kill."

-General Derek Williams, U.S. NorthCom

What most people refer to as "The Crash," could more accurately be described as simply the complete breakdown of modern human society in the face of a global epidemic unlike any in history. One of the most shocking aspects of the crash to most people is how ineffective most governments' military responses were. In hindsight, of course, the explanation is quite simple; they were not organized, equipped, or trained for the job. Modern militaries at that time were designed to fight other human militaries, through demonstrating such overwhelming force that their enemy would lose all hope and surrender. The virus, however, had no hope to lose. No will to break, and it would never surrender, just keep walking into gunfire until ammo ran dry and soldiers panicked.

The result, in the United States, is that the government and military have retreated to secret underground fortresses. Seemingly content to remain isolationist in the extreme, their absolute top priority seems to be a cure at the expense of all else. Air strikes are performed to cull some herds wandering too close to their bunkers and flares are dropped to influence herd migration patterns. Since zeds have a habit of following the sound of aircraft, it is often more effective to rely on infantry. A piecemeal army has been reassembled from the remnants of all outfits; Marines and Army regulars operate side by side with SEALs and Air Force Combat Controllers, anyone who is able to do the work is tasked. Small teams are sent out to collect raw samples of the most recent virus strains, recon areas of



Some military groups opt for smaller, elite groups rather than relying on numbers. Miniatures by Hasslefree Miniatures.

the ruins for density figures, and any manner of operations ranging from simple patrols to assassinations of unruly local independent human stronghold leaders.

What's the official stance on relations between human survivors and the military? Hostile would sum it up nicely. Most folks know to steer clear of soldiers they see; to the government, survivors are an expendable resource, a convenient distraction for the walking dead which serves to provide them with the much-needed time to work on their precious cure. Soldiers are under strict orders not to communicate with survivors, and always shoot first. Still, many survivors are territorial and Tribals simply don't care, and are happy to go toe-to-toe with troopers who are guaranteed to be wearing new boots and have a pack full of rations, often carrying some of the best weapons humanity has ever created.

To most survivors, the army is used as almost as much of a boogie man by parents as the infected, seen as villains who have turned their back on the people they are charged to protect. Their highly trained commandos stalk the ruins like ghosts pursuing secret agendas, their troopers pick through the crumbling city, not men but faceless gas-masked killers, lethal and pitiless. Only the grunts and their superiors know the true importance of their task, and why such ruthlessness is

paramount to its success.

Military Campaigns

Military squads operate completely outside the new society and are forbidden from entering Stadium City, but have much more structured logistics backing them up than the average survivor, and therefore they have some different rules for campaigns:

Mission Objectives

Rather than being focused on finding enough food to fill their stomachs, military troops have a mission to accomplish. When creating a military group, roll 1d6, this is your Mission:

- 1 - Patrol: Survive 8 Confrontations*
- 2 - Harvest the Dead: Collect 6 Aberrant Tissue Samples*
- 3 - Viral Immunity: Collect 8 human tissue samples.*
- 4 - Live Capture: Randomly determine an Aberrant type. It must be sedated and captured.*
- 5 - Cull the Natives: Kill one human per squad member.*
- 6 - Thinning the Herd: Kill 100 zombies. Aberrants count as 5.*

Once a mission is complete, the squad extracts back to base. You may then start a new squad, keeping some of your squad by purchasing them for their base cost + 1\$ for each experience point they have earned. Further existing squad members may be air-dropped in as reinforcements (see below) later.

Supply Drops

Military troops have the luxury of having food and equipment provided to them by the government. After each Confrontation, rather than scavenging for food, troopers have an air-dropped supply package delivered to a suitable landing zone in their area.

Every supply drop includes one load of ammo for each squad member, and enough MREs and water to feed the squad for a week. To find out the additional contents of the crate draw a playing card and consult the following table:

Card Supplies

2-	Redraw, play "The Drop" Confrontation.
3-	M-16
4-	MPS
5-	Pump Shotgun
6-	Draw once on the Military Loot Table
7-	Draw twice on the Military Loot Table
8-	Draw three times on the Military Loot Table
9-	Pair of Night Vision Goggles, Grappling Hook
10-	Heavy Kevlar Vest, Kevlar Helmet
Jack-	AK-47, RPG-7 w/2 shots, 3 Frag Grenades
Queen-	M4, AT-4, 3 Frag Grenades
King-	Dirt Bike w/5 gal gas.
Ace-	ATV w/5 gal gas.
Joker-	Humvee w/20 gal gas.

If a squad has extra equipment they may bring it with them if they are able, otherwise they must abandon or destroy it.

Reinforcements

If a soldier is killed in the field, your squad may request reinforcements to replace him. If the next supply drop card drawn is a spade, then there is enough free manpower to send a Grunt to replace the dead soldier. Otherwise, they'll just have to make do.

Tissue Samples

Often military personnel are dispatched into the wasteland to recover biological tissue samples for the eggheads back at the lab to process and hopefully make some progress toward some kind of cure or vaccine for the virus. These troops are issued a BTRU, or Biological Tissue Recovery Unit. The size of a handgun, this device automatically takes a sample from the target and stores it in a tiny ampule.

It is too dangerous to attempt a recovery on live tar-

gets, so a BTRU may only be used on a recently killed zed or a human who is Bleeding Out. If you intend to get a sample from a zombie, declare it when he is killed and roll 1d4. This is how many turns the body will be viable for specimen collection. To take a sample, the character with the BTRU must be in base contact with the target and spend an action to do so.

Sedating Aberrants

If an Aberrant has been successfully sedated (see Tranquilizer Rifle, pg.83), it is assumed that the team calls in a pick-up and marks the location after the Confrontation.



Grunt

These guys are the regular line troops, riflemen, the average grunts. Just because the war has changed and the army has adapted to fight it doesn't mean that the army is made up of only super-ninja commandos. Grunts had a place as the core of the old military, and they do the same now. More suited to conventional missions, grunts are well-trained and get the job done, no matter how dirty things get.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Driving d4, Fighting d6, Shooting d6, Survival d4, First Aid d4, Throwing d6,

Pace: 6; **Parry:** 5; **Toughness:** 5; **Charisma:** 0

Abilities:

- **Dodge:** -1 to be hit with ranged attacks.

- **Loyal:** Will not allow the group to voluntarily bail if a friendly is Bleeding Out.

Cost: \$79



Medic

Trained as soldiers first, medics second, these guys are taught to keep their squad-mates alive under the harshest conditions. Often former Army medics or corpsmen, post-crash medics have been briefed fully on the virus and how to deal with its effects, and are aware of the triage measures necessary.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Driving d4, Fighting d6, Shooting d6, Survival d4, First Aid d8, Throwing d6,

Pace: 6; **Parry:** 5; **Toughness:** 5; **Charisma:** 0

Abilities:

- **Dodge:** -1 to be hit with ranged attacks.
- **Medic:** +2 to First Aid rolls.
- **Loyal:** Will not allow the group to voluntarily bail if a friendly is Bleeding Out.

Cost: \$98



Operator

The true silent killers of the modern U.S. Army, Operators are former soldiers from vaunted Special Forces



No plan survives contact with the enemy; some things never change. Military know-how still has its place in the dead world. Miniatures by Hasslefree Miniatures, Wargames Factory, and Tengu Models.

and counter-terrorist units such as the SEALs, Green Berets, Delta Force, and Marine Force Recon. These men have extensive combat experience in conventional wars and often managed to survive through some of the most infested zones in the United States. Trained to the highest standard and having adapted their techniques to dealing with the infected, Operators will pursue their mission objectives with ruthless efficiency.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d8

Skills: Driving d6, Fighting d8, Shooting d8, Survival d4, First Aid d4, Throwing d6, Stealth d4.

Pace: 6; **Parry:** 6; **Toughness:** 6; **Charisma:** 0

Abilities:

- **Improved Dodge:** -2 to be hit with ranged attacks.
- **Level Headed:** Deal this character two cards and take the best.
- **Undercover:** On a successful Stealth roll, this character may visit the Bazaar as if he were a normal survivor.

Cost: \$157



Sniper

Of all the soldiers in the modern military, the role of the sniper has probably changed the least. Often attached to a squad or sent in as part of a small commando team, Snipers fulfill a role more akin to pre-crash squad sharpshooters rather than conventional sniper teams. Masters of marksmanship and camouflage, snipers are trained to kill from a distance without being seen.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d8

Skills: Driving d6, Fighting d6, Shooting d8, Survival d4, First Aid d4, Throwing d8, Stealth d6.

Pace: 6; **Parry:** 5; **Toughness:** 6; **Charisma:** 0

Abilities:

- **Improved Dodge:** -2 to be hit with ranged attacks.
- **Marksman:** +2 to Shooting rolls if the figure does not move.

Cost: \$165

Military Starting Weapon List

Main Weapon	Cost		
M-16	\$18	Knife	\$3 (first is free)
FAMAS/AUG/AK-74	\$39		
G36/SA80	\$49	Explosives	Cost
M60/M240B	\$40	RPG-7	\$150
M249 SAW	\$49	AT-4	\$30
Pump Shotgun	\$11	Frag Grenades	\$3
MP5/Uzi	\$34	RPG-7 Rocket	\$15
M40/L96A1	\$22		
Tranquilizer Rifle	\$36	Gear	Cost
		Flashlight	\$5
		Extra Ammo	\$15
		Kevlar Vest	\$20
		Kevlar Helmet	\$5
		Camouflage Fatigues	\$20
		Gas Mask	\$15
		BTRU	Free
Secondary Weapon	Cost		
9mm Pistol	\$9		
Colt 1911 (.45)	\$10		
Entrenching Tool (Axe)	\$6		



One of the dangers that Shamblers pose is that they are simply everywhere in the old city ruins, attracted to sound and commotion and hungry for warm flesh. Miniatures pictured are from Wargames Factory, Studio Miniatures, and Tengu Models.

The Infected

"Sure, sure, anybody can handle a Shambler. Just kick out his knee or shove 'em over and run. Then he starts moanin' and his friends show up. Now you're dealing with five zeds instead of one. So you decide to blast 'em with that nine on your hip. Now there's a dozen chompers coming to see who rang the dinner bell."

Just take a look at those buildings over there, that one city block. How many walkers you think are in there? That's what you gotta get through your head if you're gonna make it out here, kid. One zombie? Ain't no such thing."

-Darius "Dirty Dare" deBelgodere

The Infected, walking dead, walkers, shamblers, biters, ghouls, Gs, geeks, zombies, zeds, zacks, zekes – they go by many names and they are everywhere in the dead world. These aren't fairytale undead like Dracula; to the contrary, some argue that they're actually alive. Well, barely. These monsters are humans infected with a rabies-like pathogen that quickly kills its host, reanimating and reprograming regular people into ravenous killing machines, shutting down nearly all brain function until only base animal instinct remains. With a deadened sense of pain, seemingly endless hunger, and an apparent ability to survive grievous wounds that would kill any normal person, many suspect that the virus is some sort of government supersoldier project gone wrong. Others swear it is the result of a foreign biochemical attack, while some claim it to be a natu-

rally occurring illness and even the wrath of almighty God. It surely has a scientific name, but it is mostly known as the virus, rage virus, the plague of our time, or – more ominously – judgment.

Shambler Rules

The following stats are for the non-player controlled zombies that populate the majority of the dead world.

Shamblers use the Rogue rules (*Showdown!* pg. 18) with the following exceptions:

- Shamblers are deployed after terrain is set up, before either player has placed his models. Shamblers may set up anywhere on the table except within 4" of any player's deployment zone. If no Virus player is present, both players take half of the Shamblers and deploy them where they wish.
- Shamblers are not dealt in, and always act after everyone else.
- When Shamblers are taken out, mark the body with a counter. At the beginning of the next zombie turn, roll a d6 for all downed zombies. On a 1 or 2, they stand back up and may act as normal. On any other result, remove them from the table.
- If a Shambler is taken out by a called shot to the head or fire damage, you may remove it from the table immediately.
- Humans may spend an attack action in melee to automatically smash/skewer a shaken or downed

Shambler's head, using a finishing move to put it down and eliminating the possibility of it climbing back to its feet.

- Shamblers are unable to dodge flamethrowers and Molotov Cocktails.
- Shamblers will still attack characters who are Bleeding Out, feasting on the fallen fighter as long as he remains on the board.
- Shamblers arriving during the game may deploy from manholes, dumpsters, doors, windows, and other areas that could plausibly conceal them. The number of these deployment spots is determined by the Virus Density Table (pg. 29). Their placement should be decided on by all players before the game starts, and may ignore the minimum distance from characters for usual deployment.

Noise

"That's how I know you're new to scavenging, kid. All loaded with guns and not a single damn knife or club between the bunch of ya. Fools, every last one."

Most zombies are very dull and content to stumble about on the off chance that they run across something edible. The average Shambler's eyesight is rather poor due to rotted, badly scratched, or entirely missing retinæ. The one sense that they do usually retain to a human capacity, however, is their hearing. Loud noises tend to agitate and attract zombies. For this reason, most people will go out of their way to avoid doing anything loud.

Use the following rules for dealing with sound during

Confrontations:

Place the Decibel Meter (available on pg. 91) somewhere on the edge of the board, setting the needle at the 6" mark. This is the default sight distance for Shamblers on the table – they cannot see beyond this.

Any time there is a loud noise, the Shamblers in the area become agitated and more alert, searching for the source of the disturbance and hopefully something to eat. Place a Loud Noise Marker (see pg. 95) at the location where it occurred. Move the meter up to the next level, up to a maximum of 12". If a model that caused a loud noise this turn is within that distance but out of line of sight, the zombie will still move toward it. Every loud noise beyond 12" this draws more Shamblers to the area, starting at d4 and going up one die type per noise. These are deployed at the beginning of the next zombie turn, players rolling off to see who places the first one and then taking turns placing them at the table edge or pre-designated deployment areas. At the end of the zombie turn, move the meter back down one level (or to 12" if more zombies were spawned) and remove any Loud Noise Markers; zombies have a limited attention span, and tend to lose interest quickly unless they find prey.

Examples of loud noises are:

- Gunshots
- Explosions
- Motor vehicles moving further than 10"
- Screams of Pain (pg. 3)
- Vehicle collisions
- Horse Movement



The decibel meter is used for tracking both the Shambler sight distance and additional Shamblers attracted to the battlefield.

Other special events from items or Confrontations can also cause loud noises.

Additionally, a character may voluntarily yell and wave his arms to make a loud noise by spending an action and passing a Spirit check.

Note: When there are a lot of Shamblers on the table, it can be useful to move them in groups (numbers may vary depending how many are present) to avoid bogging down the game.

Virus Strains and Shamblers

If there is a Virus Strain player participating in the game, they should perform rolling for Shambler movement, deployment, moving the models, attack rolls, action choices, and so on. Note that Shamblers still adhere to all of the above rules, but the game tends to run more smoothly with one player handling the Shamblers - plus, it's a lot of fun! See Virus Strains (pg. 65) for details on directly player-controlled zombies.

Shambler

Also known as common infected, walkers, drones, or just zombies, Shamblers are by far the most numerous Infected. It is estimated that at least 85% of all victims of the virus will become Shamblers. With their brain function reduced to the bare minimum, they are slow and ponderous creatures, but will ferociously attack and consume anything they can get their hands on. While they are still "only human," their body functions have changed to require only the barest function to stay alive. They can easily survive with one lung, crushed limbs, and a host of serious injuries that would kill a normal human. When in doubt, shoot 'em in the

head.

Attributes: Agility: d4-1, Smarts: d4-1, Spirit: d4, Strength: d4, Vigor: d4

Skills: Fighting: d4

Pace: 4; **Parry:** 4; **Toughness:** 5

Special Abilities

- **Bite:** Str+d4
- **Infected:** +1 Toughness, +1 to recover from being shaken and cannot be shaken by Suppressive Fire. Called shots do no extra damage (except head). Immune to Fear, Intimidation, Disease, Tear Gas/Pepper Spray, and Darkness penalties.
- **Lumbering:** Shamblers may not run.
- **Swarm Attack:** Rather than the normal Ganging Up rules, when more than one Shambler attacks a model, treat them as a single attack with +1 on their Fighting and Damage for each Shambler past one, up to a maximum of +4.
- **Grasp:** Models must win a contested Strength roll in order to withdraw from close combat with Shamblers, who receive +1 to their roll for each additional Shambler in close combat. Only one roll is necessary to withdraw from multiple Shamblers.



While mutated Aberrant zombies are often the most talked about, the humble Shambler is by far the most common, and dangerous, of all zombies. Figure by Studio Miniatures.

CHAPTER 3:

CONFRONTATIONS

"I used to give people a chance. Believed the average Joe was a good fella. I'd often see someone moving in the ruins ahead; I had the drop on 'em, usually do. Coulda popped 'em easy. This one time, I decided to shout, "Hello? Friendly!" and wave my empty hands, you know, to show my weapon was slung. See these scars? That's what you got to look forward to if you survive an AK burst, kid.

I don't say hello no more."

-Forrest "Rot Stomper" Schehl

Just because there are settlements and strongholds where humans are safe doesn't mean that they all get along. Quite to the contrary; in places like Stadium City, the heavily armed Regulators are the only thing keeping people from killing each other over food, water, simple disagreements or anything else they might come to blows over just like they do outside the stadium walls. Scavenging is a way of life in the wasteland, and with so many people scouring the ruins near safe areas, Confrontations over claims to loot and salvage are commonplace. Different groups develop rivalries, alliances, and bitter enmities.

Each group may field four models in any Confrontation - these are considered the group's scavenging or foraging party that ran into trouble. The rest of the group is either back at camp or performing other duties at the time.

The first step in any Confrontation is to determine which type it is by either choosing or rolling on the following table:

2d6: Confrontation Type

2: Player with the higher Fame chooses.

3-4: Ambush!

5-6: Finders, Keepers

7-8: Rumble

9-10: Choose a Co-Op Con-

frontation

11: Outbreak!

12: Group with the lower Fame or Stage chooses.

Next, see the specific Confrontation for details on the setup and special rules. Unless otherwise stated, set up the table in the order the items are listed.

The Horde (C)

Researchers never had much of a chance to study the large-scale behavioral patterns of Shamblers due to the frighteningly quick spread of the infection throughout the world. The survivors living in the aftermath, however, know that while zombies typically mill about alone or in groups, occasionally they cluster into massive throngs known most commonly as herds, or hordes.

Even the most vigilant scavengers get surprised once in a while, and your group had just stumbled upon a rich stockpile of supplies when an opposing bunch of scavengers arrived. Weapons were brandished, threats and insults were shouted, and then someone heard it... the low, telltale droning moans of a horde, drawn by the noise. Good luck!

Objectives: The human players must survive the horde, and may not Bail - they're surrounded, and have to hold out until the herd moves on.

Terrain: Take turns placing each piece of terrain, or simply arrange it by mutual agreement.

Supplies: Place one large Military and one large Civilian crate in the center of the table at ground level. Each one has pieces of gear from the appropriate loot table inside and can be opened by spending one action in base contact.

Shamblers: Do not roll on the Density table. There should be five zombies for every player. Place them no more than 8" from the table edge, and spread them

evenly amongst the edges. Additionally, the Shamblers know where the players are and will move to attack them immediately, so ignore the regular Shambler behavior rules for this game. You should still track noise, however, as it is possible to attract even more Shamblers to the table.

Deployment: Human players deploy within 10" of the center of the table. Vehicles may not be used in this Confrontation.

Virus Strains: If a strain is present, it may de-plot from any table edge.

There's too many of them!: Whenever a Shambler or Aberrant is killed, it will re-deploy in the next zombie turn.

Just a little longer!: At the beginning of the 6th turn, roll 1d6. On a 6, the horde has been repelled and the game ends. On the next turn, the roll required is a 5, then 4, and so on.

The Drop

Military supply drops are generally delivered to low infestation zones in order to minimize danger to troops on the ground. The down side to this is that the "indigenous personnel" sometimes spot the parachutes and, knowing that military gear is top notch, often make their own violent bid to claim it.

This scenario is played when a Military group's supply drop has been spotted and another group in the area is attempting to fight them off and take it for themselves.

Objectives: The Military player must defend the supply drop and force the attacker to retreat. The attackers must either force the Military group to retreat, or loot the supply drop and escape off of their table edge.

Terrain: First, place a marker for the supply drop in the middle of the table (if it is a vehicle, place the vehicle there instead). The supply marker will be in an 8" diameter clearing. No terrain may be placed within this area. Next, take turns placing each piece of terrain, or simply arrange it by mutual agreement.

Supplies: The only supplies on the table are those in the military supply drop. It may be opened by spending one action in base contact. The contents are determined by whatever card the Military player drew for his supply drop.

Shamblers: Roll on the Virus Density table as normal.

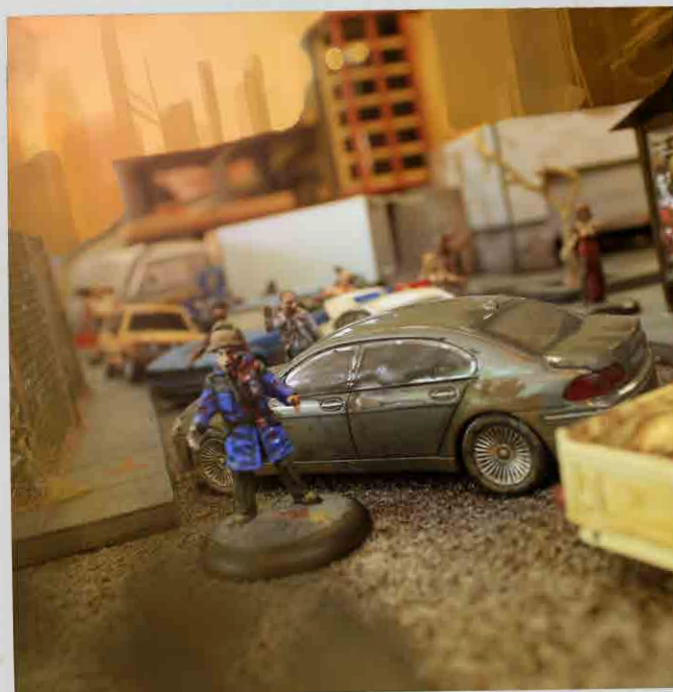
Deployment: Both sides roll d6, the winner picking which table edge to deploy from, placing his figures within 6" of the table edge. His opponent deploys from the opposite side. If the drop includes reinforcements, the new model is deployed within 2" of the supply drop.

Virus Strains: If a strain is present, Aberrants may deploy anywhere on the table as long as it is 8" from any human models and out of their line of sight.

Highway of the Damned (C)

When the crash started, most people fled the cities, hoping to reach safe, zombie-free zones. Sadly, those usually didn't exist. In the chaos, the main routes between cities became quickly choked to a standstill, some highways consisting of massive, miles-long car wrecks with zeds feasting on hapless, stranded victims along their way. Now these places, twisted snarls of maze-like rusted hulks serving as tombs just as well as any graveyard and likely crawling with zack, are best avoided. Still, desperate or intrepid scavengers sometimes risk the trip, as people fleeing during the crash often packed valuables, supplies, and weapons. Also, if there is a place to find car parts, it's here.

Objectives: Both players are out to scavenge as much



The twisted highways of the ruins are rich with plunder, but teeming with the undead.

The Shamblers are from Wargames Factory and Studio Miniatures.

gear as they can for themselves and drive off their opponents. The first group to search all the cars wins, alternately the first group to fail a Bail test loses.

Terrain: Designate a 12" wide strip of highway that runs down the center of the table, placing as many wrecked cars and vehicles as you can in that space (feel free to use whatever is roughly the right size as

substitutes). These should form tight, maze-like alleys and corridors. The rest of the table should be relatively clear.

Supplies: Roll 3d6. This is the number of wrecks in salvageable condition. They can be investigated by spending an action within base contact. Once a car is investigated, roll 1d8 on the following table:

Vehicle Search Table

1 **Nothing:** This vehicle is just an empty, rusted shell.

2 **Family Vehicle:** This car contains supplies that the owners had packed away. Draw once from the Civilian Loot Table.

3-4 **Grabber!** One of the corpses strapped into the seatbelt was actually a zombie! Place a Shambler in base contact with the investigating character. It gets an immediate free attack.

5 **Crates:** This work truck has some useful supplies in the storage lockers. Draw once from the Industrial Loot Table.

6 **Car Alarm!** Somehow this car has enough charge left in the battery to set off the alarm when you open it! The alarm will make a loud noise every turn until someone is able to use an action to make a Repair check at -2 to shut it off.

7 **Military Vehicle:** This looks like it was a military truck of some kind, and has some equipment in it still. Roll once on the Military Loot Table.

8 **Project Car:** There's no loot in this car, but it looks like with some work, this baby could run! You have found a vehicle that can be repaired! (See pg. 59) Roll 4d6:

4 Compact Car

5 Dirt Bike

6 Sport Bike

7 Chopper

8 Compact Car (Classic)

9 Mid-Size Car

10 Mid-Size Car (Classic)

11 Sports Car

12 Roadster

13 Sports Car (Classic)

14 Roadster (Classic)

15 Van

16 Sport Utility Vehicle

17 Van (Classic)

18 Sport Utility Vehicle (Classic)

19 Pickup Truck

20 Pickup Truck, Crew Cab

21 Pickup Truck (Classic)

22 Jeep

23 Jeep (Classic)

24 Roll 1d6: 1-2 Humvee, 3-4 Motor Home,

5-6 Compact Car (Hybrid)

Shamblers: Roll on the Density Table as normal.

Deployment: Each player rolls 1d6, whoever rolls higher may choose which end of the high-way he wants to set up on. His opponent de-ploys on the opposite end. Models must be deployed within 4" of the table edge and on the highway.

Virus Strains: If a Virus Strain is present, any Aber-rants may deploy anywhere on the table as long as it is 8" from any human models and out of their line of sight.

Ambush!

Unbeknownst to one of the groups, they've been followed for the better part of their most recent trip into the city. Knowing where they're headed and that they're likely loaded down with scavenged loot, their enemies have set an ambush and are lying in wait.

Objectives: The player with the lower Fame is the attacker. The goal of the attacker is to drive off their opponents, claiming the loot as their own. The De-fenders win if they are able to move all of the supply crates off of any table edge. As usual, the first group to fail a Bail test loses.

Terrain: Both players take turns placing each piece of terrain, or simply arrange it by mutual agreement.

Supplies: The defending group is carrying 1d4 crates of Civilian loot. Each crate takes up six bulk and holds two Civilian items worth of salvage. They may only be

opened after the fight.

Shamblers: Roll on the Virus Density table as normal. Do not deploy any Shamblers within 12" of the center of the table.

Deployment: Each character in the defending group must make a Smarts check, adding in any bonuses or penalties from Edges or Hindrances such as Alertness or Bad Eyes. If failed, they walk right into the trap and must be deployed within 6" of the center of the table. On a success, something doesn't seem right, and they hang back. They may deploy anywhere on the table, as long as they are at least 8" away from any enemy models or the table edge. Any defender carrying a crate, however, must deploy within 6" of the center of the table. Then the attacker deploys. His characters must be at least 12" away from the defenders and out of line of sight.

Additionally, if the attacker has any Claymore Mines, he may place them now as if they were one of his characters.

Virus Strains: If a strain is present, Aberrants may deploy anywhere on the table as long as it is 8" from any human models and out of their line of sight. If this is not possible they may be deployed as they are dealt in later.

Ambush!: In the first turn of the Confrontation, the attacker is not dealt cards, but all ambushing characters begin on Hold. The only defenders who are dealt in for the first turn are those who passed their Smarts



This group of survivors springs an ambush on a group of Tribals on their way back to camp, loaded down with plunder. Miniatures by Reaper, Black Scorpion, Wargames Foundry, Mad Muppet Miniatures.

check, the others are caught completely off-guard and are not dealt in until the second turn.



A demented Quisling blends into a crowd of Shamblers, making its way toward enemy Survivors. Miniatures by Studio, Reaper, and Wargames Factory.

Rumble

Groups of people in the dead world are usually surviving under extremely difficult, stressful conditions. Outside of one's own circle, other people are usually seen as dangerous, unpredictable, and best avoided. Places like the bazaar and city where people come into contact often result in enmities and rivalries.

These two groups have been at it for a while. They may know each other, have even worked together in the past, but lately have been talking trash back and forth while in the city, making threats, and generally getting into it. Now, out in the ruins scavenging, they've run across each other's paths and decided to settle things.

Objectives: These groups are fighting for the sake of settling a grudge and for bragging rights, little more. The first group to fail a Bail test loses.

Terrain: Both players take turns placing each piece of terrain, or simply arrange it by mutual agreement.

Supplies: There are 1d4 crates of supplies on the table. Roll for each: Civilian (1-3), Industrial (4-5), or Military (6), each one containing two items. These can be opened during the game by spending an action in base contact, or carried as a Bulk 6 item. Players take turns

placing these on the table at least 8" from any table edge.

Shamblers: Roll on the Virus Density table as normal.

Deployment: Both sides roll d6, the winner picks who deploys first. Assign a number to each corner of the table and roll 1d4. The first group deploys within 8" of the corresponding corner, his opponent in the opposite.

Virus Strains: If a strain is present, Aberrants may deploy anywhere on the table as long as it is 8" from any human models and out of their line of sight. If this is not possible they may be deployed as they are dealt in later.

Finders, Keepers

It isn't uncommon for word to get out about new rich scavenging grounds and one group to find a building full of choice gear only for another band of scavengers to show up, ready to take it from them. Other times, one group will purposely shadow another that they know is skilled at finding loot with the intent on confronting them when a score is made.

Objectives: The player with the higher Fame is the attacker. The goal of both groups is to drive off their opponents, claiming the loot as their own. The first group to fail a Bail test loses. If the battle is still raging after 10 turns, the player with the most models closest to the crates is considered the winner.

Terrain: Place a building in the middle of the table, this is the objective building. Then, both players take turns placing each piece of terrain, or simply arrange it by mutual agreement.

Supplies: There are two crates of supplies in the objective building. Each one is Civilian (1-3), Industrial (4-5), or Military (6), each one containing two items. These can be carried as a Bulk 6 item. They may only be opened after the fight.

Shamblers: Roll on the Virus Density table as normal.

Deployment: The defender sets up first inside the objective building, or within 4" of it. The attacker sets up within 6" of a random table edge.

Virus Strains: If a strain is present, Aberrants may deploy anywhere on the table as long as it is 8" from any human models and out of their line of sight. If this is not possible they may be deployed as they are dealt in later.

Zed or Alive

Outbreak! (C)

While many of humanity's survivors are immune to being turned into zombies, not everybody is so lucky. The symptoms of the virus are usually spotted very early, but every so often someone falls ill alone in a shanty or in groups, too scared to reveal themselves. The result is that outbreaks in hamlets and shanty towns on the outskirts of the city are not uncommon. Your groups were relaxing and looking to trade in town when they heard screams from the settlers, along with the telltale groans and howls of the undead. The panic and noise has attracted more zeds, and they quickly begin to stumble out of the ruins into the settlement. You've got to get out before the place is overrun!

Objectives: The group that rescues the most civilians by keeping them alive and moving them off of any table edge is the winner. Military groups' objective is containment of the plague and Virus Strains' is slaughter, but in the end it is the same: if they kill more Civilians than any group saves, they win the game.

Terrain: Both players take turns placing each piece of terrain, or simply arrange it by mutual agreement. The setup should feature a cluster of shacks or buildings near the center of the table to represent the town.

Supplies: There are 1d4 crates of supplies on the table. Each one is Civilian (1-3), Industrial (4-5), or Military (6), each one containing two items. These can be opened during the game by spending an action in base contact, or carried as a Bulk 6 item. Players take turns placing these on the table within 16" of the center of the table.

Shamblers: Roll on the Virus Density table as normal. All Shamblers, however, begin within 12" of the center of the table.

Deployment: Both sides roll d6, the winner picks who deploys first. Assign a number to each table edge and roll 1d4. The first group deploys within 8" of the corresponding edge, his opponent in the opposite.

Virus Strains: If a strain is present, it may deploy anywhere on the table as long as it is 8" from any human models and out of their line of sight. If this is not possible they may be deployed as they are dealt in later.

Civilians: Roll 2d4 for the number of Civilians present, each player deploying half of them within 12" of the center of the table. These are simple and scared townsfolk, they are not fit to serve as combatants. Roll



Making custom spawn markers can be a lot of fun! This one is made from a coin and some bits! Miniatures by Studio and Wargames Factory.

1d6 for each Civilian on the card that they are dealt in: 1-3: Do not move, cowering in fear, 4-6: Move full

pace in a random direction. For every two Civilians rescued, a random group member in the battle receives 1 extra xp. Only Military characters, Shamblers, and Aberrants may purposely attack Civilians. Tribals may choose to eat any survivors that they rescue, but forfeit any bonus xp if they do so.

Civilian

Attributes: Agility: d4, Smarts: d4, Spirit: d4, Strength: d4, Vigor: d6

Skills: Fighting d4

Pace: 6; **Parry:** 4; **Toughness:** 5

Special Abilities

- **Help Me!** Either player's characters may take one free action to order any civilian within 5" to follow him. They follow, but ignore any orders if they are already following a rescuer, unless the rescuer they are following is a Tribal. Civilians will never follow Military characters. Be sure to use the Innocent Bystanders rule (*Showdown!* pg. 9) when fighting near the civilians.

The Hunt (C)

There are always stories about terribly mutated zombies that are immensely powerful and horribly dangerous, rampaging through the dead world smashing survivors and Shamblers alike. Sadly, such rogue Aberrants are not simply tall tales – Berserkers are



The Berserker isn't just any Monstrosity, but a horribly mutated juggernaut that rampages through the ruins! Miniatures by Reaper, Wargames Factory, Studio, and Tengu Miniatures.

Monstrosities that have undergone such dramatic mutations that they lash out at any and everything. Settlements can't risk having them nearby, so when a Berserker is spotted, it is usual practice to put such a large bounty on its head that nearly every able-bodied group is willing to take the risk to bring it down.

Objectives: The player whose model delivers the killing blow to the Berserker wins the game. Terrain: Both players take turns placing each piece of terrain, or simply arrange it by mutual agreement.

Supplies: The Confrontation occurs in a very picked-over area of the ruins, as Berserkers are hunted when they wander too close to settlements. The winning player, however, earns a 2d8x\$10 bounty from the Regulators.

Shamblers: Berserkers rarely distinguish between friend and foe, so most Shamblers in the area have already been trampled; density automatically begins at Ghost Town.

Deployment: Hold a playing card roughly 36" above the center of the table and drop it. Where the card comes to a rest is where the Berserker begins play, as long as it is on the table. Both human players roll d6, the winner picks who deploys first. Assign a number to each corner of the table and roll 1d4. The first group deploys within 8" of the corresponding corner, his opponent in the opposite.

Virus Strains: If a Virus Strain is present, that player controls the Berserker, but does not deploy any other Aberrants as normal. Evolution Points earned by the Berserker do count towards the Virus player's total.

The Berserker: This beast is controlled using the Rogue rules (see *Showdown!* pg. 18) if no Virus Strain is present. All models are considered enemies, but it will ignore Shamblers as long as there are humans within Line of Sight.



Berserker

Attributes: Agility: d6, Smarts: d6, Spirit: d4, Strength: d12, Vigor: d10

Skills: Fighting: d8, Intimidate d8, Shooting d6

Pace: 6; **Parry:** 6; **Toughness:** 11

Special Abilities

- **Claws:** Str+d4
- **Hurl(2):** The Berserker may pick up nearby debris and throw it at their enemies. This is a range 4/8/16 attack, and doing 2d8 damage to anyone under a Medium Burst Template and causing a loud noise.
- **Power Blows(3):** A successful melee hit causes the target to fly backwards 1d8", plus an additional 1d4" for each raise. Add +1d6 to the damage roll if the victim strikes an object such as a car or wall.
- **Infected:** +1 Toughness, +1 to recover from being shaken. Called shots do no extra damage (except head). Immune to Fear, Intimidation, and Disease, and Darkness penalties.
- **Size +3:** Berserkers are roughly the size of a Kodiak Bear.
- **Fear -1:** Berserkers cause a Fear check at -1.

Thinning the Herd (C)

Most human settlements are not concealed, but rely on strong defenses to repel large groups of wandering zombies called "herds." Isolated groups of zeds are not a threat, but a large enough herd could easily overrun any blue zone. When the local Shambler population begins to become unmanageable for the Regulators, temporary bounties are placed on zeds to bring down numbers, prompting most people to take advantage of the opportunity to line their pockets. Picking off some zeds will only amount to pocket change, so the boldest groups strike at the heart of

Zed or Alive

the herd to cripple it permanently and make the biggest score.

Objectives: Both players are out to destroy as many Shambler Mobs as they can.

Terrain: Both players take turns placing each piece of terrain, or simply arrange it by mutual agreement.

Supplies: The Confrontation occurs in a very picked-over area of the ruins, as bounties are placed on Shamblers in a close radius around the settlement. A bounty of \$20 is paid to the group for each Shambler Herd destroyed, however.

Shamblers: Roll on the Density Table, adding +3 to the roll.

Deployment: There are d4 Shambler Mobs in play. For each one, hold a playing card roughly 36" above the center of the table and drop it. Where the card comes to a rest is where that Mob begins play, as long as it is on the table. Both human players roll d6, the winner picks who deploys first. Assign a number to each corner of the table and roll 1d4. The first group deploys within 8" of the corresponding corner, his opponent in the opposite.

Virus Strains: If a Virus Strain is present, that player controls the Shambler Mobs as well as any Aberrants, which may deploy anywhere on the table as long as it is 8" from any human models and out of their line of sight. Additionally, any Shambler Mutations the Virus Strain has also apply to the Shambler Mob's stats.

Shambler Mobs: The core of the herd is comprised of Shambler Mobs: concentrated clusters of shamblers which all of the surrounding "satellite" zombie groups follow. While these are Wild Cards, they are not dealt in, but instead behave like regular Shamblers.



Shambler Mob

Attributes: Agility: d4-1, Smarts: d4-1, Spirit: d4, Strength: d4, Vigor: d4

Skills: Fighting: d4

Pace: 4; **Parry:** 4; **Toughness:** 5

Special Abilities

- **Bite:** Str+d8
- **Mitosis:** When new Shamblers appear on the table, they may be deployed in base contact with this model.
- **Infected:** +1 Toughness, +1 to recover from being shaken and cannot be shaken by Suppressive Fire.

Called shots do no extra damage (except head). Immune to Fear, Intimidation, Disease, Tear Gas/Pepper Spray, and Darkness penalties.

- **Lumbering:** Shambler Mobs may not run.
- **Swarm Attack:** Rather than the normal Ganging Up rules, when more than one Shambler or Shambler Mob attacks a model, treat them as a single attack with +1 on their Fighting and Damage for each Shambler past one, up to a maximum of +4.
- **Grasp:** Models must win a contested Strength roll at -4 in order to withdraw from close combat with Shamblers, who receive +1 to their roll for each additional Shambler in close combat.

Note: Modeling a Shambler

Mob is easy, simply take a large base (4 Dmm works best) and mount as many zombies as it will fit!



Shambler Mobs may not seem bad, but can quickly overrun even experienced survivor groups. Miniatures by Studio, Tengu, and Wargames Factory.

Cooperative & Solo Confrontations

Some Confrontations are marked (C) which means that they can be played not only as head-to-head battles, but either as one or two players against non-player Shamblers to achieve their goals. When the Confrontation type is rolled, choose whether or not it will be played as a regular head-to-head game or a co-op/solo one.

Solo and Co-op Confrontations are played as normal, however all rolls on the Virus Density table are at +4. Additionally, for Co-op games, each player may choose to bring two group members. Both players deploy together as if they were one group and cannot attack each other. If there is more than one group leader, the winner of a contested Spirit check counts as the group leader for this Confrontation.

All loot and/or rewards are split 50/50 by the cooperating players' agreement, if they cannot agree, they must sell the items and split the proceeds in half.

Conditions

The next step is to determine what the conditions are going to be like during your Confrontation. Do this by rolling 2d6 on the table below. See below for a complete description of each condition and its effects.

Conditions Table

2 Snow

3 Fog

4 Oppressive Heat

5-8 Normal Conditions

9 Night Fight

10 Heavy Rain

11 Dawn/Twilight

12 Roll twice (re-roll impossible combinations)

Snow

Snow is difficult and exhausting to trudge through, much less to fight in. All movement (except indoors) counts as Difficult Ground for models on foot as well as Wheeled vehicles. Additionally, subtract 1d6 from outdoor falling damage. Shamblers also lose their +1 bonus to recover from being Shaken due to being partially frozen.

After the Confrontation, all group members must roll Vigor checks. Those who fail become sick and may not take a duty action until after their next game.

Fog

A thick mist blankets the ruins, making navigation



Most people are afraid of the dark, but fog can turn the brightest day into a deathtrap. Miniatures by Black Scorpion, Reaper, Tengu, and Wargames Factory.

and target acquisition extremely difficult. All rolls to hit are at -2, and targets aren't visible beyond 10".

Oppressive Heat

The Confrontation is taking place in an area smothered with a stifling heat. All human models who run must pass a Vigor check due to the heat or become Shaken. Additionally, after this Confrontation your characters require double the amount of water.

Zed or Alive

Normal Conditions

These are the ideal conditions for scavenging: comfortable temperature and plenty of sunlight.

Night Fight

Even a night with some moonlight is an extremely dangerous environment in the ruins. All rolls to hit are at -2, and targets aren't visible beyond 10". Due to the muzzle flash, any unit that fires a non-suppressed firearm may be fired upon normally until its card comes up next turn. Units with Night Vision ignore these penalties, while units with Infrared Night Vision suffer only a -1 to hit and may see targets up to 20". Additionally, the dark is scary; all Fear checks are at -1 at night.



Darkness can make it easier to avoid Shamblers, but you can also stumble upon some things you wish you'd seen sooner! Miniatures by Hasslefree Miniatures, Black Scorpion, and Tengu Models.

Heavy Rain

In addition to obscuring vision and making shooting difficult (-1 to all shots beyond Short Range), a heavy rainfall turns pavement and grass into treacherous, slick surfaces, while dirt and sand are transformed into slop that makes movement difficult. Anyone running must make a successful Agility check or else fall at the end of the move and become Shaken, and all outdoor Climbing and Driving checks are at -2.

Dawn/Twilight

Roll 1d6. The Confrontation is taking place moments before either Dawn (1-3) or Twilight (4-6). At Dawn, the battle is fought initially using the Night Fight rules. Each turn, deal an extra card after all units have been dealt. If it is a face card, the sun has begun to rise. All shots toward a randomly determined table edge are at -2 due to the blinding sunrise for the rest of the Confrontation, Night Fight rules no longer apply.

Twilight is identical, but the order of the events is reversed (begin play in Normal Conditions, then Sunset).

Virus Density

The last step before deploying your models is to determine how heavily overrun the area is with zombies. Do this by rolling 2d6 on the table below. The density number determines both how many Shamblers per human Wild Card are placed on the table, and how many pre-determined zombie spawn locations are on the table.

2d6

Virus Density

2-3

Ghost Town: 1/2

(or 1 Zed per 2 Wild Card, no spawns)

4-6

A Few of 'Em: 1

7-11

Average: 2

11

Thick with 'Em: 3

12

Crawling: 4



Note that the densities above are for a $4' \times 4'$ table. If you are playing on a smaller or larger field, make sure to adjust accordingly, as overpopulation can really ruin a game. A good rule of thumb is to treat each extra square foot as another two humans on the table; indeed, a good way to compensate for a larger table is to have more groups participate.

Once the amount of zombies have been determined, take turns placing them until they're all on the table, rolling off to see who goes first. For your first game or two, it is recommended that you play with "A Few of 'Em" until you've got the Shambler rules down.

Being Outclassed

If there is one thing that the crash taught people, it is that everyone is not created equal. It is inevitable that there's someone out there tougher than you, and eventually you're bound to cross paths.

When one group has a drastically higher Fame than its opponent, each member of the group with lower fame will receive extra experience for taking on such challenging opponents.

Fame Difference	XP Bonus
30-75	+1 xp
76-125	+2 xp
126-150	+3 xp
150+	+4 xp



Taking on great challenges is often fatal in the ruins, but the risk is worth the reward! Miniatures by Hassle-free Miniatures.

CHAPTER 4: CAMPAIGNS

"How do you make it out here? Well hell, that's the trick, ain't it? Most of the people I know pick the bones of whatever they can to find supplies, gear, anything that can be traded for food 'n water in Stadium City. That's the only real place like the old world left, that I know of. There's a load of rumors about other strongholds, but you never know, do ya? YOU wanna play Louis and Clark and find out? Didn't think so... the only other one I've seen with my own eyes is Junktown, but that's overflowing with tribals, outlaws, and god knows what else."

-Andre Sheepherts

Eventually groups must strike out into the wasted city, skulking about its ruins and braving its dangers in the hopes of finding supplies. Whether your group is a band of cutthroats, guns for hire, treasure hunters, or simply like most people in Zed or Alive, just trying to make it until tomorrow, they're likely to run afoul of something out there.

Most of them hang around Stadium City and its outskirts where the area is relatively safe, drinking in the

bars, bartering in the bazaar, or just looking for work (savory or otherwise). Groups are always on the lookout for the next big score. When the money gets low, everyone has to head out into the ruins and forage for supplies to trade and sell.

Launching a Campaign

Sure, it is definitely possible to play a single game of Zed or Alive, but the real fun comes from making

Zed or Alive

your own customized group and playing through a campaign with friends. In a campaign, you play the same group over a period of time, watching them grow and gain experience, power, and fame as you go. Many players even create maps and newsletters to track the progress and rivalries between different groups. Needless to say, playing the game in this manner can be an extremely fun and rewarding experience!

To kick off a campaign, two players determine a Confrontation and play it out. During the course of the game, group members will earn experience and find supply crates to open, hopefully finding valuable items or food inside. Make sure to track any experience or loot found on your Dossier. After that, simply follow the Regrouping Process.

Regrouping Process

It is assumed that the time between Confrontations is roughly a week. After each one, a group must take what they've scavenged, gather their dead and injured, and head home to regroup. This is one of the most important times for a group, as you will find out the effects of everything that happened in your Confrontation.

Step 1: Treating Wounded: Anyone Incapacitated or Bleeding Out at the end of a Confrontation are hurt, and you need to figure out just how badly. See the Treating Wounded section for details.

Step 2: Experience: Tally up any Experience gained and resolve any Advances for your Group.

Step 3: Assign Duties: Determine who is doing what between now and your next Confrontation and figure out the results. See the Duties section for more details.

Step 4: Manage Supplies: Make any gear changes necessary, store items at your group's hideout, updating your dossier as necessary.

Step 5: Survival: Check to see if your group has enough food and water to stay alive, applying Starvation and Thirst penalties if necessary.

Step 6: Fame: Update your group's Fame.

Bennies

In campaigns, any unspent bennies at the end of

a Confrontation may be used on Trait rolls during the Regrouping Process. After that, they are lost.

Step 1: Treating Wounded

"Out here a simple scratch can get infected and kill ya, and that could just be from a rusty nail. Keep that in mind when you see Zack and think he looks slow and weak, huh? Because one thing that Zack can do is bite. Hard."

-Peter "The Running Man" Cerda-Pavia

You need to determine how badly your Group members have been hurt. Make a Vigor check for any character that was Incapacitated or Bleeding Out at the end of the Confrontation. Apply the following Modifiers to the roll:

Modifier	Condition
-2	Bleeding Out and group Bailed or lost the Confrontation.
-1	Bleeding Out and group won the Confrontation.
-3	Fully Bled Out/Incapacitated
-2	Has been Feasted on.
-2	Conditions were Heavy Rain, Snow, or Oppressive Heat.

On a success, the member is alive, but incapacitated for the next Confrontation. With a raise, he is fit to fight for the next Confrontation. On a failure, you must consult the Badly Wounded Table to determine the extent of the member's injuries. Injured characters are out of action for one Confrontation unless stated otherwise.

Death

Generally, any dead members' weapons gear is lost and you cannot give it to other group members. If an enemy group member was in melee range when the game ended, they may randomly take one piece of gear on a successful Smarts check, two on a raise. If the character was being dragged or carried by a friendly model, they may keep all of his equipment.

Badly Wounded Table

To find out the details of a group member's injuries, roll 2d6 on the following table:

2-3: Serious Injury

d6 Roll

1: Dead/Turned – This poor soul is dead and his body is abandoned, likely food for infected in the dark alleys of the dead world, never to be found again. All the weapons and equipment he carried are lost. Remove him from the group's dossier. If he was injured by zombies, then he has Turned while attempting to recover. The group's next Confrontation must be Outbreak!

2: Mauled – This character has been severely worked-over. Roll twice on the Badly Wounded Table and apply both, ignoring Dead/Turned and further Mauled results.

3: Chronic Injury – Some injuries just can't be mended properly with what remains of the medical facilities in the wastes. This character begins every Confrontation with 1 wound.

4: Recurring Injury – This character has sustained an injury that keeps him bed-ridden on some days. Roll a Vigor check before every Confrontation. If failed, he is unable to participate.

5: Hasty Retreat – The member manages to get back to camp, but had to drop his weapons and gear or he'd never have made it out.

6: Stroke of Luck – The character appeared to be nearly dead, but was simply knocked unconscious. A miscellaneous piece of gear absorbed the shock of the blow. The character now has the Lucky Edge but loses one randomly determined piece of equipment.

4-6: Arm

d6 Roll

1: Mangled Arm – This character's arm has been badly broken or shredded and is now nearly useless, possibly amputated. This character now has the One Arm Hindrance.

2: Shoulder Injury – Seriously injured, this character's shoulder has sapped some of his power and lowered his Strength by one die type. (Min d4)

3: Broken Finger – The character's grip has been weakened, making it more difficult to hold a weapon steady and causing a -1 penalty on all Shooting rolls.

4: Crushed Hand – This survivor has had his hand mangled, and although it will heal, he will never be quite the same. All Fighting rolls are now at -1.

5: Hurt Elbow – An elbow injury has left this character with a nagging pain whenever he's doing hard work, resulting in a -1 penalty on Repair rolls.

6: Damaged Wrist – Although healed up, this character's throwing wrist will never be quite up to par. All Throwing skill checks are at -1.

7-8: Guts

d6 Roll

1: Gut Wound – The warrior makes a recovery, but his injuries leave him permanently weakened. Vigor reduced a die type (min d4).

2: Chest Injury – This character has taken a serious chest wound. He has recovered, but is weaker than before. Strength is reduced by a die type (min d4).

3: Broken Ribs – The fighter has had a couple ribs broken, they will heal but he is left with a lingering stiffness, his Agility is reduced a die type (min d4).

4: Injured Abdomen – The fighter has had a serious injury to his waist, leaving him more vulnerable in the future. His Toughness is reduced by 1.

5: Greivous Injury – While not life-threatening, the wound this fighter took will keep him bed-ridden for 1d4 Confrontations.

6: Badass – The character has taken a serious beating, but rather than succumb, has grown accustomed to the pain and now has the Nerves of Steel Edge. If he already has it, he gains Improved Nerves of Steel.

9-10: Leg

d6 Roll

1: Massive Leg Trauma – This fighter's leg has been severely mangled, to the point of being useless and possibly amputated. The character now has the One Leg Hindrance.

2: Kneecapped – This character's knee is prone to giv-

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ing out, and he may no longer make run moves.

3: Calf Wound – Damage to this fighter's calf has taken the spring out of his step. This character is now Lamé.

4: Hip Injury – While this character's flat-out speed is not affected, his general mobility has suffered. His Agility die is shifted down by one.

5: Broken Foot – A busted foot that didn't heal properly makes sneaking around quietly difficult for this character. Stealth checks are at -1.

6: Smashed Toe – This character's toe has been damaged, making it far more difficult to secure footholds while climbing, resulting in a -1 penalty to all Climbing checks.

11: Psychological

d6 Roll

1: PTSD – Not everyone is cut out mentally for the world full of walking corpses, and this character is suffering from severe post-traumatic stress, resulting in a die shift down to his Spirit. (Min d4)

2: Fearful – This character's injuries have left him full of fear and cowardice. He now has the Yellow Hindrance.

3: Gun-Shy – This character has been scarred by the violence he has witnessed, and has vowed never to harm another living thing. He now has the Pacifist Hindrance.

4: Addiction – While he was healing, your character picked up a bad addiction. He now has the Addict Hindrance.

5: Bad Temper – The character's injuries have left him jaded and mean to other people, he is simply not

much fun to be around. He now suffers from the Mean Hindrance.

6: Sand – Some people come back from traumatic injuries harder, more steady. This character now has the Brave Edge.

12: Head Wound

d6 Roll

1: Brain Damage – This poor soul has taken massive trauma to the head. He made it back to consciousness, but will never be quite all there. Smarts reduced one die type (min d4).

2: Memory Loss – The character has taken a powerful blow to the head and suffered temporary amnesia. He is back to normal, but hasn't remembered everything. One random skill is lowered by one die type. (min d4)

3: Lost An Eye – The fighter has lost one of his eyes (determine which randomly), and now has the One Eye Hindrance. If he already has One Eye and suffers this wound to the same eye, he misses the next Confrontation while recovering. If he suffers it to his other eye, he is Blind and suffers -6 to all actions requiring vision.

4: Damaged Ear – The character's hearing has taken some damage, and he can't hear a lot besides ringing now. He is now Hard of Hearing.

5: Disfiguring Scars – This unfortunate soul has had his face marred by wounds, lowering his Charisma by 2.

6: We Thought You Were Dead! – This group member perseveres alone in the ruins, finally making his way back to camp. He gains +1 Experience.

Step 2: Experience

"Don't let the gray hair fool you - anyone who's managed to make it this long in the waste is a survivor through and through. You can bet he's picked up some nasty tricks along the way."

During Confrontations, group members earn experience points for staying alive, killing the enemy, achieving objectives, and other exploits. The exact amount of experience a model receives will be specified in the scenario details. Make sure to track each character's experience on the Group Dossier sheet. In addition to gaining the experience unique to a specific Confrontation, the following table lists how much experience your group members earn in combat:

Experience	Action
1 (Leader only)	Group won Confrontation.
1 (Leader only)	Group made it out with no models incapacitated.
1	Survived the Confrontation without Bleeding Out.
1 per enemy.	Incapacitated or Wounded opposing Wild Card.
1 per 5 Shamblers.	Incapacitated Shamblers.
1	Disabled opposing vehicle.
2	Destroyed opposing vehicle.

Note: Experience for Wounding and Incapacitating Wild Cards does stack, but multiple wounds to the same Wild Card do not.

Additionally, when tracking experience for Shambler kills, kills do carry over between Confrontations.

For example: if Jonner kills three Shamblers in one Confrontation, then he will gain an experience point after killing two more in his next Confrontation.

Advancement

Each time a Group member gains 5 experience (i.e. at 5, 10, 15, etc.), roll on the Advancement Table to see how they have improved.

1d4 Roll:

- 1. Choose one Edge.*
- 2. D4 in a new skill.*
- 3. +/- die type to an existing Skill.*
- 4. +/- die type to any Trait.*

Group Leaders

Leadership Edges (Command, Hold the Line!, Inspire, Devious Mind, Strong Mojo, and Natural Leader) are only available to your Group Leader.

New Edges & Hindrances

There are some new Edges and Hindrances in Zed or Alive that will only be useful in this setting, and some existing ones that have changed slightly to suit the new environment.

Edges

Arrow Scavenger

Requirement: Smarts d6

One of the nice things about using bows and cross-

bows is that it's possible to recover the arrows, assuming it's safe to stick around. Any time this character runs out of ammo with any bow or crossbow and is on the winning side of a Confrontation, he may make a Smarts check (accounting for modifiers like Bad Eyes and Alertness) to recover his arrows.

Attractive

Requirement: Vigor d6

This character is very pleasing to the eye, receiving +2 Charisma.

Very Attractive

Requirement: Vigor d6, Attractive

This character is routinely causes double-takes, receiving +4 Charisma.

Beast Master

Requirement: Spirit d8

This character has a strong affinity for animals, and has found a stray dog that is undyingly loyal to him. See Pet Dogs, pg. 61.

Booming Voice

Requirement: Spirit d6, Group Leader

This character has the ability to project his voice even through the din of combat. If he chooses, he may yell his commands this turn, allowing his followers to benefit from his leadership edges up to 10" away rather than the normal 5". Doing so counts as a loud noise, however.

Brave

Requirement: Spirit d6

Whether this character was born with the heart of a lion, or is simply so inundated with the horrors of the dead world that he has become numb to many of its dangers, he is difficult to scare and gets +2 on Fear and Bailing checks.

Brawny

Requirement: Vigor d8

In addition to being more durable and receiving +1 Toughness, this character has an aptitude for hauling things around and may shift his Strength up one die type for the purposes of carrying supplies (pg. 4).

Charismatic

Requirement: Spirit d8

Charismatic characters have a natural way of con-

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necting with other people and establishing a rapport, easily finding common ground to work from, resulting in +2 Charisma.

Chef

Requirement: Smarts d6

It's amazing what a little ingenuity and some spices can do! This character has such a gift in the culinary arts that he may spend his Duty action to cook, and on a successful Smarts check, the entire group's food counts as Fresh Food.

Comic Relief

Requirement: Spirit d6

Even in the most dire situations, jokes can help lift peoples' spirits. Friendly models within 5" get +1 to Morale checks while this character is standing.

Decapitate

Requirement: Fighting d10

Some people develop a perfect technique for lopping off zed heads. When attacking Shamblers with an edged weapon, any hits by this character with a raise are automatically treated as called shots to the head.

Grenadier

Requirement: Agility d8

When throwing grenades, this character has the knack for "cooking" them properly, timing the explosion when it lands. Characters trying to dodge or throw grenades back at this character are at a further -2 on their Agility check.

Devious Mind

Requirement: Smarts d8, Group Leader

Having spent innumerable days exploring the ruins, this character has a rather unique understanding of the big city, knowing where to go and where not to go. When rolling to determine which Confrontation is played, he may adjust the roll by two.

Extraction

Requirement: Agility d8

This character is adept at ducking out of combat, especially against Shamblers. When withdrawing from combat, make an Agility check. If successful, one opponent doesn't get a free attack. They also get +1 on rolls against Shambler's Grasp ability.

Improved Extraction

Requirement: Extraction

As above, but on a raise all opponents lose their free attack..

Gadgeteer

Requirement: Repair d6

Some people just have a knack for making do with what little they have. This character may now attempt to create jury-rigged gear (pg. 63).

Hail of Bullets

Requirement: Shooting d8

Being shot at is normally unnerving, but this character is a pro when it comes to forcing enemies to keep their heads down. Enemies are at -2 on Spirit checks to avoid Suppressive Fire from him.

Powerhouse

Requirement: Str d8, Fighting d8

This character may attempt to shove (see pg. 4) any adjacent models with a single action, making his Strength check at -2.

Improved Powerhouse

Requirement: Str. d10, Powerhouse

As above but may ignore the -2 penalty.

Quick Hands

Requirement: Agility d8

This character receives +1 to his Agility check when attempting to throw grenades back at the attacker.

Tackle

Requirement: Strength d8

When charging, this character can choose to Tackle his opponent. On a successful hit, the target is automatically Shaken.

Hindrances

All Thumbs

Some people are just terrible when it comes to devices of any kind. For them, a trait roll of 1 when using any sort of device causes malfunction (or loss of action if no malfunction is specified), firearms will be out of ammo on a 1 rather than a simple jam. Additionally, they are at -2 on all repair rolls.

Addict

People thought life was rough before the crash; now people hardly need an excuse to pick up vices to blow off steam. This character has become addicted to a substance or activity, and is at -2 to all rolls if he hasn't been able to partake (by obtaining the item he craves and consuming it or gambling) since his last Confrontation.

1d4 Addiction

1. Alcohol

2. Cigarettes

3. Gambling

4. Drugs

Bad Luck

A lot of people say that the lucky ones are the people who died in the crash... and didn't get up and start eating people. A lot of people are wrong. When someone with Bad Luck is in the group, you receive one less Benny than normal.

Hard of Hearing

This character has a poor sense of hearing, and has trouble noticing things creeping around in the darkness. He is at -2 on Smarts checks to avoid surprise and noticing things in combat.

Loyal

This character believes that his life is meaningless without those he has sworn to protect, and will not allow the group to voluntarily Bail if a friendly model is Bleeding Out.

Mean

This character has grown bitter and jaded toward the world, and refuses to get close to anyone new. His poor demeanor results in a -2 to his Charisma.

Obese

Particularly large characters don't have an easy time in the dead world. They suffer -1 to Pace, and have a d4 running die. They are tougher to bring down, and receive +1 Toughness. Obese characters also require twice as much food to survive.

Pacifist

It may sound crazy, but there are people in the wasteland who don't want to hurt anybody. These kind souls will only attack humans if they are attacked first.

Small

This character is particularly slight, and suffers from -1 Toughness.

Edge Requirements

Ace	Agility d8	Great Luck	Luck
Acrobat	Agility d8, Strength d6	Marksman	20xp
Alertness	None	Mighty Blow	20xp, Fighting d10
Ambidexterous	Agility d8	Mr. Fix-It	None
Beast Bond	None	Natural Leader	Spirit d8, Command
Beast Master	Spirit d8	Nerves of Steel	Vigor d8
Berserk	None	Imp. Nerves of Steel	Nerves of Steel
Block	10xp	No Mercy	40xp
Improved Block	Block	Quick	None
Brawny	Strength d6, Vigor d6	Rock and Roll!	20xp, Shooting d8
Combat Reflexes	20xp	Steady Hands	Agility d8
Command	Group Leader, Smarts d6	Sweep	Strength d8, Fighting d8
Common Bond	Group Leader, Spirit d8	Improved Sweep	40xp, Sweep
Danger Sense	None	Strong Willed	Intimidation d6, Taunt d6
Dead Shot	20xp Shooting/Throwing d10	Tough As Nails	80xp
Dodge	20xp, Agility d8	Imp. Tough as Nails	80xp, Tough as Nails
Improved Dodge	40xp, Dodge	Trademark Weapon	Fighting or Shooting
Extraction	Agility d8	d10	
Improved Extraction	Extraction	Imp. Trademark Weapon	40xp, Trademark Weapon
Fervor	40xp, Spirit d8, Command	Two-Fisted	Agility d8
Frenzy	20xp, Fighting d10	Weapon Master	80xp, Fighting d12
Improved Frenzy	40xp, Frenzy	Master of Arms	80xp, Weapon Master
First Strike	Agility d8	Woodsman	Spirit d6, Survival d8
Improved First Strike	60xp, First Strike		
Luck	None		



Survivors are ambushed by Shamblers while foraging for food. 15mm Miniatures by Rebel Miniatures.

Step 3: Assign Duties

Most groups get into a scrape every week or so, but in the meantime they are working to improve their situation, be it heading into Stadium City to trade for supplies, foraging for food, or caring for injured group members.

After wounds and experience have been resolved, any able-bodied group members may be assigned duties to carry out. If a group member is unable to fight in the next confrontation, he is also too hurt to perform any duties and must spend the time resting.

Choose from the following list or any that have been made available by items, edges, camps, or other special situations:

Making Repairs

Inevitably, you will have to repair some machinery such as cars, weaponry, or generators.

You may assign a character to make repairs, allowing him to make a repair skill check. For cars and other vehicles, see Repairing Vehicles (pg. 59). Other items and Confrontations that enable repair checks will be listed in their rule entries.

Any repair checks made without tools are at -2

Caring for Wounded

If one of your group members is injured and cannot participate in the next game, you may assign someone to assist in their recovery.

To do so, they roll a First Aid check, taking into account the wounded character's injury penalties of -4. On a success, the wounded character is able to fight one confrontation sooner than they normally would. On a raise, the character has recovered so well that they may participate in the next confrontation, and even perform a duty immediately!

Scavenging & Foraging

"You know the key to scrounging loot, esse? Living to come back. You know what the key to that is? Not letting Zack know you're there – sneaking in and out. Not running in, guns blazin' like a damned fool!"

-Tania "T-bone" Moreno, "Junk Queen" of Stadium City

While it might seem risky, the areas in the immediate environs of any large stronghold like Stadium City are relatively safe, and anyone worth their salt can avoid the odd solitary walker and check around for supplies. It's only when venturing deep into the ruins that heading out in groups is necessary.

Anyone assigned to scavenge as their duty may make a Survival skill check. If failed, he has come home empty handed. On a success, draw 1d3 times on the Civilian Loot Table. On a raise, consult the Scavenging Table below. For this table, you may add the raises of any scavengers together, or roll them separately. If you add them together, randomly determine which survivor is affected by results calling for a specific character to be affected.

For example, if you send two group members out to scavenge and one rolls a single raise while the other rolls two raises, you may choose to either roll once on the One Raise table and once on the Two Raise table, or add their efforts together and roll once on the Three Raise table.

A character assigned to forage also makes a Survival check. If failed, he has come home empty handed. On a success, he has found enough food and water for d3 people for a week. For each raise he has found enough for one additional person.

Scavenging Table

One Raise(d6)

1 – Rolled Supply Truck

Hanging over the edge of a freeway overpass on its side is an old moving truck, the kind you'd rented out many times long ago. From the broken, blood-stained windows in the cab, it doesn't look like the owners met a happy end. Hopefully they left something good behind.

Draw one Civilian and one Industrial Loot item.

2 – Corner Store

Even with the sign barely legible, you know a corner liquor store when you see one! The front of the store has been picked clean, but it looks like there are still some boxes of booze back in the storeroom!

You find d4 bottles of booze, in addition to one Civilian Loot item.

3 – Look! A dead body!

You run across a corpse, half-eaten and still steaming. The grisly scene has the hairs on the back of your neck standing, your eyes open for straggling Zeds as you check the body for belongings.

You find one Civilian Loot item. Additionally, roll a d6: 1-3: Industrial Loot item, 4-6: Military Loot item.

4 – Sporting Goods Store

This place would have been a dream come true if you'd have found it right when all the chaos started. Now, it's fairly picked over, but plenty of merchandise still lines this old sportsmart's shelves.

You find 2d6 dollars in the register, and d3 Civilian Loot items.

5 – Old Friend

When you get back to your camp, an old friend is there waiting for you. He's decided it's finally time he repay you for saving his life back during the crash.

A new member has joined your group for one Confrontation. He has enough food and water to last just that one fight, and then he will move on.

Alternately, you may take him on as a permanent addition, providing food and water from the group's stash. Roll randomly to determine what type of group member he is, rerolling any leader types.

6 – Unblocked Sewer Entrance

You stumble across a tunnel opening which leads to the city's sewer system, which allows much safer movement through the city. Sure sure, it's scary as hell; but it really cuts the travel time down.

You can now use the sewers to cover more ground while scavenging. You may reroll one failed Survival check when scavenging from now on.

Two Raises(d6)

1 – Church

A lot of communities rallied in their churches when all of this started. Some of them were armed, but it didn't matter... that many people in one tight building, it was just a matter of time before they became a buffet for Zack. One thing's for sure, a lot of people died here, and not too many people are willing to be so god damned sacrilegious as to loot them.

You may loot the church, gaining up to three Civilian Loot items. For each one taken, however, you will have one less benny in the next Confrontation.

2 – Overrun Checkpoint

You gotta give those army boys credit, they did their best. Hell, they weren't trained for this. They set up checkpoints and barricades to try and regulate the flow of refugees and stop the spread of infected. It didn't matter, the poor bastards couldn't tell the difference between the two half the time, and who could blame 'em? They were overrun, all of 'em. At least they were armed to the teeth, though.

You may draw one Military Loot item.

3 – Mansion

Every once in a while you run across a really nice home, the kind you only ever saw on TV. It's obvious these guys left in a hurry, from the way every-

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thing was just left. Maybe they never made it home at all, who knows? A few looters have been through, but it all looks pretty intact.

You find d4x10 dollars in the safe.

4 – Auto Shop

Most places with tools of any kind have long since been stripped bare, but this one was in a poor location in an out of the way back alley.

You find 1d6 Industrial Loot items.

5 – Trapped Survivor

While exploring, you hear some shouting and banging from inside a building. Somehow, this person managed to get locked in what looks like a broom closet. He's exhausted, malnourished, and although he brandishes a crude weapon, is completely incapable of defending himself.

This person is so thankful for being rescued that he or she is willing to join your group. They have one Civilian Loot item and is a randomly determined group member type (reroll leader types).

Tribals may also choose to kill and eat him.

6 – Deer Trail

If there's one type of animal that has little difficulty escaping the zombie menace, it is the deer. Nimble in the extreme, they move freely in the area and feast on the flourishing plant life. You've located one of their main routes, which is rich with fruits, nuts, and deer!

You may reroll one failed Survival check when foraging from now on.

Three Raises(d6)

1 – Police Station

Police stations have the benefit of usually being locked up tight, and the average scavenger doesn't have the means to break in. Luckily, you're not the average scavenger!

Looting the almost pristine police station garners d4 Military Loot items.

2 – National Guard Arms Cache

When that bunker door swung open, you were

lucky some of those crates had military uniforms, because you're probably gonna need some new pants. Most military units were overrun so quickly that the arms caches in this area were never needed for resupply. Sucks for them... lucky for you.

Ransacking the stockpile provides d6 Military Loot items.

3 – Herd

One of the most terrifying things about zombies is that, for such clumsy creatures, they can really be quite stealthy, even in large numbers. Sometimes even seasoned scavengers find themselves surrounded by a herd of Shamblers hundreds deep. Through quick thinking, a well-placed sprint for cover, and a silent melee kill, your survivor has managed to live to tell the tale.

Your scavenger gains d6 Experience Points immediately.

4 – Massacred Survivors

The scene up ahead is grisly at best... from the looks of things, a group of survivors got trapped in this street and made their last stand. The tracks and gore left behind, cars overturned and smashed bodies make it obvious that at least one Monstrosity was involved. Poor bastards...

Picking through the bodies, you find d3 Civilian, d3 Industrial, and d3 Military Loot items.

5 – "It Starts right Up!"

When carefully picking your way through the ruins, you spot a car that looks to be in surprisingly good shape. Upon further inspection and a little hotwiring, you've managed to get it running! Luckily there's just enough gas to make it back to camp.

You've found a running car! Roll on the Project Car table (pg. 22) to find out what kind!

6 – Lookout Spot

You've managed to clamber up to the top of an abandoned building or water tower from which you can get a perfect view of the surrounding ruins.

You can now use the lookout spot to help locate valuable gear and food. You may reroll one failed Survival check when scavenging or foraging from now on.

Scouting

Sometimes a group simply isn't happy with the location of their camp, other groups prefer to stay moving rather than getting settled in one place for fear of growing complacent. You may assign one of your group members to scout out a new spot, allowing you to roll on the Camp Table and move to the new location if you wish.

The Bazaar

"What can ya get at the bazaar? What CAN'T ya get, that's the question! This stall here has the best guns for fifty miles; catch 'em on a good day and you can score some armor piercing rounds, even! Down there is Celia's, any clothing you could ask for, armor if you're lucky. Huh, those guys? Best to steer clear – they'll take the shirt off your back on a bad wager."

-Chuck "Chuck Ranger" Gisi, Free Agent

One of the most important jobs for anyone in the wasteland is heading into Stadium City's markets to buy and sell goods. While any decent-sized settlement will have traders, all of the most successful scavengers head to the big city, making it the hotspot of commerce for the entire region. Most people go there to get necessities for survival – food, clothes, and medicine. The city folk, secure behind their walls, are often in the market for the most unlikely items – even luxuries such as jewelry are in demand now. Even those who have established their own settlements elsewhere stroll through the bazaar stalls searching for rare machine parts or weapons to help their people, for the array of items on display would even be considered impressive before the crash. Located in the bustling stadium city under the watchful eye of the Regulators, this market spans nearly one quarter of the city's open area in a sprawl of booths, huts, and alcoves. If something ever existed within a few miles of the city, it has probably passed through here at some point, as all of the busiest scavengers and looters head straight to the bazaar to make their cash.

When someone is assigned Trading as their duty, they head into the city or to the nearest hamlet trader to run the group's errands. There are several things they can do in town:

Trading

The most obvious and important task is to buy and sell goods in the bazaar. Some people approach it as they would have a swap meet or farmer's market before the

crash, wandering about and trying to find something useful at a reasonable price. The true traders, however, treat the bazaar as a world unto itself; they make friends, learn the lay of the stalls, the rivalries and alliances amongst the shop owners, who has what, and when they are likely to have it. As most people will tell you, anything is available in the bazaar – you just need to know how to find it.

The value of any available item is listed on the Bazaar Table (pg. 41). All items have a Rarity, which is either Common, Uncommon, or Rare. Each character that is sent to trade may purchase as many Common items as they can afford, but may only search for one Uncommon or Rare item per trip. To do so, they must decide which item they're after, then make a Streetwise (or d4-2) check, applying any penalties from the table below. On a success, they have found a suitable one to purchase. With a raise, they may attempt to find another item if they wish.

When selling an item, roll a Persuasion check (or d4-2), adding Rarity Penalty as a bonus. On a failed check, the item fetches 50% of its value. On a success, you've managed to sell it for 75% of its value. With a raise, your character was so convincing that the traders bought it for the full value! For example, selling a Rare item would be a Persuasion check with +4 to the roll.

Additionally, if multiple players have sent characters into town to trade, they may trade and barter with each other.

Haggling

The art of bargaining is a vital and often overlooked key to thriving in the wasteland now that the concept of "sticker price" is a distant memory of a time when getting a gallon of fresh water for a little less than offered was considered rather trivial, not a question of life and death.

Once per trading trip, a character may attempt to negotiate the price on an item down. To do so, he must make a Persuasion check (or d4-2), applying any Rarity penalties. If the roll is failed, the price increases by \$1d4. On a success, subtract \$1d4 from the price. On a raise, subtract \$1d8.

Rarity Penalties:

Uncommon: -2

Rare: -4

Zed or Alive

Weapons	Cost	Bulk	Rarity
Blades			
Dagger / Knife	\$5	1	Common
Butcher's Cleaver	\$8	2	Common
Machete	\$12	3	Common
Long sword (Replica)	\$10	3	Uncommon
Long sword	\$20	3	Rare
Katana (Replica)	\$12	3	Uncommon
Katana	\$24	3	Rare
Axes			
Axe	\$8	3	Common
Fire Axe	\$20	4	Common
Great axe (Jury-rigged)	\$27	4	Rare
Clubs & Hammers			
Club (Improvised, police baton, Magnum Lite)	\$5	2	Common
Large club (hammer, crowbar, metal pipe)	\$12	3	Common
Baseball Bat	\$15	3	Common
Nailbat (Jury-Rigged)	\$11	3	Uncommon
Flail (Jury-Rigged)	\$17	3	Rare
Sledgehammer	\$23	4	Uncommon
Pole Arms			
Halberd (Jury-rigged)	\$25	5	Rare
Shovel	\$20	5	Common
Hockey Stick	\$16	5	Common
Broom	\$10	5	Common
Spear (Jury-Rigged)	\$23	5	Uncommon
Modern			
Bayonet (on rifle)	\$5	1	Uncommon
Chainsaw	\$45	4	Uncommon
Archaic Ranged			
Rock	Free	1	Common
Throwing Axe	\$10	1	Common
Crossbow	\$22	3	Common
Hand Crossbow	\$8	2	Uncommon
Composite Bow	\$20	4	Uncommon
Bow (primitive/standard)	\$15	3	Common
Slingshot/Wrist Missile	\$5	2	Common
Modern Pistols			
"The Road Warrior"	\$30	2	Common
Derringer (.44)	\$18	1	Uncommon
Colt 1911 (.45)	\$20	2	Uncommon
S&W Revolver (.44)	\$30	2	Common
Desert Eagle (.50)	\$35	2	Rare
9mm Pistol	\$18	2	Common
Ruger (.22)	\$11	2	Common
S&W Revolver (.357)	\$30	2	Common
S&W Revolver (.45)	\$30	2	Common

Weapons	Cost	Bulk	Rarity
Submachine Guns			
MAC-10 (.45)	\$78	2	Uncommon
MAC-10 (9mm)	\$76	2	Common
MP5K (9mm)	\$86	2	Uncommon
H&K MP5 (9mm)	\$58	3	Common
FN P90 (5.7mm)	\$65	3	Rare
Tommy Gun (.45)	\$60	3	Rare
Uzi (9mm)	\$68	3	Common
Shotguns			
Double-Barrel (12g)	\$32	4	Common
Pump Shotgun (12g)	\$22	4	Common
Sawed-Off DB (12g)	\$30	3	Common
Streetsweeper (12g)	\$12	3	Uncommon
Rifles			
Barrett (.50)	\$75	5	Rare
M40/L96A1	\$43	4	Rare
Dragunov SVD	\$47	4	Rare
Hunting Rifle (.308)	\$40	3	Common
Assault Rifles			
AK-47 (7.62)	\$88	3	Common
SCAR-H (7.62)	\$80	3	Rare
H&K G3 (.308)	\$80	3	Rare
M-16 (5.56)	\$36	3	Common
Steyr AUG (5.56)	\$76	3	Common
M4 (5.56)	\$75	3	Uncommon
AK-74 (5.56)	\$76	3	Uncommon
FAMAS (5.56)	\$76	3	Rare
H&K G36 (5.5)	\$98	3	Rare
H&K SA80 (5.56)	\$87	3	Uncommon
Machine Guns			
RPK-74 (5.56)	\$82	4	Rare
RPD-46 (7.62)	\$78	4	Rare
M60 (7.62)	\$80	4	Rare
M240B (7.62)	\$70	4	Uncommon
M249 SAW (5.56)	\$98	4	Common
Special Weapons			
Flashbang Grenade	\$6	1	Common
Pepper Spray	\$25	1	Uncommon
M203/M79 Gren. Launcher	\$100	3	Uncommon
RPG-7	\$150	4	Uncommon
AT-4	\$56	4	Uncommon
Flamethrower	\$116	5	Rare
Molotov Cocktail	\$14	1	Common
Frag Grenade	\$7	1	Common
Smoke Grenade	\$6	1	Common
Flare Gun	\$10	2	Common

Dead or Alive

Weapons	Cost	Bulk	Rarity
Claymore Mine	\$25	2	Uncommon
Tear Gas Grenade	\$7	1	Uncommon
Tranquilizer Rifle	\$72	3	Rare

Armor			
Leather Armor	\$10	4	Common
Leather Jacket	\$8	3	Common
Studded Leather Jacket	\$15	4	Uncommon
Motorcycle Jacket	\$23	4	Common
Motorcycle Helmet	\$6	3	Common
Sports Padding	\$13	4	Common
Sports Helmet	\$3	3	Common
Paintball Mask	\$2	3	Common
Hockey Mask	\$2	3	Common
Chain Mail	\$20	4	Rare
Plate Mail	\$30	6	Rare
Shield, Small	\$6	2	Common
Shield Medium	\$26	3	Common
Shield Large	\$32	4	Common
Kevlar Vest	\$40	3	Uncommon
Heavy Kevlar Vest	\$60	4	Rare
Kevlar Helmet	\$12	3	Uncommon
Riot Shield	\$52	4	Uncommon
Scavenged Armor (Metal)	\$20	4	Uncommon
Scavenged Armor (Rubber/Plastic/Cloth)	\$10	3	Uncommon

Food & Drink (1 Week's Worth for 1 Person)

MREs	\$25	2	Rare
Candy	\$15	2	Uncommon
Soft Drinks	\$8	2	Common
Coconut water	\$5	2	Common
Domin-ade	\$5	2	Common
Bottled Water	\$5	2	Common
Canned Food	\$5	2	Common
Dry Foods	\$5	2	Common
Fresh Food (See Survival pg. 46)	\$25	2	Common
Booze	\$15	2	Common
Energy Drink	\$15	2	Uncommon
Coffee	\$20	2	Common

Miscellaneous Gear

Broadhead Arrows	\$20	2	Uncommon
Bodkin Point Arrows	\$20	2	Uncommon
Suppressor	\$45	1	Rare
Foregrip	\$30	1	Uncommon
Scope	\$30	1	Common
Red dot/reflex sight	\$45	1	Uncommon
Laser sight	\$35	1	Rare
RPG Rocket (HEAT)	\$15	1	Uncommon

	Cost	Bulk	Rarity
40mm Grenade	\$10	1	Uncommon
Camouflage Fatigues	\$25	2	Common
Ghillie Suit	\$60	2	Rare
NVGs	\$80	2	Rare
IR NVGs	\$65	2	Rare
Gas Mask	\$30	2	Common
Hazmat Suit/MOPP Gear	\$40	4	Uncommon
Cold Weather Gear	\$20	3	Common
Gunsmith Kit	\$45	2	Uncommon
Military Backpack	\$50	3	Uncommon
First Aid Kit	\$30	2	Uncommon
Radio	\$35	2	Common
Compass	\$25	1	Common
Map (Military)	\$85	1	Rare
Extra Ammo	\$15	1	Common
Claymore Mine	\$35	1	Uncommon
Bicycle	\$100	6	Rare
Flashlight	\$5	1	Common
Flashlight (Military)	\$15	1	Uncommon
Tac Light	\$20	1	Uncommon
Clothes	\$10	2	Common
Leather Scrap	\$5	2	Common
Plastic Scrap	\$5	2	Common
Small Dog	\$35	N/A	Common
Medium Dog	\$40	N/A	Common
Large Dog	\$50	N/A	Common
Dog Muzzle	\$10	1	Common
Glasses	\$15	1	Common
Painkillers	\$15	1	Uncommon
Air Horn	\$20	1	Uncommon
Drugs	\$15	1	Uncommon
Cigarettes	\$10	1	Common
Teddy Bear Backpack	\$20	2	Uncommon
Magnum Lite	\$25	2	Uncommon
Skateboard	\$15	3	Uncommon
Duffle Bag	\$25	2	Common
Multitool	\$15	1	Uncommon
Baseball	\$5	1	Common
Fancy Clothes	\$25	2	Rare
Gas Can (1 gal.)	\$15	2	Common
Gas Can (5 gal.)	\$30	3	Uncommon
Gas Can (10 gal.)	\$75	6	Rare
Trash Can Lid (Flimsy Shield)	\$5	2	Common
Metal Scrap	\$5	3	Common
Climbing Harness	\$30	2	Uncommon
Duct tape	\$10	1	Common
Nails	\$5	1	Common
Saw Blades	\$5	1	Common

Zed or Alive

	Cost	Bulk	Rarity
Rope/Grappling Hook	\$15	2	Common
Backpack	\$25	2	Common
Tool Kit	\$35	2	Common
Roman Candle	\$20	1	Uncommon
Firecrackers	\$20	1	Uncommon
Antibiotics	\$15	1	Uncommon
Binoculars	\$15	1	Uncommon
Hunting Vest	\$15	2	Common
Luggage	\$35	4	Uncommon
Fog Lights	\$20	3	Uncommon
Length of Chain	\$5	2	Common
Tire	\$25	4	Uncommon
Car Body Panel	\$25	4	Uncommon
Steering Column	\$25	3	Uncommon
Brake Cylinder	\$25	3	Uncommon
Engine Hoses	\$20	2	Uncommon
Propane Tank	\$15	4	Uncommon
Fire Hose Nozzle	\$10	2	Common
Hubcap	\$5	3	Common
Roadmap	\$30	1	Common
Flare/Chem Light	\$3	1	Common
Horse	\$100	N/A	Rare

Gambling

Groups may wager their money during trips to the Bazaar if they're feeling lucky. Up to \$10 may be bet at a time. To do so, shuffle a deck of playing cards and then draw one. A number cards means the character has lost that many dollars, Jack means he has broken even, Queens pay the bet amount x1.5, King x2, and Aces x3. Jokers pay x2, as well as a roll on the Military Loot Table.

If a Gambling Addict ever goes into town to trade, he must make a Spirit check. If successful, he may go about his business normally. On a raise, he has had a sudden burst of renewed willpower, walking away from the casino and does not suffer addiction penalties for the next Confrontation. On a failure, he gives in to his cravings and gambles 1d6x\$10 worth of the group's stash immediately.

Recruiting

Both the best and worst thing about the big city, like anything else, is the people. When a group needs to find more members to replace their losses or simply

bolster the ranks, lone scavengers can always be found trawling the streets for work and a safe place to stay.

While in town, a character may recruit as many



Sylvie encounters a pair of Shamblers on the way to the city. Miniatures by Wargames factory, Black Scorpion, and Reaper Miniatures.

group members as he can afford to. Purchase them and their gear using your group's starting prices. Remember not to exceed your group's maximum size, though!

Step 4: Manage Supplies

In this step, make sure to take a moment in order to track what you're doing with any new gear that you've gained, make sure that your characters are strong enough to carry any extra gear you've given them, and decide what you're going to put into the group's stash. Located at your camp, there is no limit to how much you can store in your stash.

Step 5: Survival

The dead don't need food or water, but humans sure do. Making sure that there are enough supplies to survive is one of man's most basic needs, and has been since we lived in caves – not that we're doing much better now. Between each Confrontation, roughly a week's time passes. It is up to you to make sure that your group doesn't starve or die of thirst. Every group starts with two weeks of food and water, but maintaining your supply should be top priority! Whether it is won during a Confrontation, foraged afterwards, or bought in the bazaar, it is key to long-term success in Zed or Alive.

Keep track of any food or water you find on your Group Dossier. It is measured in units that are

enough to feed one person for one week.

Most food found in the city is of the canned, non-perishable variety and can remain in your group's stash indefinitely, but sometimes you will run across fresh food which must be eaten immediately or else it will spoil and be worthless. Fresh food has a positive impact on one's mental state, however, and provides a +1 bonus to Morale checks during the next Confrontation.

If you don't have enough food or water for everyone in the group, decide who is going hungry or thirsty and mark it on your Group Dossier. Going without food or water is extremely debilitating, so any models suffering from starvation or thirst incur a -2 penalty on all rolls. Note that this is cumulative, so a model that hasn't had food or water will be at -4 to all rolls.

Characters that do not eat for four Confrontations in a row will starve to death, and those who do not drink for two in a row will die of thirst.

Fame

As you explore the ruins, gain more group members, and acquire better equipment, your group will grow in fame. The last step between each game should be to recalculate your fame just as you did when first creating the group. Simply add up the cost of all recruited members (even if they joined up for free), the base value of their equipment, and all of the experience points. This number is their new Fame.



El Macho Christo and Jonner stumble upon a cache of loot crates from the back of a wrecked truck. Miniatures by Wargames Foundry Miniatures and Reaper Miniatures.

These survivors are from Wargames Foundry, Wargames Factory, Black Scorpion, and Reaper Miniatures.



This Veteran and his Motorcycle are from Reaper Miniatures.



These Military troopers are made by Hasslefree Miniatures. A two-man team of a Sniper and Operator has been extremely effective in the field.



Age 8

Sadie



Age 12



Age 21



These savage Tribals are made up of both Mad Puppet Miniatures and a couple of converted Reaper Miniatures.

Zed or Alive



Our Shambler collection is made up of miniatures from Wargames Factory, Studio Miniatures, Reaper, and Tengu Miniatures.



These Aberrants are from Tengu and Studio Miniatures. The Raptor has been painted to be a former convict, while the Sentinels are appropriately covered in blood and carnage from stalking the ruins.

Stage 1



Stage 5



Stage 10



Monstrosity miniature by Studio Miniatures.



This Aberrant is grotesquely mutated, making it a lethal adversary for any survivor! Stage 1 by Studio Miniatures, Stages 5 and 10 by Reaper.



Hell Hound by Tengu Miniatures.



This Zombie Master loves his Cheezy Poofs! Miniature by Studio Miniatures.

Camps

Everyone needs a home, even in Zed or Alive. While the safest place to live is Stadium City, there is limited room inside the fortified stadium, and the Regulators don't let just anyone live there; just the lucky, privileged few. For everyone else, the area outlying the city is relatively clear of Infected, so different groups do their best to lay claim to whatever they can as home, group headquarters, or whatever else they need. Some group, if they're lucky, will find a particularly useful or profitable piece of real estate. This is always a two-edged sword, however; there's always someone else waiting to take what you have.

Your Camp

Every group has one territory that is their home or hideout, generated from the Camp Table. Some scenarios will allow groups to switch to new locations or lose theirs to a rival. If a group gets access to another camp, it must choose one to keep. If it loses its current hideout, they are forced to wander in search of another. Draw a new card to see what they find. Record your hideout type on the Group Dossier for future reference.

Even Military groups may take advantage of their Camp ability as long as it only provides gear and doesn't require social interaction.

Draw One Card

Camp Table

Red 2: Gas Station

An abandoned gas station that's long since been without power, many foolish survivors passed it up when the pumps failed to work. Luckily, the pumps have simply malfunctioned due to neglect and lack of maintenance. With some work, you can get a pump working to squeeze out some gas.

Up to one group member may take a duty action to work on the pumps, making a Repair Check at -2 (or ~~at -4~~ if nobody has the Repair skill). On a success, he has recovered 1d6 gallons of gas.

Red 3: Ruined Homes

Huge sections of the old city have been completely destroyed, be it by fire, looters, or sometimes even the military struggling to save its dying society. While they're mostly shells, they can provide shelter and a comfortable reminder of the lifestyle that everyone lost.

When the group makes their camp at this location, each member may roll once on the Civilian Loot Table as they search through the house. Additionally, due to the comfort provided by the homes, your group members receive a +1 bonus on all Spirit checks while staying here.

Red 4: Fitness Center

Before the crash, these places were everywhere. Peoples' modern sedentary lives kept them locked behind desks and the wheels of cars, not able to get enough exercise throughout their daily life to stay healthy. The concept seems implausible now, when at any moment one could be caused to run for his life or be tossed into a life or death struggle.

After each Confrontation, any of your group members may spend a duty action to use the exercise equipment or weights, choosing to temporarily add +/- to his Strength and melee damage checks during the next Confrontation. Additionally, an Obese character who does this for five consecutive Confrontations may choose to permanently remove the Obese Hindrance.

Red 5: Sporting Goods Store

Most retailers were picked over pretty heavily, but this sporting goods store remains decently stocked. The structure is intact and reasonably safe, and while it provides shelter, the really nice thing about it is that there is still some decent sports equipment laying around.

One group member may spend a duty action to make a Survival check. If successful, he has found some useful gear.

Roll d6:

1. Sports Helmet

4. Hockey Stick

2. Baseball Bat

5. Slingshot

3. Sports Padding

6. Bow

Red 6: Shanty Town

Your group has found a small hamlet outside Stadium City to settle in. Having made friends with its inhabitants, your group looks out for their welfare in exchange for the assistance of what is essentially a small network of informants and spies.

After each Confrontation, one of your characters may spend a duty action to talk to the locals and see what information they are able to provide. Make a Streetwise check (or d4-2 if nobody has the skill). If successful, the group may adjust the next roll on the Confrontation Table by one, and two on a raise.

Red 7: Public Storage Facility

The more someone lives in the ruins of the old world, the more insane some of the things that were considered normal become. It was commonplace for people to have so many possessions that they had to pay people to store them! Well, the opulence of that society now works to your benefit. All you own is on your back or stored at camp, and the office of this storage facility has become your group's camp. The compound was fenced and gated to keep out would-be thieves, leaving it relatively secure from Shamblers.

Most of the units have been looted, but there is still plenty left behind. One group member may spend a duty action to pick through the units for useful gear. Roll d8:

1. Firecrackers
2. Hatchet
3. Trash Can Lid
4. Canned Food

5. Alcohol
6. Bicycle
7. Bottled Water
8. Roman Candle

Red 8: Farm

A rarity in most urban areas, farms like this can occasionally be found in small rural pockets near cities and consisting of little more than a farmhouse and the surrounding field, and maybe an attached barn. This particular farmhouse is weathered and barely livable, but the real prize is that there is a healthy and trained horse in a fenced-in field. The group may keep the animal or slaughter it for meat as they see fit.

Additionally, there is a well on the property that allows one character to make a Vigor check to retrieve enough water for 1d4 people.

Red 9: Convenience Store

This shop is the kind from a huge chain that everyone used to know and avoid unless they were on a road trip, but now this place, in relatively good shape, is a great base of operation. Decent shelter, and it has a nice stock of merchandise that is extremely eclectic.

One of your group members may spend a duty action to search for useful gear, rolling a Smarts check. On a success, roll once on the Civilian Loot Table.

Red 10: Warehouse Store

You've stumbled upon a cavernous store, the kind that people used to come from miles around to get discounted goods in bulk. Nearly anything could be found here, once. Now, it's been rather thoroughly ransacked, but the structure itself provides shelter and scraps for construction materials. Your group has managed to make a decent income off of the people who arrived after you, seeking a safe place to stay. In exchange for a dry, warm place to stay and protection, they pay a modest fee.

One of your group members may spend a Duty action to make the rounds, rolling a Spirit or Intimidation check. If successful, he makes \$3d6.

Red Jack: Water Tank

Water towers are common, but uncontaminated ones are rare. With a little work, they can be used to run a pressurized water system in the building they're on top of. That, combined with the ability to

collect rainwater makes this hideout extremely profitable for the group.

One group member may be put to work collecting rainwater in smaller containers. If successful, the water is working for now and you've collected enough water for $1d6$ people, or $1d6 \times 2$ if the last Confrontation the group played was in Heavy Rain.

Red Queen: Dive Bar

Your group has managed to move into an old bar near Stadium City at the collapse, keeping it clear of zombies and operating it ever since. The bar provides some identity to the group and keeps them established in the community, as well as providing a solid base camp. It brings in some decent coin as well, but it does take some effort to keep running.

One group member may spend a duty action working at the bar if the group has any Booze. Make a Smarts check at -2 (you may add the character's Charisma modifier to the roll). If successful, he had a good night and earned $d4 \times \$10$ in tips.

Red King: Jail

This structure was used as a holding pen or drunk tank for police to store temporary prisoners. With several rooms and beds lavished with the utmost in security, this is premium real estate in the dead world. It's quite shocking how many people will pay to sleep in such safety, and it is extremely easy to rent out the rooms to those seeking shelter.

One group member may spend a duty action to collect rent worth $d8 \times \$5$.

Red Ace: Clinic

The building that your group has holed up in used to be a small medical practice. There are several beds and medical tools that can be used to aid in the recovery of injured fighters.

Any First Aid rolls made between games by group members are at +1. Additionally, when a group member uses his duty action to care for wounded, he may care for any number of injured people rather than one.

Black 2: Gun Store

Hallelujah! You thought you'd died and gone to heaven, until you went inside and found almost no guns. Pretty heavily picked over during the panic, there were only a few handguns left, but at least the looters couldn't carry off all of the ammo.

Your members may take one free 9mm pistol each (one time only), and due to the relatively large stores of ammo stocked, your group members may ignore the first time they run out of ammo in battle. Alternately, you may take all of the ammo at once and sell it for $\$2d6 \times /D$.

Black 3: Casino

Life after the zombie apocalypse is hardly back to normal, but there are some vices that people never wanted to give up, and there will always be people willing to gamble their hard-fought money. Your group has opened a small casino outside Stadium City. It can be quite lucrative, but it's still risky to run an honest house.

You may have one member oversee the casino as a duty action, roll a Smarts check at -2. If he succeeds, the house brings in $d6 \times \$/D$. However, on a failure your group loses the same amount. If unable to pay the amount, mark down the debt on your Group Dossier. Any income must go toward paying off loan sharks. If a gambling Addict works the casino, he counts as having sated his addiction for the week.

Black 4: Auto Shop

This dilapidated structure used to be a mechanic shop and, even though it's not in the best condition, it is an industrial structure and pretty solidly built. With a metal shuttered main door and plenty of tools inside, this shop is actually quite a safe spot. After a while, those well-off survivors with vehicles found out that someone is staying there and even bring their cars by to get worked on.

One member may spend a duty action and take on some mechanic jobs, making a Repair check for $\$2d/D$.

Black 5: Restaurant

Your group has taken up in a restaurant near the outskirts of Stadium City. It has offices and rooms in the back where you can sleep, a kitchen, and floor space. Since the kitchen is there, you have decided to reopen the restaurant and make some spare money.

One group member may spend a duty action working at the bar if the group has any food. Make a Smarts check at -(+/- if it is Fresh Food, and you may add the character's Charisma modifier to the roll). If successful, he had a good night and earned $2d4 \times \$/D$ in tips.

Black 6: Police Station

Once this place was cleared of zeds and you moved in, the entire group was able to breathe a collective sigh of relief. Although the ammo, weapons, and most of the first aid supplies were stripped, the station is still an extremely secure facility and provides your crew with the perfect home base. One area that is extremely useful is the shooting range. When your group members have the spare ammo, they practice their skills to stay sharp.

Any of your group members may sacrifice a unit of Ammo to gain a +1 to all Shooting rolls during the next Confrontation.

Black 7: Prison

It wasn't easy to clear this place out, but it was worth it. Providing unparalleled security, the prison's only real danger is that it is so labyrinthine and huge that your group can't possibly patrol the entire thing. However, you can send people out to the storerooms to retrieve food, which seems to be going strong.

One of your group members may spend his duty action retrieving supplies, bringing back food for d3 people, or you may sell the entire store of food one time at the bazaar for d10x10.

Black 8: Firehouse

This fire station doesn't have any vehicles left, but there is plenty of gear left behind. From a security standpoint, the location is safe and provides a fire pole for quick escapes.

One of your group members can rummage through the storage lockers and equipment rooms for anything useful, making a Repair check to jimmy the locks open. If successful, he finds a piece of gear. Roll d6:

- | | |
|--|---------------------|
| 1. Fire Coat (treated as a Leather Jacket) | 3. Fire Hose Nozzle |
| 2. Fireman Helmet (treated as a Motorcycle Helmet) | 4. Fire Axe |
| | 5. Flare |
| | 6. Magnum Lite |

Black 9: Hardware Store

It wasn't the usefulness of the supplies in the store that attracted you to this place, it was the thick iron mesh and bars over the windows. Extremely secure for a storefront, the hardware store allows your group to rest in relative safety, and is full of useful items.

One of your group members can spend his duty action to check the storeroom to see what he can find.

- Roll d8:
- | | |
|------------------------|--------------------|
| 1. Nails | 5. Length of Chain |
| 2. Circular Saw Blades | 6. Hammer |
| 3. Rope | 7. Multitool |
| 4. Flashlight | 8. Propane Tank |

Black /D: Shopping Mall

There aren't very many malls in the area, but your group managed to secure this one. Well, the office and a large portion of it, anyway. A structure this large is near impossible to fully secure for a group your size, but at least you can sleep in safety and roam through a decent amount of the stores unhindered.

One of your group members may spend his duty action to check the stores, bringing back one draws worth on the Civilian Loot Table.

Black Jack: Independent Radio Station

You never thought that you'd manage to get even a little famous simply by picking a place to hole up in this god-forsaken ruin, but this radio station seems to have done that. The station is a rather secure structure and, most importantly, has a generator in the basement to run the transmitter and broadcast equipment. By running a radio show which provides a limited amount of news and survival information to the area, you have managed to become something of a fixture in the community.

If one of your group members spends his duty action and three gallons of gas to run the station, the community donates d3 items from the Civilian Loot Table. Additionally, all group members are at +1 Charisma while they stay at the station.

Black Queen: Trailer Park

Your crew has taken up in a settled trailer park, more of a shanty-town now, and the people there look to your group as protectors and leaders. While this is more responsibility than most wastelanders are looking for, when there is a disagreement or dispute, your group is more often than not acting as a mediator. In thanks, the community pitches in what they can.

One of your group members may spend his duty action policing the trailer park, and will be given one item from the Civilian Loot Table and one from the Industrial Loot Table as payment.

Black King: Mansion

Most of your group never thought that they'd live in a gigantic mansion when they grew up. Of course, even if they did, they probably wouldn't have imagined it going down quite like this. The place is huge,

comfortable, and has a nice big fence. What's not to like? Additionally, the current political changes taking place in Stadium City, the emerging upper class and their tastes for the finer things in life provide a market to sell the jewelry that you found there when you moved in. These may be sold for $2d6 \times \$10$ one time only.

The comfortable accommodations also give your group enough rest to have high morale, resulting in +1 to all Spirit checks.

Ace of Clubs: Pawn Shop

It was no small feat to break into the shop, but it paid off. The store is relatively untouched, and provides a good amount of security. There wasn't a lot of inventory to begin with, from the looks of it, but the locked cages do have some nice items. When your group has free time, they try to get the locks open and retrieve some of the stash.

One of your group members may spend his duty action to pick the locks on the storage lockers, making a Repair check at -2. On a success, he has retrieved one of the following (roll $d6$):

- | | |
|---------------------|-----------------------------------|
| 1. $\$2d6$ in cash. | 4. Scrap Metal |
| 2. 9mm handgun. | 5. .45 Revolver |
| 3. Ammo | 6. Jewelry worth $d4 \times \$10$ |

Ace of Spades: Subway Station

When the opportunity presented itself, descending in to a potential labyrinth of pitch-black and maze-like tunnels was the absolute last thing you wanted to do. After consideration, however, the subway has turned out to be a rather safe and secure location to rest as well as a means to move throughout the ruin. The entrances have metal gates, and there are a finite number of approaches.

When playing *Confrontations*, one of your group members may be placed at up to double the normal deployment distance, as long as it is at ground level.

Joker: Motor Home

What's the best kind of home in the apocalypse? One that you can drive away from danger, of course! Your group stumbled upon this broken-down Winnebago while searching the ruins and instantly saw its potential. You're living in it now and, while it doesn't run, with some work someday it might.

The Motor Home can be repaired like a normal vehicle, but requires twice the normal amount of parts. Keep in mind that the statistics listed show the Bulk that it can carry during scenarios - this does not count the group's stash, which can be stored there for free between *Confrontations*.

Vehicles

Pre-crash, motor vehicles were quite abundant; in some places there were more cars than people! As they fled the cities in the strife that tore their society down, people ended up leaving their vehicles behind, often stranded without fuel, broken down, or simply trapped in the gridlock traffic of choked freeways, bridges, and tunnels. These rusting hulks litter the dead world now, most useless and rusted beyond repair, while others remain salvageable for spare parts, and fewer still are actually in a state to be repaired to running condition.

Owning a vehicle in Zed or Alive is much like it was pre-crash: providing great convenience, mobility, and status, as well as potentially being a huge drain on your wallet! While few groups are able to keep a vehicle running, those who do are generally the more renowned scavengers.

Finding Vehicles

Vehicles can be found while scavenging or during some confrontations themselves. It is unheard of for vehicles to be bought and sold at the bazaar; few people are lucky enough to get their hands on a running car, and nobody is willing to part with one.

Once you've found a vehicle that can be repaired, you'll need to fix it up before it can be used; it is not a pristine car, just a derelict that is intact enough to get running again with some new parts and elbow grease.

In order to bring it back to life, you will need to determine the extent of the damage and then get to work. First, roll a d6. On a 5-6 the Chassis is damaged, on a 3-4 the Chassis and Engine are damaged, and on a 1-2 the Chassis, Engine, and Controls are damaged.

Vehicle Damage

Whenever a vehicle takes a wound, note down what the Critical Hit result is on your Group Dossier. This will tell you what part of the vehicle is damaged. Treat any Crew results as Chassis damage for the purposes of repairs. Vehicles that suffer their fourth wound or receive a Wrecked result are junked and cannot be repaired.

Repairing Vehicles

Once the damage has been determined, you can assign

group members to sneak out to the wreck and perform repairs as their duty before the next Confrontation, or work on it at your camp if it was able to make it home. To fix the Chassis, Engine, or Controls of a vehicle requires one compatible car part (which will be noted in the item's description) and a successful Repair skill



*A survivor flees for his life in a salvaged Camaro.
Zombies by Wargames Factory and Studio Miniatures.*



check taking into account any penalties for the Conditions of the last Confrontation. If failed, the part is lost in the attempt and the damage is not fixed. On a success, the damage has been repaired and the vehicle recovers one wound. With a raise, the damaged is fixed and the character may attempt another Repair check as long as he has the necessary parts.

Fuel

Even a brand new car is worthless without gasoline, and with so many people out in the cold willing to waste it simply to keep warm, fuel is far scarcer than it ever was before the crash.

Every motor vehicle in Zed or Alive has a Fuel rating; this is how many gallons of gas it takes to keep it running for one week. Before each Confrontation, check your fuel reserves and decide if you want to spend the fuel to use your vehicle and mark it off of your Group Dossier if so. The vehicle may then be used in the Confrontation and for performing Duties in the following week. A group that doesn't have enough fuel for the entire week will not risk leaving their vehicle stranded in the waste, and may not use it.

Vehicles and Duties

Vehicles provide a massive boost in mobility, enabling people to get much more accomplished in the same time as those on foot. If your group spent the gas to use their vehicle in a Confrontation, a number of group members equal to the maximum your vehicle can carry who may perform *two* duties afterward (unless the vehicle was immobilized or destroyed in the fighting). Keep in mind, if you spend the gas to get this benefit, the vehicle *must* be used in the Confrontation.

Cargo

Another great thing about vehicles is that they can carry stuff! Every vehicle will have a Cargo number, which is the Bulk of items that it can fit inside. You may also load gear into passenger spaces if you wish; each passenger spot sacrificed holds 6 Bulk worth of loot. Likewise, in emergencies people can jump into cargo areas if a quick getaway is needed, taking up 6 Bulk worth of space and also taking double damage from collisions. Buckle up!

Starting and Stopping

Some vehicles make noise, and it can be beneficial to turn them off in order to avoid riling up nearby Shamblers. Vehicles may be turned off for free at the end of any movement, but starting them up takes a full turn of movement; most cars aren't using the keys anymore, so your characters are using hot-wired ignition systems. A vehicle may be started and moved in the same turn, but the driver will be at -2 on any Driving rolls.

New Vehicle Keywords

Vehicles in Zed or Alive have some new Keywords that allow them to fit into the dead world a bit better.

Open-Topped

Some vehicles have cloth tops or no tops at all, leaving their crew and passengers exposed to enemy fire. Enemies may fire at the crew and passengers of Open-Topped vehicles with -2 for medium cover.

Rumbles

Some vehicles rumble like an earthquake and can be heard for large distances.

At the end of this vehicle's movement, place a Loud Noise Marker near its exhaust and shift the Decibel Meter up once. Note that this occurs whether the vehicle moves or not, unless it spends the entire movement turned off.

Classic

Older cars are far easier to work on than modern ones, with fewer plastic covers, computerized wires and gizmos to get in the way. The downside, however, is that classic cars are generally gas guzzlers, making them harder to keep fueled. All repair rolls on classic cars are at +1, but they require 1 gallon more per week than their modern counterparts.

Hybrid

While many would laugh at the thought of a plucky hybrid car being a viable choice after the zombie apocalypse, it is a surprisingly effective tool. Its electric motor allows it to cruise at decent speed without making much noise at all. They are, unfortunately, far more complex than most vehicles and difficult to maintain. Hybrid vehicles may travel up to Medium speed without causing a loud noise, but all rolls to Repair them are at -2.

Headlights

Headlights illuminate a 24" path directly in front of the vehicle, enabling humans to see models underneath in darkness and shoot them without a to-hit penalty. It takes one action to turn headlights on or off. They are a dead giveaway, however, and Shamblers can spot the vehicle from double their normal sight distance.

Fog Lights

Fog lights function identically to headlights, however they also allow the vehicle to illuminate up to 16" in foggy conditions.

Horses

Don't laugh, all sorts of animals are still around in the wasteland and horses are no different! Those with the knowhow and the means to take care of horses have found them extremely useful!

Horses provide the same bonuses to duties as vehicles, but only for two characters. Any horse movement causes a loud noise during battle, however.

Mounting or dismounting takes a character's action for the turn.

Caring for Horses

Horses require as much water per week as four people, and will be unable to participate in Confrontations or duties if they don't get enough, and will die if they do not drink enough for two Confrontations in a row. Luckily horses can eat the abundant grass and plant life that, even in the city ruins, is growing up through cracks in the concrete and from parks running rampant. Any group member may be assigned a duty to take the horse to graze for enough food, or alternately gather enough to feed it for a week to put in the stash.

If a horse dies of thirst or if the group elects to kill it, the beast provides enough fresh food to fill up the bellies of eight characters.

Horse

Horses have been a trusted, reliable means of transportation for hundreds of years. Those lucky enough to find them and with the means to keep them have a great advantage over other survivors.

Attributes: Agility: d8, Smarts: d4, Spirit: d6, Strength: d12, Vigor: d8

Skills: Fighting: d4

Pace: 10; **Parry:** 4; **Toughness:** 8

Special Abilities

- **Kick:** Str
- **Fleet-Footed:** Roll d10 for running.
- **Size +2:** Horses weigh between 800 and 1000 pounds.
- **Clop-clop:** Any time a horse moves it causes a loud noise.

Pet Dogs

Man is doing his damndest to claw back a piece of the world from the icy grip of the infected hordes, and

his best friend can often be found helping! While untold scores of dogs were devoured along with human victims during the crash, starved afterward, or formed into dangerous feral packs, centuries of selective breeding has ensured that there are still many dogs perfectly suited to helping people survive in the ruins.

In order to have a dog, there must be at least one character in the group with the Beast Master edge and will only take part in Confrontations if his master does as well. If that character is turned or dies, the dog will stay with the group, but may not learn any more abilities, and is at -2 on all Smarts and Spirit rolls until a character with Beast Master joins the group.

Dogs are treated as a group member for the purposes of maximum group size and survival, requiring food and water to survive, just like everyone else. Use the prices below to calculate your Fame.

Dogs that are taken out of action roll for injuries as normal, simply reroll results that don't apply.

Barking

Dogs are controlled like any other model in the group, but must pass a Smarts check on any turn they spot a zombie of any kind, or they will bark and make a loud noise. A zombie that causes fear will apply its Fear penalty to the Smarts roll, as well. For example, a dog which spots a Monstrosity (Fear -1) must roll d4-1. Muzzled dogs cannot bark.

Biting Zombies

Zombie flesh is highly toxic to any living creature, and this is no different for canines. While most dog owners in the dead world quickly train their dogs to never bite zeds, many don't have that benefit and try anyway. A dog that is not muzzled or trained with the No Bite ability will still attempt to bite zombies if it is in close combat. Any time a dog bites a zombie, it must pass a Vigor check or become sick, being incapacated and missing the next Confrontation. On a roll of 1, the dog dies and rises in d4 turns as a Hellhound (use Rogue rules if no Aberrant player is present, see *Showdown!* pg. 18).

Small Dog - \$35

Don't be so quick to laugh at the guy with a Chihuahua, even little dogs can be extremely useful in

survival situations. Small dogs are breeds like Chihuahuas, pugs, and dachshunds.

Attributes: Agility: d6, Smarts: d4(A), Spirit: d4, Strength: d4, Vigor: d6

Skills: Fighting: d6, Stealth d4

Pace: 6; **Parry:** 5; **Toughness:** 3

Special Abilities

- **Bite:** Str+d4
- **Fleet-Footed:** Roll d10 for running.
- **Loyal:** Will not allow the group to voluntarily bail if a friendly is Bleeding Out.
- **Size -2:** Small dogs are usually less than 20lbs.
- **Yappy:** -2 to Barking checks.

- **Size -1:** Medium dogs are usually less than 80lbs.

- **Go for the Throat:** On a raised attack roll, hits the least armored location.

Large Dog - \$50

These are particularly tough or large breeds, often used as guard or attack dogs before the crash. Breeds like German Shepherds, Alaskan Malamutes, English Mastiffs, and Great Danes.

Attributes: Agility: d6, Smarts: d4(A), Spirit: d4, Strength: d6, Vigor: d6

Skills: Fighting: d6, Stealth d4

Pace: 8; **Parry:** 5; **Toughness:** 5

Special Abilities

- **Bite:** Str+d4
- **Fleet-Footed:** Roll d10 for running.
- **Loyal:** Will not allow the group to voluntarily bail if a friendly is Bleeding Out.
- **Go for the Throat:** On a raised attack roll, hits the least armored location.

Dog Armor

A clever Gadgeteer can attempt to take any set of existing armor and fit it onto a dog harness. It is a -4 difficulty roll to attempt a to make a jury-rigged set of dog armor. See Jury-Rigged Gear (pg. 64).

Dog Training

Dogs do not gain experience like regular group members. However, whenever a character with Beast Master earns an Advance, he may roll a Spirit check. On a success, he has managed to teach his companion a new ability.

Alertness

Requirements: None

Identical to character edge. (See *Showdown!* pg. 32)

No Bark

Requirements: None

This dog has been trained not to bark at zombies when he's with his master exploring the ruins, and must only make Barking checks when he spots zombies that cause Fear.

Medium Dog - \$40

These are average-sized dogs, making up the bulk of former domestic dogs before the crash. These are breeds like boxers, Labradors, and retrievers.

Attributes: Agility: d6, Smarts: d4(A), Spirit: d4, Strength: d6, Vigor: d6

Skills: Fighting: d6, Stealth d4

Pace: 8; **Parry:** 5; **Toughness:** 4

Special Abilities

- **Bite:** Str+d4
- **Fleet-Footed:** Roll d10 for running.
- **Loyal:** Will not allow the group to voluntarily bail if a friendly is Bleeding Out.



A tiny Pug, Oliver, lines up a Buckle attack on an unsuspecting Shambler. Miniatures by Reaper and Studio Miniatures.

Zed or Alive



The saying “Man’s best friend” has never been more true than in the dead world. Many a survivor has been saved by his dog’s instinct. Miniatures by Black Scorpion Miniatures and Reaper Miniatures.

No Bite

Requirements: None

This dog has been trained not to bite zombies when he’s with his master exploring the ruins, but must make a Spirit check in order to resist biting attackers if his Master is ever being Feasted on.

Buckle

Requirements: Small Dog

This dog has been trained to hurl itself at the back of Shamblers’ knees, sending them tumbling to the ground.

When attacking from behind, he may attempt to Buckle a Shambler on a successful Fighting check, immediately causing it to be Shaken. On a raise, the Shambler has fallen hard and suffers 1d6 damage.

Bark!

Requirements: None

Sometimes, barking can be advantageous. Combined with a dog’s innate speed, being able to bark on command allows some dogs to distract Shamblers and lead them away from objectives, into ambushes, and so on. This dog may now take a free action to bark on command once per turn.

Trounce

Requirements: Large Dog

Larger breeds can simply leap up onto a Shambler

and knock it down, bouncing free before the lumbering creature can retaliate. On a successful Fighting check, the Shambler is Shaken. On a raise, the Shambler has fallen hard and suffers 1d6 damage.

Drag

Requirements: None

This dog can drag wounded friends to safety. See Carrying Wounded, pg. 4.

Ratter

Requirements: Small Dog

This dog can hunt for rodents and other small game as a duty action. On a successful Agility check, he has proudly brought home enough food for one person this week. On a raise, there is enough for two people.

Hunting Dog

Requirements: None

Having a dog along for a scavenging trip is a huge help, as their senses are far more honed than those of a human. A hunting dog provides his master with a +2 bonus to Survival checks for scavenging as well as a +2 bonus to Smarts checks to notice surprise attacks and ambushes. Additionally, if he is within the normal spotting distance of an enemy that is using Stealth, on a successful Smarts check at +2, he may reveal them. He barks a warning, causing a loud noise, but allowing his group to see the enemy at regular distance.

Jury-Rigging

In a world where the entire infrastructure has collapsed, those able to best make do with what is left are those with the ability to fabricate their own devices out of scraps. With sufficient repair skill and creativity, characters with the Gadgeteer Edge may use a duty action and attempt to create a jury-rigged item if he has the required parts.

In order to create an item, the character must have all of the components available. If so, he must make a Repair check. Some items are difficult to make and cause a penalty, however. If successful, he has created the item. If failed, however, the item is not made and the parts are ruined in the process.

Jury-Rigging Schematics

<u>Item Created</u>	<u>Components</u>	<u>Difficulty</u>
Great Axe	Circular Saw Blades, Baseball Bat	-1
Nailbat	Nails + Bat	-1
Bottle Suppressor (One shot use)	Plastic Scrap + Duct Tape	-4
Flail	Nails + Length of Chain + Baseball	-2
Spear	Knife + Broom	-1
Halberd	Fire Axe + Shovel	-2
Studded Leather Jacket	Leather Jacket + Metal Scrap	-2
Scavenged Armor	Clothes + Leather Scrap/Plastic Scrap/Tire	-3
Scavenged Armor (Metal)	Clothes + Metal Scrap	-4
Flamethrower	Propane Tank + Engine Hoses + Fire Hose Nozzle	-5
Ghillie Suit	Camouflage Fatigues + Leather Scrap + Plastic Scrap	-5
Dog Muzzle	Leather Scrap	0
Medium Shield	Trash Can Lid/Metal Scrap x2/Hubcap + Leather Scrap	-1
Large Shield	Car Body Panel/Metal Scrap x2/Trash Can Lid x2 + Leather Scrap	-2
"The Road Warrior"	Double Barrel Shotgun	-2
2 Molotov Cocktails	Booze/1 gal. gas + Clothes	-1
Tac Light	Flashlight + Duct Tape	-1

Zed or Alive

Virus Strains:

Evolving the Plague

"The first question the President asked us was, 'Are they alive?' The answer is a complex one - as we all know, a virus does not meet, in conventional terms, the requirements to be qualified as life. We know that these people are controlled wholly by the virus as it spreads from cell to cell, deciding which is necessary and which to kill off. Even so, the remaining active cells are corrupted to such a degree that even if no cells were destroyed, the subject could not be considered 'alive' by human standards. No personality would remain. While some of the mutants display frightening intelligence, even the more common infected remain multi-cellular organisms which display the imperative and ability to reproduce, and thus some do argue that they are still 'alive.'"

But, one must also consider that, like a virus, an infected subject cannot reproduce in a vacuum - they require a living host in the same manner as a virus requires a living cell in order to spread. The conclusion that I have drawn is that the infected are, like the virus itself, not alive. They are... on the edge of life.

That is hardly a consensus, however. The consensus is... we don't know."

- Carolyn A. Hammer, CDC Director

The speed at which the virus spread and destroyed human society plays a key role in the limited information available on the disease itself. While the government does work in secret to combat it, there is a shocking lack of widespread knowledge about its workings, and what little knowledge humans have is more akin to street smarts than any clinical understanding. Only a few humans have realized that the virus has a staggering capacity for mutation, and that thousands of different virus strains exist.

As a Virus Strain player, you are the virus, the plague, the walking death. You have no other objectives, no emotion, desire, or face. You do not control a band of specific zombies and name them Bob, Joe, and Andy. You control an entire evolutionary branch of the virus, seeking to become the absolute apex predator, evolving to expand and consume more efficiently than any other strain.

Confrontations

A Virus Strain may take part in almost any Confrontation as a third player. See the specific Confrontation description for further details.

Aberrants

A small percentage of people infected react strongly, mutating into grotesque aberrations of the virus far more deadly than the common sham-

bling zombies. Specific mutations vary widely, from superficial changes to extremely potent and destructive abilities. There are several standard identifiable types that most Aberrants fall into, although new variations are spotted regularly, as if the virus was constantly evolving and reacting to each life that it consumes. If ever there was a case to be made for the virus being a weapon, it is the specific tactical roles created by Aberrant mutations.

Bennies

The Virus Strain player receives one benny per Aberrant fielded.

Respawn

When killed, an Aberrant is still dealt in as normal; if dealt a face card, it may deploy again from a random table edge if none is assigned by the Confrontation.



Stalker

"Just 'cause the regular zeds are slow and stupid, don't go thinking they all are. Some of the mutants, the creepy crawly ones... I saw one of those jump clear across a street once, right onto my buddy, Handsome Dave. You get a shot on one of 'em, you take it."

The Stalker is a class of Aberrant that mutates

to become the perfect ambush predator, typically developing mutations geared towards mobility and close-quarters savagery. Stalker behaviors witnessed are usually that they hang back, using terrain and Shamblers for cover and distraction, showing a lethal cunning in picking their moment to strike those who have strayed too far from their group.

Mutations: Mobility, Ferocity, and Ambush.

Attributes: Agility: d6, Smarts: d6, Spirit: d4, Strength: d6, Vigor: d6

Skills: Fighting: d8, Stealth d6

Pace: 6; **Parry:** 6; **Toughness:** 6

Special Abilities

- **Claws:** Str+d4
- **Infected:** +1 Toughness, +1 to recover from being shaken and cannot be shaken by Suppressive Fire. Called shots do no extra damage (except head). Immune to Fear, Intimidation, Disease, Tear Gas/Pepper Spray, and Darkness penalties.



Raptor

Raptors are similar to Stalkers, but evolve to ambush and pick off victims from a distance. They all mutate some sort of projectile, coupled with defensive adaptations to ward off attacks in close quarters. They are often seen skulking in the shadows, waiting for their moment to strike. Alone they are dangerous, in tandem with a Stalker they are extremely deadly.

Mutations: Mobility, Cunning, and Vengeance.

Attributes: Agility: d6, Smarts: d6, Spirit: d4, Strength: d6, Vigor: d6

Skills: Fighting: d6, Shooting d8, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 6

Special Abilities

- **Claws:** Str+d4
- **Infected:** +1 Toughness, +1 to recover from being shaken and cannot be shaken by Suppressive Fire. Called shots do no extra damage (except head). Immune to Fear, Intimidation, Disease, Tear Gas/Pepper Spray, and Darkness penalties.



Sentinel

The Sentinel is a very peculiar Aberrant, and extremely lethal. Military analysts classify the Sentinels as an "area denial weapon," a kind of zed land mine or booby trap. Typically stationary, sentinels look similar to Shamblers and will go berserk, unleashing a devastating attack on anyone that comes near them.

Mutations: Mobility and Ferocity.

Attributes: Agility: d4, Smarts: d4, Spirit: d4, Strength: d6, Vigor: d6

Skills: Fighting: d8

Pace: 6; **Parry:** 6; **Toughness:** 6

Special Abilities

- **Claws:** Str+d4
- **Infected:** +1 Toughness, +1 to recover from



Stalkers are notorious for using Shamblers as a distraction and pouncing from behind. Stella and Ryan are about to get a surprise! Miniatures by Studio Miniatures, Hasslefree, Tengu, and Wargames Factory.

being shaken and cannot be shaken by Suppressive Fire. Called shots do no extra damage (except head). Immune to Fear, Intimidation, Disease, Tear Gas/Pepper Spray, and Darkness penalties.

- **Improved Frenzy:** 1 extra Fighting attack with no penalty.
- **Ticking Time-Bomb:** When deploying, Sentinels may be set up anywhere on the board, as long as they are 8" away from any humans and out of Line of Sight. Treat them as Shamblers for detecting humans, except that they do not move until spotting a victim.



Zombie Master

This Aberrant is one of the most dangerous, not because of its physical killing power, but because of its ability to control, coordinate, and direct Shamblers through a host of pheromone-based abilities to which they react. It is this kind of synergy that many theorists contend is the strongest evidence that the virus is an engineered weapon.

Mutations: Mobility and Pheromone.

Attributes: Agility: d4, Smarts: d6, Spirit: d6, Strength: d6, Vigor: d6

Skills: Fighting: d6, Shooting d8

Pace: 6; **Parry:** 5; **Toughness:** 6

Special Abilities

- **Claws:** Str+d4
- **Infected:** +1 Toughness, +1 to recover from being shaken and cannot be shaken by Suppressive Fire. Called shots do no extra damage (except head). Immune to Fear, Intimidation, Disease, Tear Gas/Pepper Spray, and Darkness penalties.



Monstrosity

Some Aberrants are true monsters in every sense of the word; they have grown to tremendous size, using overpowering strength and sheer ferocity to crush anything in their path. Their size and destructive abilities vary, but there are rumors of Monstrosities that are nearly un-killable.

Mutations: Mobility, Brutality, and Durability.

Attributes: Agility: d6, Smarts: d6, Spirit: d4, Strength: d8, Vigor: d10

Skills: Fighting: d6, Intimidate d6

Pace: 6; **Parry:** 5; **Toughness:** 9

Special Abilities



Monstrosities are one of the most terrifying creatures one can encounter in the ruins. Miniatures by Wargames Factory, Studio Miniatures, Black Scorpion, and Keeper.

- **Claws:** Str+d4
- **Infected:** +1 Toughness, +1 to recover from being shaken and cannot be shaken by Suppressive Fire. Called shots do no extra damage (except head). Immune to Fear, Intimidation, Disease, Tear Gas/Pepper Spray, and Darkness penalties.
- **Size +1:** Monstrosities are larger than humans.
- **Fear -1:** Monstrosities cause a Fear check at -1.



Hellhound

In most cases, the virus doesn't appear to affect anything but humans. However, a small percentage of canines do turn, becoming Hellhounds – zombie dogs which remain relatively quick in comparison to Shamblers.

Mutations: Mobility and Ferocity.

Attributes: Agility: d6, Smarts: d4, Spirit: d4, Strength: d6, Vigor: d6

Skills: Fighting: d6

Pace: 8; **Parry:** 5; **Toughness:** 5

Special Abilities

- **Bite:** Str+d4
- **Infected:** +1 Toughness, +1 to recover from being shaken and cannot be shaken by Suppressive Fire. Called shots do no extra damage (except head). Immune to Fear, Intimidation, Disease, Tear Gas/

Pepper Spray, and Darkness penalties.

- **Size -1:** Hellhounds are usually less than 80lbs.



King Shambler

Every once in a while a Shambler becomes something more than a brain-dead automaton, regaining a marginal degree of reasoning ability. Whether the cause is the resurgence of stored memories, a viral mutation, or something else entirely is unknown. Some King Shamblers have even been known to wield weapons!

Mutations: Humanity.

Attributes: Agility: d6, Smarts: d4, Spirit: d4, Strength: d6, Vigor: d6

Skills: Fighting: d6

Pace: 6; **Parry:** 5; **Toughness:** 6

Special Abilities

- **Claws/Bite:** Str+d4
- **Infected:** +1 Toughness, +1 to recover from being shaken and cannot be shaken by Suppressive Fire. Called shots do no extra damage (except head). Immune to Fear, Intimidation, Disease, Tear Gas/Pepper Spray, and Darkness penalties.

Evolution

While humans learn and grow through their expe-

rience, as Virus Strains go through different challenges, victories, and setbacks they will mutate and evolve to become stronger and more lethal. During initial reports, researchers postulated that this was the result of the virus encountering an ever-growing range of human DNA, finding the most potent reactions to the virus.

Your Strain earns Evolution Points to spend on Mutations for taking part in Confrontations, killing humans, stopping humans from achieving their objectives, and other special tasks.

EPs

Action

1

Fighting in a Confrontation

1

Downing a human.

1

Disabling a vehicle.

1

Destroying a vehicle.

2

Forced humans to bail.

1

Feasted on a human.

3

Killed a human.

4

Turned a human.



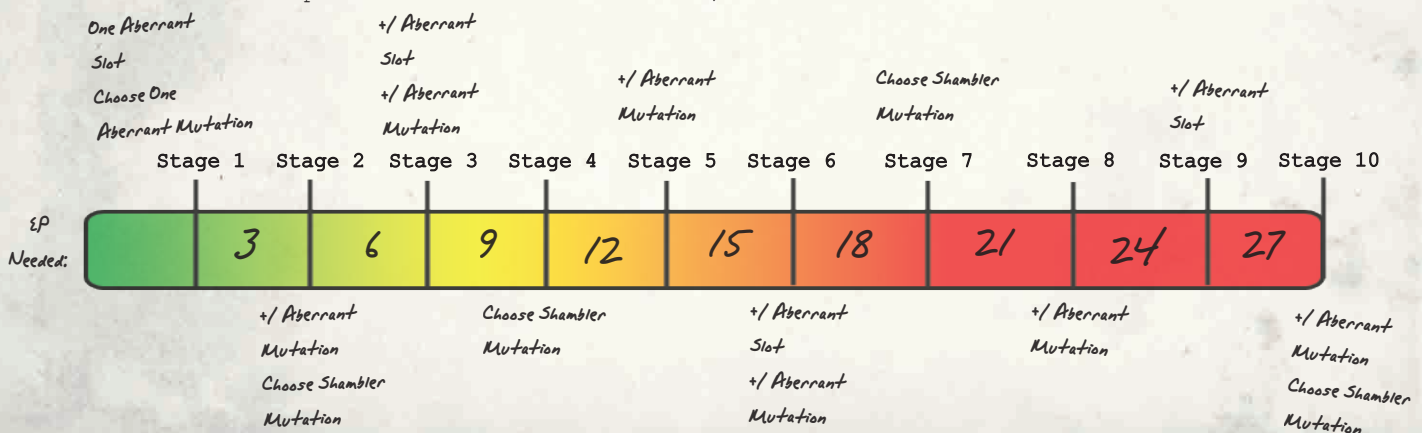
DEPARTMENT OF HEALTH & HUMAN SERVICES

Public Health Service

Centers for Disease Control
and Prevention (CDC)

Notice to all labs:

Use the following guidelines for Virus Alert Stages when reporting outbreaks in metropolitan areas. For rural areas, see form B6472-1.



Virus Stages

The overall evolution of a Strain can be tracked by its Stage. All Virus Strains begin at Stage 1. The Stage determines how many Aberrants are available at a time in Confrontations as well as how many mutations your Virus has undergone.

Every time the Strain gains 3 Evolution Points, it advances a Stage.

Aberrant Slots

As your Virus Strain progresses in Stage, it will gain Aberrant Slots. Each time one is granted, you must choose which type of Aberrant your virus will use for it. Choose carefully - it is not a permanent decision, but the only way to change it is to sacrifice one Evolution Point. When a new Aberrant is chosen for a slot, it starts with the number of Aberrant Mutations your stage has unlocked. In Confrontations, you may field all of the Aberrants you have selected.

Shambler Mutations

While much attention is given to the dangerous Aberrant Mutations, mutating your Shamblers can be one of the most devastating changes possible.

These abilities affect all Shamblers on the table when you participate in a Confrontation. In the event of multiple Virus Strain players, the higher Stage takes precedence. Roll off in the case of a tie.

Each time you gain a Shambler Mutation from increasing your Stage, you may choose one of the following for your Strain:

Lunge

Your Shamblers' pace is now 6.

Runners

Requirement: Lunge

Your Shamblers may now Run d6".

Riled Up

Any time the Decibel Meter is at 12" or higher, your Shamblers are at +2 Pace.

Increased Attribute

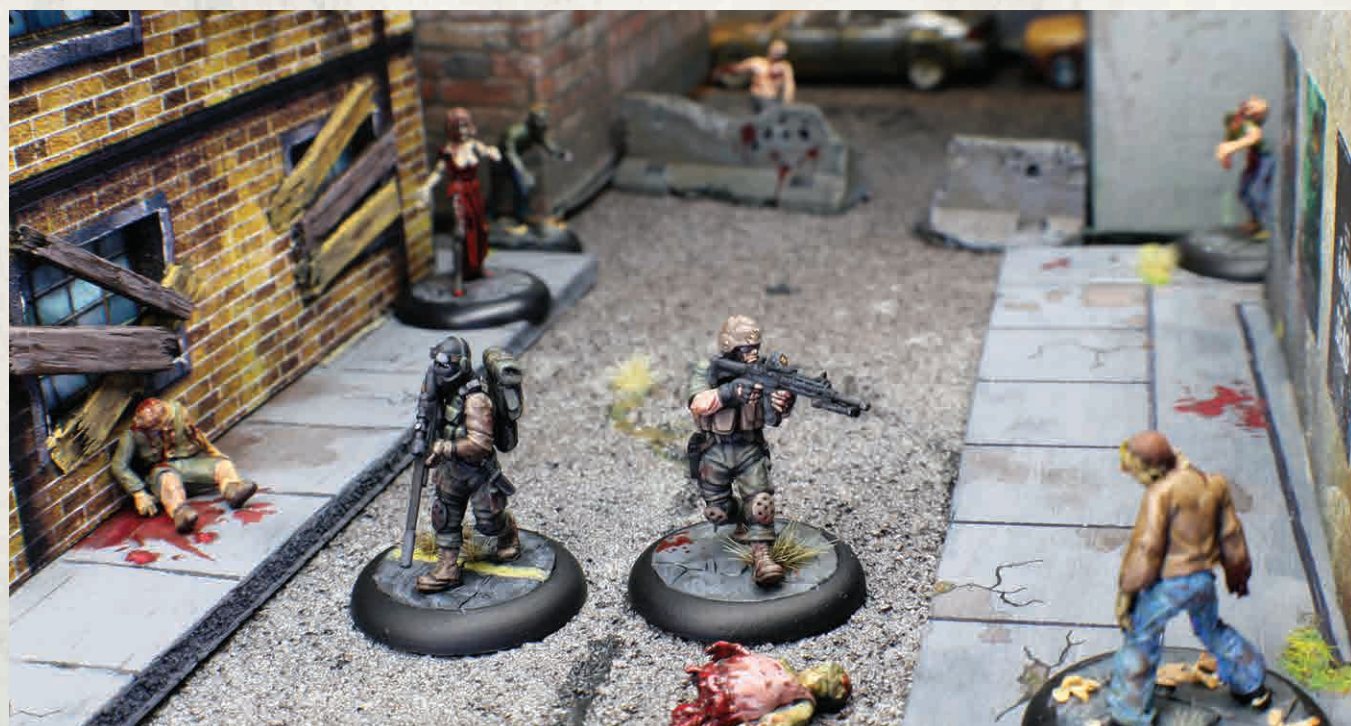
Increase one of your Shamblers' attributes by one die type.

Increased Skill

Increase one of your Shamblers' skills by one die type.

Hunting Instinct

Your Shamblers are relentless in their searches, and



Experienced survivors know that Shamblers can be lethal in packs and are not to be taken lightly. Miniatures by Studio Miniatures, Hasslefree, Tengu, and Wargames Factory.

their default sensory range on the Decibel Meter is 8" rather than 6".

Jagged Teeth

Your Shamblers now have teeth which do Str+d6 damage.

Tough

Your Shamblers are extremely difficult to put down, gaining +1 Toughness.

Unkillable

Your Shamblers are very resilient, they may be easy to knock down but they are tough to keep down. Your Shamblers return to their feet on a d6 roll of 1-3 rather than just 1-2.

Aberrant Mutations

Mutating your Aberrants is one of the most effective ways to increase the lethality of your Strain. At Stage 1, you will have one Aberrant who begins with one mutation which you may choose from its allowed mutation types. Any subsequent mutations are rolled on the Aberrant Mutation table below. If a 2 or a 12 is rolled, you may choose a mutation from any type, regardless of the restrictions for that Aberrant type.

Some Aberrant Mutations can be taken multiple times. In these cases, list the number of times it has been taken in parentheses after the name, such as Sprint (3).

2d6	Mutation
2	Choose <u>any</u> Aberrant mutation.
3	Skill Increase: +/- die type to any skill.
4	Attribute Increase: +/- die type to Strength or Smarts.
5-8	Choose an Aberrant Mutation available to its type.
9	Attribute Increase: +/- die type to Agility or Spirit.
10	Attribute Increase: +/- die type to Vigor.
11	Skill Increase: +/- die type to any skill.
12	Choose <u>any</u> Aberrant mutation.

Mobility Mutations

Mobility mutations are the most common type of adaptation seen amongst all of the Aberrant types, as the ability to quickly traverse terrain is useful to any mutant zombie.

Sprint

A common mutation is the redevelopment of a zombie's locomotion, allowing Aberrants to move more quickly as they stalk their prey.

This Aberrant's running die is shifted up by one. This mutation may be taken up to three times, shifting the die type up once for each successive mutation.

Wall Walk

In many environments, the ability to climb sheer surfaces effortlessly is an extremely useful adaptation.

These Aberrants may move normally up vertical surfaces as if it were normal terrain.

Loping Strides

Ruins and broken buildings are common in the dead world, so it is not surprising to find that many Aberrants have begun to mutate, taking long bounding strides to more easily pick their way through the rubble.

Loping Strides allows a mutant to ignore penalties for difficult ground.

Brutality Mutations

Some of the most monstrous Aberrants develop extremely destructive abilities, able to smash or hurl objects, or send survivors flying with powerful blows.

Ground Slam

This mutant has become so powerful that he can leap into the air and slam down on the ground, cracking cement and shaking the nearby ground.

If the Aberrant spends his action to perform a Ground Slam, place a Medium Burst Template centered on him. Any models underneath it must make

Dead or Alive

a successful Agility check or stumble and become Shaken.

This mutation can be taken twice. On the second mutation, the radius is increased to a Large Burst Template.

Hurl

Some huge Aberrants have developed the strength necessary not only to pick up extremely heavy objects, but to hurl them at their victims.

Aberrants using Hurl may make a special attack, picking up nearby large objects such as chunks of concrete, fire hydrants, or crates and launching them at their enemies. This is treated as having a range of 4/8/16, and doing 2d6 damage to anyone under a Small Burst Template.

This mutation may be taken a total of three times, the mutant growing stronger and eventually being able to throw huge objects such as cars. On the second mutation, Hurl becomes 2d8 damage, and 2d10 to anyone under a Medium Burst Template for the third.

Power Blows

The muscles of this mutant have been so severely bulked up that its melee blows send victims flying.

A successful hit causes the target to fly backwards 1d4", plus an additional 1d4" for each raise. Add +1d6 to the damage roll if the victim strikes an object such as a car, wall, or table edge.

This mutation may be taken a maximum of five times, each successive mutation increasing the knockback distance by one die type. For example, picking Power Blows three times would increase the knockback distance to 1d8".

Durability Mutations

The largest and most terrifying mutants often draw the most reprisal, so some of their most important adaptations are aimed at keeping them alive.

Bone Plates

This Aberrant has grown thick plates of bone or chitinous tissue to protect from damage.

This mutation may be taken up to three times, adding +2 Toughness each time. Alternately, on the

third Bone Plate mutation, you may choose to give your Aberrant the Heavy Armor ability.

Bone Spikes

Similar to Bone Plates, some Aberrants sprout ghastly jagged spikes of bone from their skin, becoming dangerous to even go near.

Any time a melee attack is missed against this Aberrant, the attacker must pass an Agility check, otherwise take 2d6 damage as they accidentally run into the spikes.

Increased Mass

It's possible for some particularly powerful mutants to simply grow, gaining body mass in the form of fat, muscle, or other tissue.

Increased Mass garners the benefits of +1 Size (including the +1 Toughness that goes with it) and one die shift upward to Strength.

This mutation may be taken three times.

If this brings the Strength die over d12, each shift up becomes a +1. Additionally, if a mutant's size reaches +4, any enemy attacks are at +2 to hit him.



Some Aberrants mutate so much that they are barely recognizable, such as this Monstrousity, Miniatures by Wargames Factory, and Reaper.

Pus Sacs

Portions of this Aberrant's body are covered in huge blistered sacks full of foul pus. When it suffers a Wound, the Pus Sacs detonate, absorbing the wound.

This mutation can be taken a total of two times, increasing the total wounds able to be absorbed to two.

Cunning Mutations

The most dangerous attacks are the ones that an opponent doesn't see coming, and that is the specialty of some mutants.

Poison Spines

A particularly insidious projectile attack comes in the form of Poison Spines. This Aberrant can launch barbed quills with deadly accuracy. The spines themselves are not terribly lethal on their own, but they secrete or inject highly toxic venom.

Poison Spines are treated as a Shooting attack with a range of 6/12/24, doing 2d4 damage. If wounded, living creatures must make a successful Vigor check or be paralyzed for 1d3 turns.

Acid Torrent

There are many types of mutant zombie venom, and perhaps the most dangerous is the caustic, burning acid that some spit. Those which have developed Acid Torrent can vomit huge gouts of the corrosive bile all over victims at short ranges.

To use Acid Torrent, place the narrow end of the Cone Template at the base of your Aberrant, with the targets under the wide end, making a Shooting roll to hit at +2. Any victims underneath may contest the shooting roll with their Agility roll to dodge. If they roll higher than the Aberrant's Shooting roll, they move to the edge of the acid and are unaffected. Targets who are hit take 2d6 damage without the benefit of armor.

This mutation may be taken twice. On the second mutation, the damage is increased to 3d6.

Acid Splash

While some Aberrants mutate to utilize acid secretions at short ranges, those mutating with Acid



Survivors who make the mistake of thinking that all zombies are witless and without cunning don't last too long. Miniatures by Wargames Factory, and Black Scorpion.

Splash can spit huge gobs of it over great distances, letting the dangerous bile splash all over the impact point.

Acid Splash is treated as a Shooting attack with a range of 6/12/24, using a Small Burst Template. Any victims underneath may make an Agility roll at -2 to dodge. If they roll higher than the Aberrant's Shooting roll, they move to the edge of the acid and are unaffected. Targets who are hit take 2d6 damage without the benefit of armor.

This mutation may be taken three times. Each successive mutation increases the size of the template used from small to medium, then large. Additionally, on the second mutation, the damage is increased to 3d6.

Choking Breath

Humans have one particular weakness that zombies do not: they have to breathe. To exploit this, many Aberrants mutate the ability to release choking fumes or spore clouds in order to debilitate their prey.

To use Choking Breath, place the narrow end of the Cone Template at the base of your Aberrant, with the targets under the wide end, making a Shooting roll to hit at +2. Any victims underneath may make an Agility roll to dodge. If they roll higher than the

Aberrant's Shooting roll, they move to the edge of the cloud and are unaffected.

Those who fail must pass Vigor checks or double over coughing, becoming Shaken.

Web Spinner

One of the strangest things about the virus is how it seems to occasionally incorporate DNA and traits from other organisms that it has presumably consumed in order to make itself stronger. Web Spinners are probably the most vivid example of this, a mutation which allows the zombie to shower its victims with extremely sticky, rope-like webbing at short range.

To use Web Spinner, place the narrow end of the Cone Template at the base of your Aberrant, with the targets under the wide end, making a Shooting roll to hit at +2 opposed by the victim's Strength or Agility. If failed, the targets move to the edge of the webbing and are unaffected. On a success, they are partially restrained, suffering -2 to Pace and combat skills (Shooting, Fighting, Throwing, First Aid, Stealth). A raise restrains the target fully. He cannot move or use any combat skills.

Each following round, a webbed target may make a Strength or Agility roll to break free. Other characters may also attempt to free them by making a Strength roll at -2.

Entangle

A small number of mutants develop the ability to project web globs at a distance, or even spitting tentacles to restrain their prey.

To use Entangle, choose an enemy within 18" and make a Shooting roll to hit opposed by the victim's Agility. If failed, the target dodges the webbing and is unaffected. On a success, they are partially restrained, suffering -2 to Pace and combat skills (Shooting, Fighting, Throwing, First Aid, Stealth). A raise restrains the target fully. He cannot move or use any combat skills. The Aberrant must stay stationary, spending his action to keep the victim ensnared. Entangle may only trap one person at a time.

Each following round, an entangled target may make a Strength or Agility roll to break free. Other characters may also attempt to free them by making a Strength roll at -2.

This mutation may be taken twice. On the second mutation, the Aberrant may spend an action to pull the victim toward him at 1d6" per turn. Victims may be pulled up vertical surfaces in this way, and will fall if freed while dangling.

Vengeance Mutations

One adaptation sometimes seen in nature that Aberrants exhibit is, rather than making itself more difficult to kill, the mutant becomes extremely dangerous to its killer.

Poison Bone Splinters

The bones of some Aberrants have mutated to contain small pockets of explosive gasses, mixing with a powerful toxin in the moment that the mutant is killed, triggering an explosion which sends the fragments of their bones and body showering over nearby enemies.

When killed, the Aberrant causes an explosion. Place the Medium Burst Template on his body. Anyone caught underneath is hit for 2d4 damage. If wounded, humans must make a successful Vigor check or be paralyzed for 1d3 turns.

This mutation can be taken twice. The second mutation increases its size to a Large Burst Template and damage to 2d6.

Acid Burst

In a wicked adaptation, the body of this mutant is highly pressurized, its organs producing a caustic acid which bursts all over the area when the Aberrant is killed.

When killed, the Aberrant causes an Acid Burst. Place the Medium Burst Template on his body. Any victims underneath may make an Agility roll at -2 to dodge. If successful, they move to the edge of the acid and are unaffected. Targets who are hit take 2d6 damage without the benefit of armor.

This mutation can be taken twice. The second mutation increases its size to 3d6 damage to everyone under a Large Burst Template.

Choking Cloud

The body of this mutant is riddled with boils, blisters, or tumors filled with potent and toxic gasses. Upon his death, they burst, releasing the gas into

the air around his corpse.

When killed, the Aberrant causes a Choking Cloud. Place the Medium Burst Template on his body. Any victims underneath may make an Agility roll at -2 to dodge. If successful, they move to the edge of the cloud and are unaffected.

Those who fail must pass Vigor checks or double over coughing, becoming Shaken.

This mutation can be taken twice. The second mutation increases its size to a Large Burst Template.

Corpse Burst

This Aberrant appears bloated and huge, but for good reason - within its body reside Shamblers, writhing and squirming to get free.

This Aberrant now has Size +1 (including the +1 Toughness that goes with it). When killed, the Aberrant causes a Corpse Burst. Place 1d3 Shamblers where he died.

Web Burst

This Aberrant bursts into a tangled mess of webs or tentacles when killed, ensnaring anyone nearby.

When killed, the Aberrant causes a Web Burst. Place the Medium Burst Template on his body. Anyone underneath must make a successful Strength or Agility check at -2. If successful, the targets move to the edge of the webbing and are unaffected. If failed, they cannot move or use any combat skills (Shooting, Fighting, Throwing, First Aid, Stealth).

Each following round, a webbed target may make a Strength or Agility roll to break free. Other characters may also attempt to free them by making a Strength roll at -2.

This mutation can be taken twice. The second mutation increases its size to a Large Burst Template.

Ferocity Mutations

Some mutations take place to simply make the zombie extremely deadly in melee combat.

Razor Sharp Claws

Rather than relying on its powerful bite like a Shambler, this Mutant has grown large, razor-sharp

claws or talons that it rips into its prey with.

His melee attack is now Str+d6.

This mutation may be taken four times, each successive mutation shifting the die type up one. For example, an Aberrant who has mutated his Razor Sharp Claws three times would do Str+d10 damage.

Pin

This Aberrant attacks its victims by pinning them to the ground in a position where they are extremely vulnerable.

To use Pin in melee, make an opposed Fighting roll with the target. On a success, the victim is pinned. While pinned, the victim may not attempt to move until it has broken free. On a raise, the victim is Shaken. To break free, the victim must win an opposed Strength or Agility roll. While pinned, all of the Aberrant's Fighting rolls to hit the victim are at +2. The victim is automatically freed if the Aberrant becomes Shaken.

Drag

This mutant is not content to attack his quarry where it is, but snatches them, dragging them into the shadows to dispatch.

To use Drag in melee, make an opposed Fighting roll with the target. On a success, the victim is grappled. On a raise, the victim is Shaken. Either way, the Aberrant may immediately move the both of them 3" in any direction, and may do so each turn until the victim escapes or is removed from play. To break free, the victim must win an opposed Strength or Agility roll.

This mutation may be taken up to three times, each successive mutation increasing the Drag distance by 1". The victim is automatically freed if the Aberrant becomes Shaken.

Piercer Claws/Fangs

The claws, fangs, pincers, or whatever else that this Aberrant uses for its close quarters attacks have become coated with a sort of secreted, chitinous Teflon-like substance which allows them to more easily penetrate armored targets.

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Piercer Claws/Fangs may be taken up to four times, each mutation giving +1 AP to their melee attack.

Go for the Throat!

The virus evolves rapidly, and this mutant has gained one instinct that has taken other creatures millions of years. When attacking victims, it targets key points, avoiding armor where possible.

With a raise on its attack roll, this mutant hits its opponent's least armored location.

Ambush Mutations

One of the most deadly mutations is that which allows an Aberrant to quickly close the distance and be on top of its prey in an instant.

Pounce

This mutant has evolved powerful, spring-like muscles in its legs, enabling it to make huge leaps through the air, passing over intervening obstacles and taking its victims by surprise.

To use Pounce instead of a normal move, an Aberrant may first make a small move of up to 2" in order to orient itself, and then make a single 8" Pounce move in a straight line, moving past any obstacles up to 4" tall. A Pouncing mutant can attempt a surprise attack against targets by making a Stealth roll (or Smarts -2) opposed by the victim's Smarts roll. If the Aberrant wins, he gains +2 to attack and damage that round, +4 with a raise. Victims on hold may attempt to interrupt the attack as usual and, if successful, attack the Pouncing mutant before its surprise attack occurs.

This mutation may be taken three times. Each successive mutation increases the Pounce range by 2".

Spontaneous Mutation

Your virus strain has adapted the unique ability to spontaneously transform the host from a regular Shambler into a monstrous Aberrant within seconds!

Once per Confrontation, you may choose not to deploy this Aberrant normally. Deal it in as usual, and at the beginning of any of its turns, you may choose any Shambler on the table to suddenly mutate into the Aberrant, destroying the Shambler and replacing

it with the Aberrant. Surprise!

Burrow

This mutant has evolved to become a cannibalistic humanoid underground dweller, able to tunnel into the earth stealthily, lying in wait for days, sometimes weeks before bursting from the ground to surprise its victims.

A burrowing mutant is not deployed as normal at the beginning of a Confrontation, but is dealt in each turn. At the beginning of any of his turns, the Aberrant may choose to deploy anywhere on the table as long as it is on ground level, including in melee combat with enemies.

A Burrowing mutant can attempt a surprise attack against targets on ground level by making a Stealth roll (or Smarts -2) opposed by the victim's Smarts roll. If the Burrower wins, he gains +2 to attack and damage that round, +4 with a raise. Victims on hold may attempt to interrupt the attack as usual and, if successful, attack the tunneler before its surprise attack occurs.

Power Charge

This mutant has a lightning-fast charge, able to muscle its way to incredible speeds in a straight line, catching victims unawares with its sheer quickness.

To use Power Charge instead of a normal move, an Aberrant may first make a small move of up to 2" in order to orient itself, and then make a single 12" Power Charge move in a straight line. A Power Charging mutant can attempt a surprise attack against targets by making a Stealth roll (or Smarts -2) opposed by the victim's Smarts roll. If the Aberrant wins, he gains +2 to attack and damage that round, +4 with a raise. Victims on hold may attempt to interrupt the attack as usual and, if successful, attack the Power Charging mutant before its surprise attack occurs.

This mutation may be taken twice. The second mutation causes the Power Charge to be unstoppable, and the Aberrant will not stop its move when it reaches the target, but push it backward until it moves the full 12" or collides with a solid obstacle such as a tree, wall, or vehicle. If they do strike an object, the mutant adds +1d6 to its first damage roll against the victim.

Humanity Mutations

Potentially the most horrific of all mutations are those that seemingly return some of a zombie's human memories or abilities.

Armored Zombie

Often more a matter of luck than anything else, this mutant used to be a human who was wearing some personal armor when he turned.

Armored Zombies are wearing Leather Jackets or Sports Padding, gaining +1 armor.

This mutation may be taken three times. Further mutations change their armor to a Kevlar Vest (2/6 vs bullets) on the second, and Riot Gear on the third (4/8 vs bullets, including the head).

It's Got an Axe!

A small, base aspect of this zombie's humanity has returned, allowing it to grasp objects and use them as weapons in close quarters.

It's Got an Axe provides the Aberrant with a rudimentary weapon, such as a large rock, club, or axe that does Str+d6 damage.

This mutation may be taken three times. Further mutations change their weapons to two-handed axes or clubs doing Str+d8 on the second, and a Chainsaw on the third (2d6+4, 1 on attack die hits

self instead).

Oh Shit!

One of the most rare and advanced stages of recurring memory syndrome in zombies, Oh Shit! occurs when a zombie has regained enough intelligence to not only grasp and manipulate weapons, but operate firearms.

To use Oh Shit!, an Aberrant must first pass a Smarts check. If successful, it may fire a 9mm pistol at its enemies with a Shooting skill of d4.

This mutation may be taken three times. Further mutations change their weapons to pump shotguns on the second, and Steyr AUG assault rifles the third. Additionally, each extra time it is taken, the Aberrant's Shooting skill goes up one die type.

Infectious Moan

Most Shamblers wander around and moan to themselves, not quite knowing what to do when there's nothing around to eat. This mutant is different, somehow attempting to remember how to speak, moaning loudly at other zeds to get their attention.

If an Aberrant makes an Infectious Moan action, place a Medium Burst Template on him. Any Shamblers underneath will move with him this turn up to 6".



Zombie Masters are never more dangerous than when surrounded by a mob of Shamblers. Miniatures by Studio Miniatures, Reaper, Tengu, and Wargames Factory.

Zed or Alive

Pheromone Mutations

Particularly dangerous are the mutants that develop abilities to direct the actions of the common Shamblers, becoming a sort of infected general of sorts.

Pheromone Vomit

Some mutants can produce potent pheromone-laden bile or sludge which can be projected or vomited on enemies at short ranges, drawing nearby Shamblers to the area and driving them wild.

To use Pheromone Vomit, place the narrow end of the Cone Template at the base of your Aberrant, with the targets under the wide end, making a Shooting roll to hit at +2. Any victims underneath may make an Agility roll to dodge. If they roll higher than the Aberrant's Shooting roll, they move to the edge of the vomit and are unaffected. Targets who are hit are covered with vomit for 1d3 rounds, and any Shamblers within 16" who are not already in melee combat will move at +2 Pace toward them, gaining the benefit of the Frenzy ability for this time. At the end of the d3 rounds, they return to normal. If no Shamblers are within 16", 1d10 are summoned to the table.

Pheromone Glands

This zombie has grown putrid glands that secrete

a constant cloud of pheromones which influence nearby Shamblers, bending them to the Aberrant's will.

Place a Medium Burst Template over the mutant at the beginning of the Shamblers' turn. Any Shamblers underneath may be controlled by the Aberrant player this turn rather than moving them as normal (see Shambler Rules, pg. 17).

This mutation may be taken twice. On the second mutation, the cloud radius is increased to a Large Burst Template.

Pheromone Cloud

Some powerful mutant zombies are able to not only grow sacs of Shambler-influencing pheromone gas or spores, but have a way of launching or hurling them high into the air where they detonate, showering the area with an agent that attracts zeds from quite a large distance.

If an Aberrant spends an action to use Pheromone Cloud, d6 additional Shamblers appear on the table this turn. He may do this once per game.

This mutation may be taken three times. Each subsequent mutation shifts the die type up by one, and allows it to be used once more per game. For example, an Aberrant who chose Pheromone Cloud twice would summon d8 Shamblers twice per game.

Zed or Alive Roleplaying

While *Zed or Alive* is written as a campaign miniatures game, the beauty of the *Savage Worlds* system is the versatility it brings and how easy it is to use as a role-playing or miniatures system. While *Show-down!* is a streamlined version of the rules used for miniatures only, the system at its core is the same and many things in this book can be used with no problem in *Savage Worlds* roleplaying games! In this section, we'll provide all of the information you'll need to convert existing RPG characters for use in your *Zed or Alive* groups and how to take your favorite group members from a *Zed or Alive* campaign and use them as a character in a full-fledged roleplaying game.

Importing RPG Characters:

Roleplay-Specific Skills and Edges:

The first and biggest difference between Wild Cards in a roleplaying setting and a miniatures game setting are the roleplay-specific skills. When converting a character to *Zed or Alive*, it may be worthwhile to note down roleplay-specific skills such as Knowledge or Notice, as well as Edges like Noble or Linguist, but they won't be used in Confrontations so make sure not to take them into account when calculating your character cost.

Calculating Cost:

Importing your RPG character to *Zed or Alive* is actually fairly straight forward: simply head to page 36

of the *Showdown!* rules for the specifics of calculating the cost of your character's base stats. Don't worry, this is easier than figuring out the cost of a full unit.

For the purposes of importing your character, you will only need to worry about the following:

- **Traits:** Traits are calculated as described on page 36 of the *Showdown!* rules.
- **Attacks:** Make sure to include any of your character's skills here unless they are roleplaying-specific. Skills like Persuasion and Streetwise **do** count.
- **Weapon:** You may ignore this, as weapon costs are taken from the Bazaar table and added at the end of the process.
- **Special:** Add 3 for non-combat Edges, and 5 for Combat Edges.
- **Armor:** As with weapons, armor cost is added later from the Bazaar table.
- **Size:** All characters in *Zed or Alive* are Human and will not have a size modifier.
- **WC?:** Your character will be a Wild Card, so make sure to mark this or it will skew your cost results quite a bit.

Once you've filled out the above information on the Troop Builder spreadsheet, you will be given your character's base cost in points. In this situation, one point equals one dollar. Now, simply head to the Bazaar table and add the cost of the equipment

and weapons your character has, and you're ready to add a new member to your group or start a new one with a custom leader!

Please remember that *Zed or Alive* is a hard and gritty setting, and has no magic or psionics. When importing a character that has these supernatural powers, please note them down as roleplaying specific skills/edges as these will not be used in the *Zed or Alive* Campaign.

Exporting *Zed or Alive* Characters to an RPG:

There will certainly be times that you will want to export one of your group members from *Zed or Alive* to an RPG setting. Luckily, doing this is a fairly simple process.

First, record your Attributes, Skills, Edges, and Hindrances that your character possesses to a new Character sheet.

Next, you receive 8 points plus 1 point for each Advancement. These points may be used to purchase additional skills and Edges per their normal cost. You may only spend these points on roleplay-specific skills and Edges, however, as you would not want this conversion to unbalance the *Zed or Alive* Survivor should you convert it back at a later date.

Now that you've supplemented your *Zed or Alive* character with some roleplaying-specific skills, you're ready to join your group's game!



Survivors and Tribals clash in a Confrontation led into by our own Rust Devil Games roleplaying campaign. Miniatures by Studio Miniatures, Reaper, Tengu, Hasslefree, and Wargames Factory.

APPENDIX 1: ARMORY

Weapons	Damage	AP	Parry	Reach	Hands	Notes
Blades						
Dagger / Knife	d4				1	
Butcher's Cleaver	d4	1			1	
Machete	d6				1	
Long sword (Replica)	d8				1	1 on Fighting die breaks sword.
Long sword	d8				1	
Katana (Replica)	d6+2				1	1 on Fighting die breaks sword.
Katana	d6+2				1	
Axes						
Axe	d6				1	
Fire Axe	d8				2	
Great axe (Jury-rigged)	d10	1	-1		2	Jury-rigged
Clubs & Hammers						
Club	d4				1	
Large Club	d6				1	
Baseball Bat	d6+1		-1		2	
Nailbat	d6+2	1	-1		2	Jury-Rigged
Flail	d6				1	Jury-Rigged, ignores shield Parry bonus
Sledgehammer	d8	2	-1		2	
Pole Arms						
Halberd	d8			1	2	Jury-rigged
Shovel	d4+1		+1	1	2	
Hockey Stick	d4		+1	1	2	
Broom	d4		+1	1	2	
Spear	d6		+1	1	2	Jury-Rigged
Modern						
Bayonet (on rifle)	d6	1			2	
Chainsaw	2d6+4	1	-1		2	1 on Fighting die hits wielder.

Weapons	Range	Damage	min str	Notes
Archaic Ranged				
Rock	3/6/12	Str+d4	-	
Throwing Axe	3/6/12	Str+d6	-	
Crossbow	15/30/60	2d6	d6	AP 2, Snapfire
Hand Crossbow	8/16/32	d8	-	
Composite Bow	15/30/60	2d6	d6	
Bow (primitive/standard)	12/24/48	2d6	d6	
Slingshot	4/8/16	Str+d4	-	
Spear (thrown)	3/6/12	Str+d6	d6	

Weapons	Range	Damage	RoF	min str	Notes
Modern Pistols					
"The Road Warrior"	2/4/8	1-3d6	1-2	-	Snapfire, Reliable
Derringer (.44)	5/10/20	2d6+1	1	-	AP 1
Colt 1911 (.45)	12/24/48	2d6+1	1	-	AP 1
Revolver (.44, .45, .357)	12/24/48	2d6+1	1	-	AP 1, Reliable
Desert Eagle (.50)	15/30/60	2d8	1	-	AP 2
9mm Pistol	12/24/48	2d6	1	-	AP 1
Ruger (.22)	10/20/40	2d6-1	1	-	

Weapons	Range	Damage	RoF	Min Str	Notes
Submachine Guns					
MAC-10 (.45)	5/10/20	2d6+1	4	-	AP 1, Snapfire
MAC-10 (9mm)	5/10/20	2d6	4	-	AP 1, Snapfire
H&K MP5K (9mm)	5/10/20	2d6	4	-	AP 1, Snapfire, Foregrip
H&K MP5 (9mm)	12/24/48	2d6	3	-	AP 1
FN P90 (5.7mm)	15/30/60	2d6	3	-	AP 2
Tommy Gun (.45)	12/24/48	2d6+1	3	-	AP 1
Uzi (9mm)	12/24/48	2d6	3	-	AP 1, Reliable
Shotguns					
Double-Barrel (12g)	12/24/48	1-3d6	1-2	-	Snapfire, Reliable
Pump Shotgun (12g)	12/24/48	1-3d6	1	-	Reliable
Sawed-Off DB (12g)	5/10/20	1-3d6	1-2	-	Snapfire, Reliable
Streetsweeper (12g)	12/24/48	1-3d6	1	-	
Rifles					
Barrett (.50)	50/100/200	2d10	1	d8	AP 4, Snapfire, Scope, Heavy Weapon
M40/L96A1 (7.62)	40/80/160	2d8+1	1	d6	AP 2, Snapfire, Scope
Dragunov SVD	50/100/150	2d8+1	1	d6	AP 2, Snapfire, Scope
Hunting Rifle (.308)	35/70/140	2d8	1	d6	AP 2, Snapfire, Scope
Hunting Rifle (.22)	30/60/120	2d6	1	-	Snapfire, Scope
Assault Rifles					
AK-47 (7.62)	24/48/96	2d8+1	3	d6	AP 2, Reliable
SCAR-H (7.62)	30/60/120	2d8+1	3	d6	AP 2
H&K G3 (.308)	28/56/112	2d8+1	3	d6	AP 2, Reliable
H&K G36 (5.56)	30/60/120	2d8	3	-	AP 2, Reflex Sight, Reliable
H&K SA80 (5.56)	28/56/112	2d8	3	-	AP 2, Scope
M-16 (5.56)	24/48/96	2d8	1	-	AP 2
Steyr AUG/AK-74/FAMAS (5.56)	24/48/96	2d8	3	-	AP 2
M4 (5.56)	20/40/80	2d8	3	-	AP 2
Machine Guns					
RPK-74 (5.56)	24/48/96	2d8	3	d8	AP 2, Snapfire, Reliable
RPD-46 (7.62)	24/48/96	2d8+1	3	d8	AP 2, Snapfire, Reliable
M60 (7.62)	30/60/120	2d8+1	3	d8	AP 2, Snapfire, Reliable
M240B (7.62)	30/60/120	2d8+1	3	d8	AP 2, Snapfire
M249 SAW (5.56)	30/60/120	2d8	4	d8	AP 2, Snapfire, Enemies are at -1 vs. Suppression
Special Weapons					
Pepper Spray	2/4/8	Special	1	-	Vigor check at -2 vs Shaken
M203/M79 GL (40mm)	24/48/96	4d8	1	-	Medium Burst, Snapfire
RPG-7 (HEAT)	36/72/144	4d8+2	1	-	AP 33, Heavy Weapon, MBT, Snapfire
AT-4	24/48/96	4d8+2	1	-	AP 40, Heavy Weapon, MBT, Snapfire, 1 Shot
Flamethrower	Cone	2d10	1	d6	Ignores Armor, Heavy Weapon
Molotov Cocktail	5/10/20	2d10	1	-	Ignores Armor, MBT, Heavy Weapon, 1 Shot
Frag Grenade	5/10/20	3d6	1	-	Medium Burst
Smoke Grenade	5/10/20	Special	1	-	Large Burst, see pg. 84
Tear Gas Grenade	5/10/20	Special	1	-	Large Burst, Vigor check at -2 vs Shaken
Tranquilizer Rifle	12/24/48	2d6	1	-	See pg. 83
Flare Gun	10/20/40	d6	1	-	See pg. 86

A armor	Value
Leather Armor	+1
Leather Jacket	+1 (0 vs bullets)
Studded Leather Jacket	+2 (Jury-Rigged)
Motorcycle Jacket	+2 (+3 vs blunt)
Motorcycle Helmet	+3
Sports Padding	+1 (+2 vs blunt)
Sports Helmet	+1 (+2 vs blunt)

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Armor	Value
Hockey/Paintball Mask	+1
Hazmat Suit	+1 vs Shambler bites
Chain Mail	+2
Plate Mail	+3 (Pace -2, Run d4)
Shield, Small	+1 Parry attacks from front, +1 Armor vs Archaic Ranged
Shield Medium	+1 Parry attacks from front, +2 Armor vs Archaic Ranged
Shield Large	+2 Parry attacks from front, +2 Armor vs Archaic Ranged
Kevlar Vest	+2 (+4 vs bullets)
Heavy Kevlar Vest	+4 (+8 vs bullets)
Kevlar Helmet	+4 (+8 vs bullets)
Riot Shield	+2 Parry attacks from front, +2 Armor vs Ranged (incl. bullets)
Scavenged Armor (Metal)	+2
Scavenged Armor (Rubber/Plastic/Cloth)	+1

Gear

Air Horn

Air horns were designed for signaling on large trucks, ambulances, and other vehicles. Pre-crash most people encountered them being employed by obnoxious sports fans, but in the dead world using one can go much farther toward ruining your day. A character firing off an Air Horn counts as having made two loud noises, and any Shamblers will hear it from double their normal distance.

Antibiotics

These can be used to cure all sorts of common infections and minor diseases, but the most common affliction treated in Zed or Alive is the Quislings' Septic Bite. Using antibiotics removes their effects.

Backpack

A lot of people haven't worn a backpack since their school days, but in the ruins when you're running for your life, they can be extremely useful. Characters wearing a backpack are able to carry six more Bulk than normal.

Baseball

Mostly junk now, old toys can still be of use. Any dog owner who has a baseball may add +1 to his pet's Spirit rolls due to the morale benefits of being exceptionally happy.

Bicycle

Tried and true, bicycles are a surprisingly practical transportation choice in the ruins. They're silent, quick, and never run out of fuel. Bicycles function

like a regular vehicle, but the speed is double the rider's Pace. See the Vehicles section for more info (pg. 59).

Binoculars

While Binoculars might not be of direct usefulness once a group is already in the thick of a Confrontation, they are a great help in scoping out areas from a distance to ascertain the danger present. A character equipped with Binoculars may add +1 to Survival rolls while Scavenging.

Bodkin Point Arrows

Bodkin Point arrows are tipped with armor-piercing spikes for tips, allowing them to more easily punch through armor. Bows or crossbows using Broadhead Arrows get +1 AP. Note that these arrows are lost if the character runs out of ammo during combat.

Booze

In a world ravaged by hordes of infected, it's funny how certain commodities become more valuable. Any kind of liquor or alcoholic beverage is sought after, even the horrid Moonshine brewed in Stadium City.

Models with Booze may opt to drink it before a Confrontation. While drunk, they get +2 on Fear checks and -2 to Shooting and Driving rolls.

Bottled Water

After sitting for years, it may taste a little funky but fresh water is still a necessity. The sticker says it was straight from some mountain stream or glacier runoff, which is highly unlikely, but it will still be enough for a person to survive one week.

Brake Cylinder

The power cylinder for a vehicle's braking system makes it so that the driver doesn't have to stomp with all of his might just to stop the vehicle. Brake Cylinders can be used to repair damage to a vehicle's Controls.

Broadhead Arrows

These arrows are fitted with modern heads which deploy expanding blades upon impact, creating a larger cut up to four inches wide! Bows or cross-bows using Broadhead Arrows are at +1 to damage. Note that these arrows are lost if the character runs out of ammo during combat.

Camouflage Fatigues

The use of camouflage in battle is as ancient as war itself, and it is not uncommon to find military uniforms with camo patterns. Survivors often take to wearing these because they make it easier to hide. Characters with the majority of their body covered in Camouflage Fatigues receive +2 to Stealth checks.

Candy

Bars of chocolate, caramel, nougat, and everything the modern world could put together to slake their sweet collective tooth. Candy is great for a rush of energy, but this isn't anything you can really subsist on. Candy is enough to lift spirits around the camp fire, and is treated as Fresh Food, but does not spoil.

Car Body Panel

Fenders, quarterpanels, hoods, all of these are useful in repairing damage to vehicles, building shelters, and any number of other uses. Car Body Panels can be used in the repair of Chassis damage.

Chem Light

Usually reserved for emergency situations or raves, Chem Lights or "Glow Sticks" can be cracked to engage the two chemicals inside to create a light source. Chem Lights illuminate everything under a Medium Burst Template, allowing them to be seen and targeted normally, and spotted up to twice the normal distance by Shamblers. Chem Lights can be carried or thrown (5/10/20), and last long enough to stay bright for an entire Confrontation.

Cigarettes

Highly addictive, cigarettes help many survivors in

the ruins take the edge off after particularly dangerous encounters. Cigarettes may be used to satisfy a Addiction for a week.

Claymore Mine

Claymores are shaped charges that detonate and lacerate the targets with a hail of steel pellets. A character may spend an action to set the mine. Mark where it is placed and the direction it's facing with a counter or marker of some sort. Roll a d6 for each unit moving within 2" of the mine. On a roll of 1, it goes off. They can also be command detonated by the unit that placed the mine as long as he is within line of sight.

The Claymore uses two Cone Templates side by side to indicate the killzone. Anyone in this area takes 2d6+2 damage.

Climbing Harness

Characters who spend a lot of time above street level find climbing harnesses very useful, allowing them to clip onto a nearby rail or outcropping to protect him from falling.

Any model using a Climbing Harness is at +4 on all Climbing checks, and additionally does not fall when a check is failed, due to being strapped in.

Clothes

While it might not seem like much, a fresh set of clothes can be difficult to come by in the ruins, and if nothing else they can be used as armor materials.

Coconut Water

This increasingly trendy beverage is a great source of water, vitamins, electrolytes, and all sorts of great stuff to keep your body hydrated. It is treated as water for the purposes of Survival.

Coffee

Many coffee drinkers pre-crash would look outside and see smokers, deriding them as a bunch of useless addicts. Only now that the comforts of life have been stripped away do they realize that they weren't so different, having long since tweaked out when there wasn't a nearby Starbucks to visit for a fix. A character who consumes Coffee will be able to get a lot done, allowing him to perform two duty actions between confrontations instead of just one.

Cold Weather Gear

It never hurts to bundle up in the ruins, as it can

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get extremely cold in the winter months! Wearing Cold Weather Clothes keeps a character warm in the Snow, exempting him from having to roll for sickness.

Compass

Even when you don't know where you are, knowing which direction you're headed can be a huge help. A compass can mean the difference between walking into a Shambler nest and making it back to camp safely. Characters equipped with a Compass are at +1 on all Survival skill checks.

Crowbar

The Crowbar, or pry bar is a steel tool used to lever objects apart, open crates, doors, and other objects. They can also be used as clubs, doing Str+d6 damage. Crowbars do double damage against doors.

Dog Muzzle

Before the crash, these were used by dog owners whose pets wouldn't keep quiet, the barking annoying and inconvenient. In the dead world, it's a matter of your dog biting a zed and dying, or worse having a barking fit and getting your group swarmed. Dogs who haven't been trained can be kept quiet and alive by muzzling them.

Dominade

The official sports drink of... well, everything. This beverage comes in flavors such as red, blue, purple, and is packed with electrolytes! It is treated as water for the purposes of Survival.

Drugs

Non-medicinal drug use has been a coping mechanism for people living through traumatic events for centuries, and is not uncommon in many warzones.

Models with Drugs may opt to use them before a Confrontation. While on them, they ignore wound penalties but may not perform a Duty action afterward.

Duffle Bag

Tried and true bags for carrying around everyday items, Duffle Bags are often used by scavengers to carry their prizes back to camp. A Duffle Bag can be strapped on the user's body, and allows him to carry four extra Bulk.

Energy Drink

Similar to cigarettes, few people in the wasteland are worried about the long-term health consequences of drinking a beverage loaded with caffeine, sugar, ginseng, and who-knows-what-else when there are ghouls prowling the streets outside! A character who consumes Energy Drinks will be able to get a lot done, allowing him to perform two duty actions between confrontations instead of just one.

Engine Hoses

Whether it's for a radiator, brake line, transmission fluid line, or other use, there are rubber hoses and tubes throughout, and having spares is essential. Engine Hoses can be used to repair Engine damage.

Extra Ammo

It pays to be prepared, and the last place you want to find yourself is in the middle of a gun battle, attracting Shamblers left and right, with a gun and no bullets. Carrying Extra Ammo allows a character to ignore their first Out of Ammo roll.

Fancy Clothes

Some people simply can't let go of the old world, and some people realize that a sharp-dressed person strikes a more impressive figure, no matter the setting! A character wearing fancy clothes adds +1 to their Charisma.

After any game in which the character wearing Fancy Clothes is downed, roll 1d6. On a 1-3, the clothes have been tattered and are ruined, no longer providing any bonuses.

Firecrackers

Although there isn't a whole lot to celebrate anymore, even smaller Firecrackers can be useful distractions for Shamblers. Thrown like a regular grenade, Firecrackers cause a loud noise at the point of impact.

Fire Hose Nozzle

Any quality project involving water, such as showers or water spouts need a valve of some kind, and the most common ones found in the dead world come in the form of Fire Hose Nozzles, which can be used in Jury-Rigged gear.

First Aid Kit

A pack stuffed with rudimentary medical supplies can make all of the difference in the world when you're out in the city with walking corpses every-

where. Models may use a first aid kit to receive a +1 bonus to First Aid rolls in combat.

Flares

Commonly used to light traffic accidents pre-crash, flares can be used for lighting when you're out in the ruins exploring at night. Flares light up everything under a Large Burst Template, allowing it to be seen and targeted normally, and spotted up to twice the normal distance by Shamblers. Flares can be carried or thrown (5/10/20). Roll a d6 at the end of each turn, on a 1 the Flare burns out.

Flare Gun

Not always considered a weapon, a Flare Gun can be fired to launch a flare to a specific spot or at a target. If fired at a target, it does 1d6 damage from the impact, and has a 50% chance of lighting the target on fire for an additional d3 turns.

Flashbang Grenade

Counter-terrorist teams often used Flashbangs to blind and deafen enemies just before their entry. These are thrown just like normal grenades. Anyone caught under the large burst template who is within line of sight must make an Agility check or become Shaken for 1d6 rounds. Obviously, Flashbangs cause a loud noise where they go off.

Flashlight

Regular civilian Flashlights enable the user to see up to 12" in darkness and shoot without a to-hit penalty. It takes one action to turn a flashlight on or off. Using a flashlight causes Light (pg. 5).

Flashlight (Military)

Military flashlights are typically fitted with a red lens, so as to protect the user's night vision and not be visible from great distances. Military Flashlights enable the model to see up to 12" in darkness and shoot without a to-hit penalty, but their user is only visible to Shamblers from 1.5 times the usual spotting distance rather than double as with regular flashlights. It takes one action to turn a Military Flashlight on or off. (See pg. 5 for more detail.)

Fog Lights

Often fog lights come in single attachable units that can be pulled from cars and fixed to others. With a little bit of elbow grease, a skilled mechanic can attach these onto a car that doesn't normally have Fog

Lights. A Repair check at -2, these can be added to any car.

Foregrip

Foregrips are vertical handles often attached to sub-machineguns, shotguns, or assault rifles to aid in recoil compensation. Equipping a weapon with one of these reduces the penalty for Full Auto fire to -1.

Gas Can

Quite a rarity in the wastes, a full Gas Can holds several gallons of fuel, has a sealing cap that reverses to form a nozzle that can be used to fill vehicle fuel tanks. Made of steel or plastic, this thing may be heavy, but it is worth its weight in gold!

Gas Mask

Designed to protect its wearer from airborne chemicals, pollutants, and toxic fumes, gas masks can be extremely handy in the wastes. Anyone wearing a Gas Mask is immune to gas/smoke based attacks such as Pepper Spray, Tear Gas, or Choking Cloud.

Ghillie Suit

Developed by Scottish hunters, the Ghillie Suit is a set of camouflage clothes which have been designed to resemble the surrounding area by attaching bits of foliage and debris. In a world where stealth is often a matter of life or death, these are highly sought after. Characters wearing a Ghillie Suit are at +4 when attempting to use Stealth.

Glasses

Many people eventually need corrective lenses of some kind to aid in their eyesight. Characters with Bad Eyes can try them on in hopes that they're even close to the right prescription. Roll a d6: on 1-2: totally wrong, 3-4: similar prescription, reduce penalty to -1, 5-6: right prescription, eliminates Bad Eyes penalties. After any Confrontation in which this character is downed, roll 1d6. On a 1, they have broken and are useless.

Grappling Hook and Rope

A trusty, age-old tool to help survivors get along in Zed or Alive, Grappling Hooks can be looted from sporting goods stores or often found in homes of recreational climbers. Using one allows players to add +2 to any Climbing checks.

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Gunsmith Kit

Tools in Zed or Alive are quite sought after, especially those for maintaining guns. One of your group members may use a Gunsmith Kit as a Duty action to keep everyone's weapons in top condition and far less likely to jam up. He must make a repair check, -1 for each group member over one (i.e. 4 members would be -3), if successful they may ignore their first jam result for the next battle.

Hazmat Suit

Hazmat or military MOPP (Mission Oriented Protective Posture) suits are completely sealed protective environment suits, designed to defend against gas and biological agents. In addition to making the wearer immune to airborne agents such as Tear Gas, Choking Cloud, and Pepper Spray, MOPP gear confers a +1 Toughness vs Shambler bites.

Hubcap

Nobody is terribly concerned about the appearance of their cars, but these have been found suitable for other things in the wastes. In a pinch, hubcaps can be used to repair a car's Chassis.

Hunting Vest

Hunting or tactical vests are riddled with pouches and pockets, allowing characters to store a lot of small items about their person. Wearing a Hunting Vest allows them to carry two extra Bulk.

Laser Sight

These sights consist of a small laser light projector mounted on the weapon, shining a beam wherever it is pointed. When calibrated properly, this can aid in accuracy downrange. Weapons equipped with Laser Sights are at +2 to hit at Medium range.

Leather Scrap

Heavy cloth and leather scraps can't clothe you on their own, but come in extremely handy for lashing things together and heavier tailoring, being used in Jury-Rigging schematics.

Length of Chain

Strong bindings like chain are in high demand for their ability to hold doors closed and be used in various construction projects. This particular length of several feet can be used as a melee weapon, doing Str+d4.

Luggage

In the early days of the crash, when everyone packed up their belongings and headed to the country, luggage was everywhere. You can still find it, and having a suitcase isn't actually a bad idea. They can carry a lot of stuff, but definitely slow you down, even with rollers. Luggage doubles a character's carrying capacity, but lowers their Pace to 4 and reduces their running die to d4.

Magnum Lite

This isn't just any flashlight, a Magnum Lite is the big metal-cased one that the cops use. It enables the user to see up to 14" in darkness and shoot without a to-hit penalty, and is a free action to turn on or off. Tough, reliable, waterproof, and in a scrape these things can serve as a club, doing Str+d4 damage. (See pg. 5 for rules on Light.)

Map (Military)

In the early stages of the crash, the military was quite organized in its response and attempts to maintain order in major metropolitan areas. Sometimes, scavengers run across their old maps which mark security checkpoints, supply depots, and strongpoints such as police stations. Usually all of these spots are long since picked clean, but occasionally there are some in awkward locations that remain untouched. You may choose to send a group member to locate one of these as a duty action, rolling a Survival check. If failed, the map proves to be bogus. On a success, roll a d6: on a 1-2 you find an Overrun Checkpoint, on a 2-3 a Police Station, and on a 5-6 you've uncovered a National Guard Arms Cache. See pages 38-39. The map can only be used once.

Metal Scrap

Metal junk and trash can be extremely useful in the hands of a skilled Gadgeteer. A stop sign can become a shield or battle-axe, shopping cart can become the grill of a helmet. Metal Scrap is used to Jury-Rig custom weapons and gear.

Military Backpack

When you're out collecting loot in the ruins, it can be awful to discover more great finds than you can carry home! The best option for lugging gear around is the Military Backpack, which includes various designs like the ALICE, MOLLE, and Coyote packs used by troops around the world.

Rugged and designed for long marches, these packs can carry quite a bit! Wearing a Military Backpack doubles the Bulk a character can carry.

Molotov Cocktail

The old and reliable weapon that has been used in nearly every modern war definitely does not fail to appear in the fight for humanity's continued existence. Molotov Cocktails are thrown as any other grenade, but use a Medium Burst Template and are treated as if the thrower was using a flamethrower. Additionally, they leave a Medium Burst Template-sized patch of burning fuel for 1d3 turns. Any model passing through it suffers damage.

Money

Cold, hard cash. Even after all of this, ravenous corpses are running around eating people, the government has all but collapsed, but money still makes the world go 'round. It can be found all over the place, in cars, on bodies, even still in the stores' registers.

MREs

MREs, or "Meals, Ready to Eat" are the standard ration for the U.S. military forces and include a full 1,250 calorie meal including side dish such as crackers, veggies, or fruit, as well as dessert, candy, and a spread such as peanut butter or jelly. Combined with the accompanying items such as matches, sugar, salt, chewing gum, moist towelettes, and most importantly the Flameless Ration Heater, the MRE gives survivors a little slice of the old world, counting as Fresh Food.

Multitool

While nothing beats having the exact tool for a job, the next best thing is to have a tool that will do. A multitool is that next best thing, being a swiss-army knife type of tool with many smaller tools in one. If a character doesn't have any tools but this one, it provides a +1 bonus to Survival Rolls, and reduces the penalty for making Repairs without tools to -1.

Nails

A staple of construction and repairs, nails are often used in the crafting of jury-rigged weapons and armor. Tribals are especially fond of the use of nails in decorating their clothing, weapons, and armor.

Night Vision and Infrared Goggles

These babies are extremely rare and prized by the lucky few who are able to hang onto them. The ability to see in the dark without revealing one's position is a godsend in regular combat, around infected it's doubly so. Night Vision ignores darkness penalties, while the wearer of Infrared Goggles still suffers -1 to hit but may see targets up to 20" except zombies, as they give off almost no body heat.

Painkillers

These are your standard household, over the counter and prescription painkillers such as Aspirin, ibuprofen, Motrin, Demerol, or Vicodin. Characters who use painkillers between Confrontations may return to battle one Confrontation sooner than they would otherwise be able to, and if used in the middle of a Confrontation, the character may ignore wound penalties for the rest of the game.

Pepper Spray

Law enforcement personnel often used to resort to nonlethal spray to subdue suspects. It causes massive irritation if it contacts the face or eyes, similar to Tear Gas. Anyone hit must make a Vigor check at -2 or become instantly Shaken. It may also be used in melee combat like a sidearm.

Plastic Scrap

Bits of plastic bottles, wrapping, cord, and rubber are not ideal building materials, but in a pinch can be perfectly suited to filling a variety of uses, and is used for Jury-Rigging custom gear.

Propane Tank

Propane tanks can be used for fueling blowtorches, portable stoves, and other jury-rigged devices. It's rare to find one that hasn't been used up, and they can dramatically improve the group's quality of life.

Radio/Walkie Talkie

Fairly rare and highly prized, radios give people the ability to remain in contact despite their physical proximity, allowing them to coordinate over larger distances. In Zed or Alive splitting up isn't necessarily a great idea, but it has its uses.

If your leader and at least one other character are equipped with Radios, Leadership Edges may benefit any friendly model within 5" of a radio.

Reflex Sight

Reflex, or Red Dot sights, are weapon sights that,

not typically magnifying the user's sight, reflects a dot, or display over his vision, allowing for quick and easy target acquisition. Using a Reflex Sight on a weapon provides +2 to hit at Short range.

Riot Shield

Riot Shields, or Ballistic Shields, are towering bulletproof slates designed to protect their users in the face of heavy civil disturbance, and heavily relied on by police and SWAT units around the world. These are treated as normal shields, but consider them Kevlar, receiving +2 Armor, +4 vs. bullets.

Roadmap

Even though a lot of the landscape has changed, buildings have collapsed or burned down, a roadmap can still guide survivors to better scavenging locations. Characters scavenging with a Roadmap may select the result on the Scavenging table one entry above or below the one they rolled.

If the character is ever set on fire, make a Spirit check. On a failure, the character's luck runs out and the map went up in flames.

Roman Candle

Traditional fireworks used for celebrations pre-crash, Roman Candles have found themselves needed for a much more functional purpose in the wasteland. Shamblers are hopelessly mesmerized by the giant explosions and, while they do draw more zeds, in a pinch it can buy a group the time it needs to escape. A character may spend his action to set off a Roman Candle, making any Shambler who is not already in melee combat unable to take its turn this round, too busy staring wide-eyed at the sky. Immediately move the Decibel Meter to 12" if it was not already there or higher, however.

Saw Blades

The replaceable blades from regular or power saws, these are not weapons unto themselves, but can be important components for jury-rigged ones.

Scope

Rifle scopes can be attached to almost any ranged weapon, providing the user with magnified sighting anywhere from 5x to 16x zoom, giving them a huge benefit when firing at distant targets. Scope-equipped weapons receive +2 to hit targets at Long range.

Skate Board

Sure, laugh now, but when there's a mob of frenzied cannibals chasing you around, every bit of extra speed is worth it. For those with the balance necessary, a skate board can be extremely useful.

Models equipped with a skate board may shift their running die up one type, but if they ever roll a 1 on it, they are immediately Shaken. Skate boards may not be used on difficult ground. Riding a skateboard makes a loud noise. Additionally, a Skate Board can be used as a club, doing Str+d4 damage.

Smoke Grenade

While these are traditionally best used in combat against other humans, they can have their uses when dealing with Infected. Smoke Grenades are thrown just like any other grenade, and create a Large Burst Template sized cloud of smoke that lasts 1d6 turns. Only models with Infrared Night Vision can target or spot enemies within or through the cloud.

Soft Drinks

They're not ideal for all situations, and they might even give you cancer, but soda pop is a source of fluids and calories. Don't worry, you'll work it off soon. Soda counts as both food and water for the week - this can only be done once every four weeks.

Steering Column

Integral to the control of motor vehicles, the steering linkages are prone to damage and can be tricky to find replacements for. Steering Columns can be used to repair damage to a vehicle's Controls.

Suppressor

With the the priority in the ruins on staying quiet, a way to use firearms without causing a lot of noise is a godsend. Suppressors attach to the end of a firearm's barrel, damping the noise and muzzle flash. Weapons equipped with one do not cause a Loud Noise, and do not give away their position in low-light situations.

Tactical Light

Some flashlights are purpose-made to be weapon mounted. Tac Lights allow the user to benefit from a flashlight as well as a two-handed weapon or dual weapons at once.

Tear Gas Grenade

Tear Gas was used by police to render people unable to resist arresting officers, inducing tightening of the breathing passages, tearing eyes, and fits of coughing. They may be thrown or fired from grenade launchers such as an M203 or M79, causing a cloud the size of a Large Burst Template. Anyone underneath who is not wearing a Gas Mask or MOPP gear must make a Vigor check at -2 or become Shaken.

Teddy Bear Backpack

Hey, it may not be an ALICE pack, but you can put stuff in it and strap it on, making it useful. Characters wearing a Teddy Bear Backpack may shift their Strength up one die type for purposes or carrying Bulk.

Tire

In the dead world, people use what works. Just because a tire isn't the factory match for a car doesn't mean that it can't be used, and it isn't rare to see a vehicle with a cobbled together set of wheels. Quality tires are hard to find, and people will take what they can get. Tires can be used to repair damage to a

vehicle's Controls and as part of Jury-Rigged gear.

Tool Kit

A standard tool box containing the usual assortment of pliers, wrenches, screwdrivers, and ratchets can be the beginning of a better life for many inhabitants of the dead world. Having the aid of one of these allows characters to make Repair rolls without the penalty for not having tools.

Tranquilizer Rifle

Military units are often issued tranq rifles in order to subdue and bring in Aberrants for testing. When a target is hit, roll the damage as a contested roll vs. the target's Vigor, treating a success as a wound, and each raise as additional wounds. If a model takes four wounds and has taken at least one from a Tranquilizer Rifle, they are considered subdued.

Trash Can Lid

It might seem like a joke, but a sturdy metal Trash Can Lid can be a useful shield against Shamblers, improving the user's Parry by one and adding 1 armor against Archaic Ranged weapons.

APPENDIX 2: VEHICLES

Classic versions of vehicles have the abilities listed in parentheses in addition to the normal list.

Bicycle

Speed: 2x Pace **Toughness:** 6 (2)
Crew: 1 Passengers: 0
Cargo: 2 **Fuel:** 0
Special Abilities: None

Dirt Bike

Speed: Slow (12") **Toughness:** 8 (2)
Crew: 1 **Passengers:** 0
Cargo: 2 **Fuel:** 2
Special Abilities: Headlight, Offroad (4x4), +4 Toughness vs jumps/collisions, Rumbles

ATV

Speed: Slow (12") **Toughness:** 8 (2)
Crew: 1 **Passengers:** 1
Cargo: 4 **Fuel:** 2
Special Abilities: Headlights, Offroad (4x4), +4 Toughness vs. jumps/collisions, Rumbles

Sport Bike

Speed: Medium (18") **Toughness:** 8 (2)
Crew: 1 **Passengers:** 1
Cargo: 2 **Fuel:** 1
Special Abilities: Headlights

Chopper

Speed: Medium (18") **Toughness:** 8 (2)
Crew: 1 **Passengers:** 1
Cargo: 4 **Fuel:** 2
Special Abilities: Headlights, Rumbles

Compact Car

Speed: Medium (18") **Toughness:** 10 (3)
Crew: 1 **Passengers:** 3
Cargo: 6 **Fuel:** 4
Special Abilities: Headlights, Air Bag (Classic)

Mid-Size Car

Speed: Medium (18") **Toughness:** 11 (3)
Crew: 1 **Passengers:** 4

Dead or Alive

Cargo: 10 **Fuel:** 6
Special Abilities: Headlights, Air Bag (Classic)

Sports Car

Speed: Fast (24") **Toughness:** 10 (3)
Crew: 1 **Passengers:** 3
Cargo: 6 **Fuel:** 7
Special Abilities: Headlights, Air Bag, Rumbles (Classic)

Roadster

Speed: Fast (24") **Toughness:** 9 (3)
Crew: 1 **Passengers:** 1
Cargo: 4 **Fuel:** 6
Special Abilities: Headlights, Air Bag, Rumbles (Classic)

Van

Speed: Medium (18") **Toughness:** 14 (3)
Crew: 1 **Passengers:** 7
Cargo: 10 **Fuel:** 8
Special Abilities: Headlights, Air Bag, (Classic, Fog Lights, Rumbles)

Sport Utility Vehicle

Speed: Medium (18") **Toughness:** 14 (3)
Crew: 1 **Passengers:** 7
Cargo: 10 **Fuel:** 8
Special Abilities: Headlights, Air Bag, 4x4 (Classic, Fog Lights, Rumbles)

Pickup Truck

Speed: Medium (18") **Toughness:** 14 (3)

Crew: 1 **Passengers:** 2

Cargo: 40 **Fuel:** 8

Special Abilities: Headlights, Air Bag, 4x4, rear bay is Open Topped (Classic, Fog Lights, Rumbles)

Pickup Truck, Crew Cab

Speed: Medium (18") **Toughness:** 14 (3)
Crew: 1 **Passengers:** 4
Cargo: 20 **Fuel:** 8
Special Abilities: Headlights, Air Bag, 4x4, rear bay is Open Topped

Jeep

Speed: Slow (12") **Toughness:** 9 (2)
Crew: 1 **Passengers:** 3
Cargo: 6 **Fuel:** 6
Special Abilities: Fog Lights, Air Bag, 4x4, Open Topped. (Classic)

Humvee

Speed: Medium (18") **Toughness:** 15 (4)
Crew: 1 **Passengers:** 6
Cargo: 10 **Fuel:** 8
Special Abilities: Fog Lights, 4x4, Rumbles

Motor Home

Speed: Slow (12") **Toughness:** 16 (4)
Crew: 1 **Passengers:** 7
Cargo: 10 **Fuel:** 14
Special Abilities: Headlights, Rumbles

APPENDIX 3: FREAK EVENTS

Freak events are bizarre occurrences that can never be planned on. There is only one constant when living in the dead world: anything can happen at any time!

d10 Result

- 1 **Bounty Hunter:** Someone has been naughty, and the law is here to collect. Make a Spirit check for every human Wild Card on the table. The one with the lowest result has a bounty on his head, and there are three Bounty Hunters here to claim it! They have the same stats as Veteran survivors, but are not Wild Cards. Randomly determine their weapons from the starting Survivors armory. They deploy from a random table edge, are controlled the Rogue rules (Showdown! pg. 18), and attempt to kill the target. Additionally, if a human group which does not control the Bounty Hunters takes the target out, they get 1d6x\$10 as a reward!
- 2 **Building Collapse:** One of the structures on the table has finally given in to the ravages of time and neglect, crumbling in on itself and thundering down to the ground. Determine the building randomly. Any models inside or on top suffer 1d10 damage for each story in the structure.
- 3 **Horde:** The battle seems to be in the wrong place at the wrong time, as a wandering horde moves onto the table in the next zombie turn. D3 Shambler Mobs (see Thinning the Herd, pg. 26) enter the table from a random edge.
- 4 **Monstrosity:** In the distance, the terrible roars and thundering of a massive monstrosity can be heard getting closer, until the creature finally arrives at the battle. See the Confrontation The Hunt (pg. 25) for stats. He is dealt in as normal and appears on a random table edge next turn, controlled by the Virus player. If none is present, use the Rogue rules from *Showdown!* (pg. 18).
- 5 **Guys...?:** A random character from the opposition's group has managed to stumble off and get lost. Remove him from the table, he

d10 Result

- stumbles back into camp after the Confrontation, having lost all of his gear except his main weapon.
- Live Wire:** It doesn't happen often, but some parts of the power grid are still receiving juice. Take this busted power cable whipping around on the battlefield, for instance. Place a Medium Burst Template on the corner of a randomly determined building, any models underneath take 2d6 electrocution damage. The live wire will move d3" in a random direction every turn.
 - Surprise Animation:** Even the most cautious people slip up sometimes, and that's what a randomly determined character in the opposing group just did when they walked right past what they thought was a dead body. Caught completely unawares, place a Shambler in base contact with them. It may immediately attack with +4 to hit and damage.
 - Friends:** One of the Wild Cards on the other team has met one of your group members (a Wild Card of your choice) and come to an uneasy friendship. For the rest of the battle, these two won't attack each other directly unless there are no other targets on the board.
 - Military Crate:** One of your characters (determine randomly) has stumbled upon a military crate and found... Roll a d6: On 1-2 two frag grenades, on 3-4 an RPG-7 with one shot, and on a 5-6 an AT-4. These weapons are barely function, and will break at the end of the confrontation, becoming worthless.
 - Trapped Refugee:** You hear banging and yelling coming from a nearby door (randomly determine which unopened door. If no door is present, randomly place a marker for the caged prisoner), anyone who opens the door and frees the refugee will instantly gain a new group member of a randomly determined type (cannot be group leaders, reroll if this occurs). Tribals may opt to eat the refugee, however.

APPENDIX 4: LOOT TABLE

Any food and drink rolls result in enough to last one person d3 weeks. Draw one card to determine the column, then

Civilian Loot:

2nd Draw	2-10 Red	1st Draw	Jack, Queen, King	Ace
2	Canned Food	Leather Scrap	Broom/Mop	Pepper Spray
3	Bottled Water	Plastic Scrap	Shovel	Slingshot
4	Candy	Trashcan Lid	Crowbar	Gas Mask
5	Soda	Hubcap	Club/Pipe	9mm Pistol
6	Domin-ade	Clothes	Butcher's Cleaver	Broadhead Arrows
7	Dry Food	Flashlight	Hockey Mask	Scope
8	Fresh Food	Baseball	Hatchet (Axe)	Gunsmith Kit
9	Coffee	Glasses	Fire Axe	Bow
10	Energy Drink	Backpack	Sledgehammer	Crossbow
Jack (Clubs)	Crowbar	Teddy Bear Backpack	Air Horn	Composite Bow
Jack (Diamonds)	Flares	Luggage	Rope/Grappling Hook	Kevlar Helmet
Jack (Hearts)	Firecrackers	Hunting Vest	Magnum Lite	Kevlar Vest
Jack (Spades)	Roman Candles	Duffle Bag	Radio	Riot Shield
Queen (Clubs)	Drugs	Climbing Harness	Leather Jacket	Molotov Cocktail
Queen (Diamonds)	Painkillers	Cold Weather Gear	Motorcycle Jacket	Tear Gas Grenade
Queen (Hearts)	Antibiotics	Camouflage Fatigues	Sports Padding	Smoke Grenade
Queen (Spades)	First Aid Kit	Fancy Clothes	Leather Armor	M203/M79 Grenade
King (Clubs)	Cigarettes	Dog Muzzle	Paintball Mask	Ruger .22
King (Diamonds)	Nails	Tire	Flare Gun	Colt 1911
King (Hearts)	Duct Tape	Skateboard	Sports Helmet	Revolver .45
King (Spades)	Extra Ammo	Multitool	Motorcycle Helmet	Desert Eagle
Ace (Clubs)	Booze	Compass	Machete	Hunting Rifle .308
Ace (Diamonds)	Propane Tank	Binoculars	Large Club	Double-Barrel Shotgun
Ace (Hearts)	Gasoline (1gal)	Tool Kit	Chainsaw	Pump Shotgun
Ace (Spades)	Gasoline (5gal)	Road Map	Katana (Replica)	M-16

Industrial Loot:

2nd Draw	2-10	1st Draw	Jack, Queen, King	Ace
2	Canned Food	Leather Scrap	Broom/Mop	
3	Bottled Water	Plastic Scrap	Shovel	
4	Candy	Metal Scrap	Knife	
5	Soda	Trashcan Lid	Club/Pipe	
6	Coffee	Hubcap	Hatchet (Axe)	
7	Energy Drink	Duct Tape	Fire Axe	
8	Booze	Nails	Large Club	
9	Cigarettes	Length of Chain	Sledgehammer	
10	Duct Tape	Tool Kit	Chainsaw	
Jack (Clubs)	Leather Scrap	Multitool	Leather Jacket	
Jack (Diamonds)	Plastic Scrap	Magnum Lite	Leather Armor	
Jack (Hearts)	Metal Scrap	Backpack	Motorcycle Jacket	
Jack (Spades)	Hubcap	Climbing Harness	Motorcycle Helmet	
Queen (Clubs)	Drugs	Cold Weather Gear	Air Horn	
Queen (Diamonds)	Painkillers	Clothes	Gunsmith Kit	
Queen (Hearts)	Antibiotics	Gas Mask	Tool Kit	
Queen (Spades)	First Aid Kit	Binoculars	Radio	
King (Clubs)	Crowbar	Car Body Panel	Booze	
King (Diamonds)	Nails	Engine Hoses	Propane Tank	
King (Hearts)	Tool Kit	Brake Cylinder	Pump Shotgun	
King (Spades)	Extra Ammo	Steering Column	Double-Barrel Shotgun	
Ace (Clubs)	Money (d8x\$2)	Fog Lights	Revolver .357	
Ace (Diamonds)	Propane Tank	Circular Saw Blades	Molotov Cocktail	
Ace (Hearts)	Gasoline (1gal)	Rope/Grappling Hook	Gasoline (5gal)	
Ace (Spades)	Gasoline (5gal)	Road Map	Gasoline (10gal)	

Military Loot:

2nd Draw

2	Canned Food
3	Bottled Water
4	MREs
5	Clothes
6	Camouflage Fatigues
7	Crowbar
8	Booze
9	Compass
10	Binoculars
Jack (Clubs)	Hunting Vest
Jack (Diamonds)	Climbing Harness
Jack (Hearts)	Rope/Grappling Hook
Jack (Spades)	Cold Weather Gear
Queen (Clubs)	Magnum Lite
Queen (Diamonds)	Painkillers
Queen (Hearts)	Antibiotics
Queen (Spades)	First Aid Kit
King (Clubs)	Multitool
King (Diamonds)	Gas Mask
King (Hearts)	Radio
King (Spades)	Hazmat Suit
Ace (Clubs)	Gunsmith Kit
Ace (Diamonds)	Gasoline (1gal)
Ace (Hearts)	Gasoline (5gal)
Ace (Spades)	Gasoline (10gal)

2-10 Red

Canned Food
Bottled Water
MREs
Clothes
Camouflage Fatigues
Crowbar
Booze
Compass
Binoculars
Hunting Vest
Climbing Harness
Rope/Grappling Hook
Cold Weather Gear
Magnum Lite
Painkillers
Antibiotics
First Aid Kit
Multitool
Gas Mask
Radio
Hazmat Suit
Gunsmith Kit
Gasoline (1gal)
Gasoline (5gal)
Gasoline (10gal)

2-10 Black

Flashlight
Magnum Lite
Flashlight (Military)
Duffle Bag
Gunsmith Kit
Backpack
Military Backpack
First Aid Kit
Extra Ammo
Kevlar Vest
Kevlar Helmet
Heavy Kevlar Vest
Riot Shield
40mm Grenades (d3)
Night Vision Goggles
RPG Rockets (d3)
Military Map
Laser Sight
Scope
Foregrip
Tac Light
Suppressor
Red Dot/Reflex Sight
IR Night Vision Goggles
Ghillie Suit

1st Draw

Jack, Queen, King

Knife
Colt 1911
9mm Pistol
Uzi
Bayonette
Machete
Crossbow
Mac-10 (9mm)
H&K MP5K
H&K MP5
FN P90
Mac-10 (45mm)
Tommy Gun
Composite Bow
Tranquilizer Rifle
M4
AK-47
Steyr Aug
AK-74
M-16
H&K G3
Pump Shotgun
Desert Eagle
FAMAS
H&K G36

Ace

Pepper Spray
Smoke Grenade
Tear Gas Grenade
Frag Grenade (d3)
Molotov Cocktail (d3)
Claymore Mine (d3)
40mm Grenades (d3)
RPG Rockets (d3)
Fog Lights
Gunsmith Kit
SCAR-H
H&K SA80
Streetsweeper
M60
M249 SAW
RPD-46
RPK-74
Ghillie Suit
M40/L96A1
Dragunov SVD
Barrett .50cal
M203/M79
AT-4
M240B
RPG-7

APPENDIX 5: GAME AIDS

DECIBEL METER



Shamblers

Deploy after terrain is set up.

Always act at end of turn.

After being taken down, get back up following turn on a 1-2 on d6.

Shambler Turn

- 1) Check for reanimating Shamblers.
- 2) Deploy any newly-spawned Shamblers.
- 3) Shamblers move and act.
- 4) Remove Loud Noise counters.
- 5) Lower Decibel Meter by one step. (or to 12" if any new Shamblers spawned)

Movement

Running: Pace + d6"

Difficult Ground: 2"

Climbing: Str die in inches with successful Climbing check.

Carry Wounded: 3" move.

Vehicle Movement

Very Slow: Up to 6"

Slow: Up to 12"

Medium: Up to 18"

Fast: Up to 24"

Very Fast: Up to 30"

Melee Combat:

Fighting vs. Parry to hit.

Wild Attack: +2 to hit, -2 Parry for the turn.

Ganging Up: +/- to Fighting roll for each adjacent attacker.

Withdrawing from Close combat: All opponents get free attack.

Shooting

Medium Range: -2

Long Range: -4

Minor Cover/Prone: -2

Major Cover: -4

Unstable Platform: -2

Fast Target (>10"): -2

Darkness: -2

Fog: -2

Automatic Fire: -2

Unit Rani: -2

Multiple Actions: -2
per extra Action

Shaken

May move half pace, take no actions.

Shaken twice causes a wound.

Spirit check to recover. Success unshakes, on a raise turn may be taken.



JOINT SPECIAL OPERATIONS - NORTHCOM

Indigenous Personnel Report:

Group Name:

Stash:

Camp:

Group Leader:

Fame:

Group Members:

Name:

Experience:

Attributes:

Agility: Smarts: Spirit: Strength: Vigor: Pace: Parry: Toughness:

--	--	--	--	--	--	--	--

Skills:

Edges/Hindrances:

--	--

Gear: Range RoF Damage Notes

--

Name:

Experience:

Attributes:

Agility: Smarts: Spirit: Strength: Vigor: Pace: Parry: Toughness:

--	--	--	--	--	--	--	--

Skills:

Edges/Hindrances:

--	--

Gear: Range RoF Damage Notes

--

Name:

Experience:

Attributes:

Agility: Smarts: Spirit: Strength: Vigor: Pace: Parry: Toughness:

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Skills:

Edges/Hindrances:

--	--

Gear: Range RoF Damage Notes

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Name:

Experience:

Attributes:

Agility: Smarts: Spirit: Strength: Vigor: Pace: Parry: Toughness:

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Skills:

Edges/Hindrances:

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Gear: Range RoF Damage Notes

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DEPARTMENT OF HEALTH & HUMAN SERVICES

Public Health Service

FORM B4673-1

Centers for Disease Control
and Prevention (CDC)

Virus Strain Name:

Evolution Points: ☐

Stage: 1 2 3 4 5 6 7 8 9 10

Shambler Mutations:

--

Attributes:

Agility: Smarts: Spirit: Strength: Vigor:

--	--	--	--	--

Skills:

--

Pace: Parry: Toughness:

--	--	--

Special Abilities/Mutations

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Aberrant Slot 1

Attributes:

Agility: Smarts: Spirit: Strength: Vigor:

--	--	--	--	--

Skills:

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Pace: Parry: Toughness:

--	--	--

Special Abilities/Mutations

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Aberrant Slot 2

Attributes:

Agility: Smarts: Spirit: Strength: Vigor:

--	--	--	--	--

Skills:

--

Pace: Parry: Toughness:

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Special Abilities/Mutations

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Aberrant Slot 3

Attributes:

Agility: Smarts: Spirit: Strength: Vigor:

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Skills:

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Pace: Parry: Toughness:

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Special Abilities/Mutations

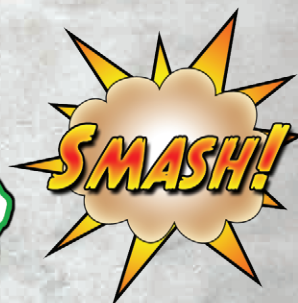
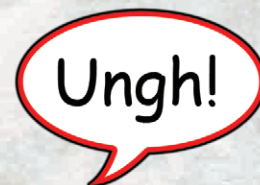
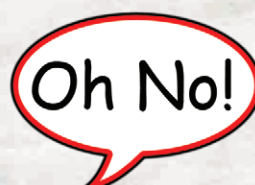
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Aberrant Slot 4

Zed or Alive



SOUND COUNTERS





CONE TEMPLATE

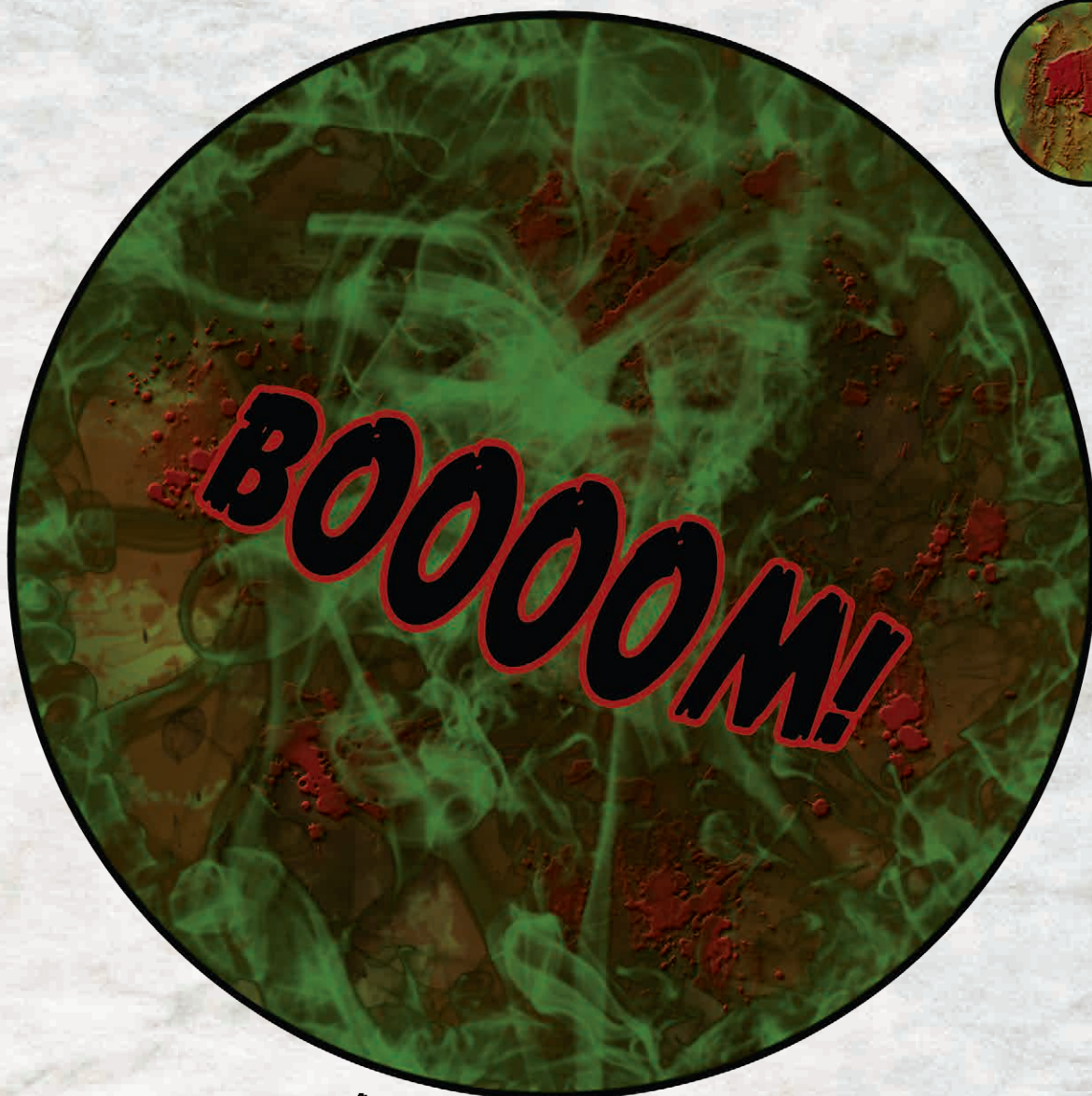


TURNING TEMPLATE

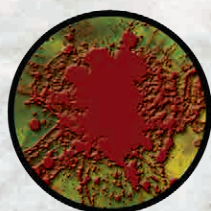
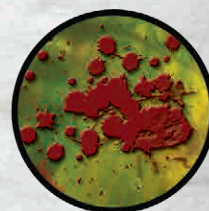


BURST TEMPLATE

Zed or Alive



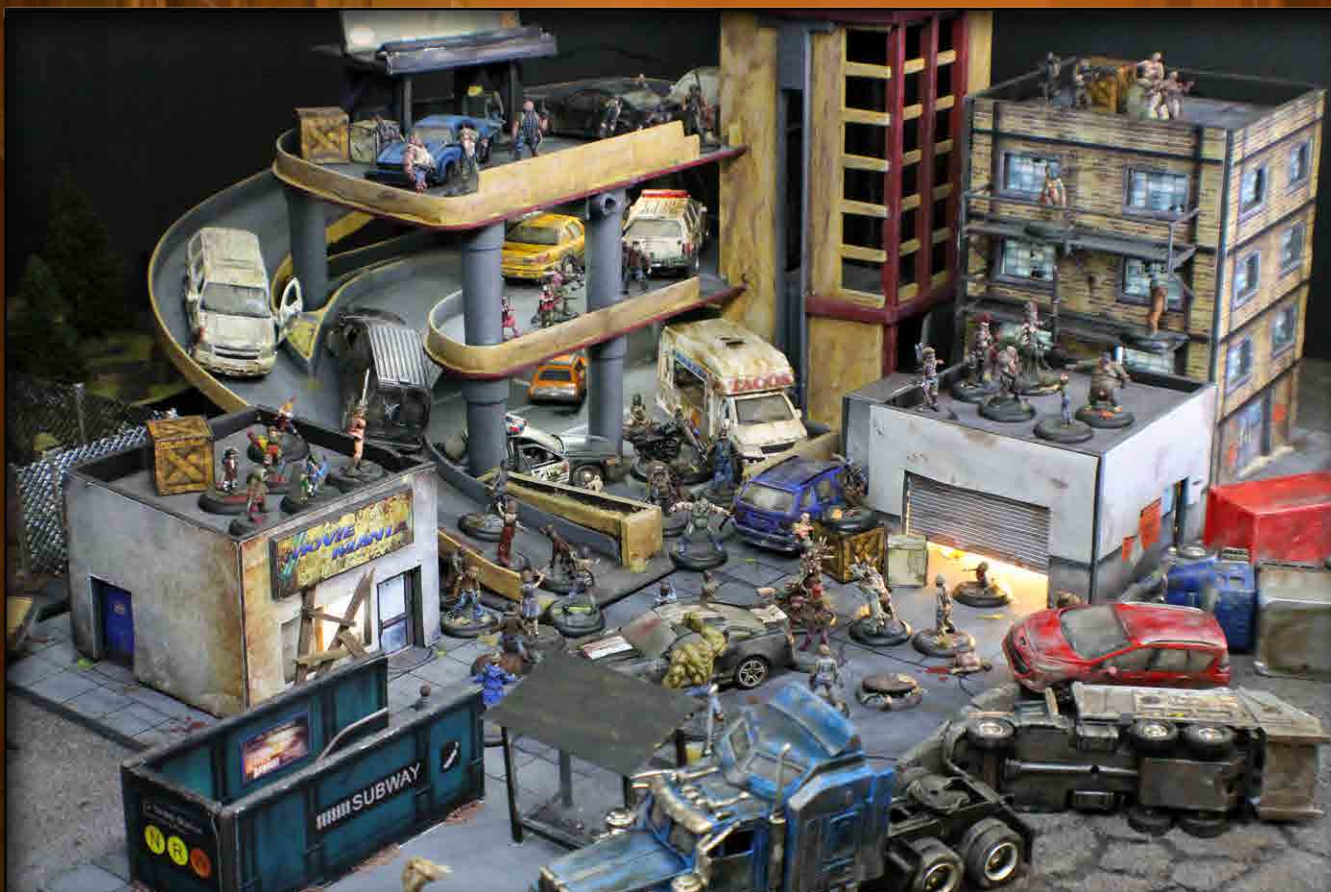
LARGE BURST TEMPLATE



SHAMBLER DOWN COUNTERS



SHAMBLER TEMPLATE



Battle for survival in the ruins of the zombie
apocalypse! Choose one of three survivor group
types or a strain of the virus itself!

Fight! Survive! Thrive!



www.ZEDoRALIVE.com

