ZOMBIE APOCALYPSE

A FREE FAST-PLAY GUIDE FOR THOSE STILL ALIVE!

ZOMBIES & SURVIVORS

DON'T FEED THE ZOMBIES!!

Grekwood Miniatures

CONTENTS

INTRODUCTION

ZOMBIES & SURVIVORS is the free downloadable fast play 'fun' Zombie game from Grekwood Miniatures. This game guide has all the information required to start playing the zombie apocalypse.

This isn't a hard and irrevocable game system written in stone –that's not how we work, we prefer to give ideas and let you decide what you want to use –or not.

YOUR MISSION SHOULD YOU DECIDE TO ACCEPT IT…

Basically there are two types of character, or playing pieces, in this game; *Zombies* and *Survivors*.

Zombies are well…. Zombies. They're the 'living dead', corpses that have become reanimated and refuse to stay dead like a decent corpse should. As such, they hate all things human, or at least all living humans, whom they try to eat whenever the opportunity arises. Zombies will attack any human on sight –or smell….. MMmmm…. roast chicken!

The Survivors are…. You've guessed it…., the people that haven't become zombies or been eaten by them. Their task is simply to stay alive and destroy as much of the zombie plague as they can before they end up as zombie food or worse, become zombies themselves.., urgggh!!

REQUIRED EQUIPMENT

A suitable playing surface should be chosen to 'host' the game. Ideally this should be around 1200mm x 1200mm [4' x4'] to allow the placement of suitable terrain features, roads, buildings and such if you so desire, but a 300mm x300mm [1' x 1'} tower block would work just as well.

The game characters [individual zombies and survivors] are represented on the playing surface by metal figurines, typically 28mm [or 1:60 scale] in height, and are a physical representation of the character they are trying to portray.

Dice are required to generate the random features and choices in the game. We mostly use a 1d20, or one twenty sided die [singular of dice] numbered 1 to 20, It will be described as you read on, normally written as 1d20. Random number generators are available online for rolls you don't have die for.

Pen and paper are useful if you want to keep a record of your adventures, a tally of your 'kills' and statistics for your characters.

So besides this game-guide and your own imagination, that's more-or-less all folks!

LOCATION, LOCATION, LOCATION

The game can be set in any location where zombies are to be found, otherwise there's no game and you'd be sitting there just staring at the walls, or trees, or sea or whatever…..

Games are best suited for urban environments; lots of narrow streets boxing in the survivors, lots of entry points and buildings that can be filled with the undead and so forth. Anywhere will do as long as the survivors have limited scope for evasion, but it will all depend on the type of game you wish to play. If it's too easy, there's no point in playing. Suitable scenery can be supplied as required, but it's not essential. You can simply draw a street plan on paper if you wish, but scenery should be encouraged. The nicer it looks, generally the more pleasing the game will be –for everyone.

TAKING SIDES

Well…..like we said, there are only really two sides, either you are playing a zombie or you are a survivor. There is no limit to the number of players. If you have a figure then someone can play that character. There is no limit to the number of characters a player may play, If you have 400 zombies then you can play them all if you want. It simply depends on your game and who's around to play.

In games with more than one player it's also a good idea to set one person aside to play as a Games-Master –a referee of sorts, someone who might also set up and run the game, determining the numbers and placement of zombie groups. The Games-Master can also decide what can and cannot be done in the event of dispute.

LOST THE PLOT?

So all games need a basic plot, there's got to be some purpose or aim for the players. The overall plot doesn't need to be complicated, but some outline idea is necessary. For the zombies it's simply to eat the tasty humans, but for the survivors it usually falls into one of five types of game;

Head across town games mean you simply try to move from A to B on your playing surface, which isn't always as easy as it sounds.

Sweeps are by far the most complex type of game scenario. Here the survivors attempt to clear the entire game area [or a designated part of it] of all zombies. This means they have to seal all the entry and exit points to the zone and keep all zombies out, but destroy all those caught inside the area.

Salvage and scavenging missions are where the survivors need to gain certain items or supplies. Perhaps they need medication from the hospital, weapons from the 'gun shop' [awkward if in the UK!], fuel from a petrol [gas] station or just food from the supermarket [store].

Rescue missions can be mounted to save trapped people from the marauding zombies.

Siege games are the opposite, where the survivors find themselves trapped and have to fight their way out, such as an isolated Nevada gas station scenario.

SOME ESSENTIALS

So having decided the nature of the game to be played, and now that the game area has been laid out with whatever scenery or scenics you've deemed necessary, you need to know how to use this guide and see how the game 'works'.

Figures

Firstly all figures should be mounted on suitable bases [all Grekwood figurines come with basic bases to suit this game].

Survivors are taken to be armed as depicted by the figure that is used to represent them. However, survivor figures armed with hand-to-hand [melee weapons] such as bats, swords, golf clubs and other weapons used hand-held and used at close range, may also be assumed to carry a ranged weapon [bow, gun] even if it is not shown on the figure.

Zombies do not use weapons, even if shown holding such items, they are assumed to be incapable of using them. The only weapon for the zombie is their bite, as will be explained later.

Scale

ZOMBIES & SURVIVORS does not use a recognised time scale other than the game turn used to define all movement, firing or other functions required to play the game. Likewise the ground scale is not defined. Suitable movement rates are given later which work in the game setting when using figures described as 25-33mm.

All Grekwood figurines are designed with a 1:60 scale in mind. Thus 1mm on the tabletop is the equivalent of 60mm on the ground. Our figures are typically around 28mm in height giving a true ground scale of 15mm to a yard [3 feet or 900mm].

Line of Sight

Line of sight is the straight line distance or view that Characters can 'see'. Survivors are assumed to see anything that is on the playing surface provided that the line of sight is not interrupted by obstacles such as walls, buildings, trees, cars, people or any other items that obstruct their vision. Thus survivors will have little idea of what is behind a door, around the corners or lurking in the sewers. Players should avoid the temptation of reacting to things the on-table characters cannot see, which is often difficult, but adds realism [this is where a Games-Master comes in handy].

Zombies are really freaky, no not because they are dead and still walk around and eat people, but because they always seem to know exactly where the survivors are, whether they can see them or not. Like I said….freaky. So no matter where the survivor is on the playing surface, any zombies outdoors will automatically try to head straight toward the nearest survivor, if they can. This doesn't mean they will walk off a 30 storey rooftop just because a survivor is across the street, but they will go down the stairs to get there. Even though they are technically dead, they still seem to have enough of their human instincts intact to react as most dim witted humans would. So they wouldn't walk off a balcony, or drop down a lift shaft, but they would walk out in front of a bus –perhaps they are using their mobile phones [cell phones to you in the USA], I don't know why they do it….. they just do …….I've seen the movies!

CREATING CHARACTERS

Like we said, there are two main types, Zombies and Survivors. Each Character is assumed to be made up through the use of three distinct abilities: **skill, health and moral.** These are determined by rolling 1d10, and adding +4 for each of the abilities, the resulting number being from 5 to 14. An average ability being 9-10. Zombies do not use morale, they have a skill of 6 and their health is always a 7. If either the health or skill of a survivor drops to zero [0] they are dead.

The game mostly uses a 'roll under' principle where rolling under or equal to the ability number means the Character successfully used the ability. Rolling over the number means they failed.

SKILL

Skill is an overall measure of the Characters fighting capability and their intelligence at solving problems or knack at carrying out tasks. If a Character wants to shoot at a zombie, open a door or solve any other problem, then they must roll their skill ability or less on rolling a 1d20 [20 sided die].

A survivor with a skill of 9 fires at the closest zombie. The player rolls 1d20 and rolls a 9. This is lower or equal to their skill score so the shot is a hit. If they rolled 10 or higher it would be a miss and have no effect [see Ranged Combat].

HEALTH

Health determines the amount of damage a character can take before being rendered incapacitated or worse –dead. It is also the survivors ability to fight off infection from a zombie bite [see Campaign Game – page 9].

MORALE

Morale is used to determine whether a survivor will stand or run. Zombies have no **morale** ability, they're dead, so they don't think like 'normal' people, they just move along trying to get their next bite of living human …..mmmnnn chicken….get the idea?

START UP POSITIONS

INITIAL PLACEMENT OF FIGURES

Survivors should not generally know the numbers and location of zombies, especially when zombies are inside buildings, but for ease of play it is assumed that all 'on-table' zombies can be placed as desired in suitable starting positions. Zombies hidden inside buildings need not be physically placed inside, but may emerge at an appropriate time, when they have detected the 'smell' of living flesh (as soon as they are within 1 square (6x6 tile) of the survivors). The Games-Master may prove indispensable in this capacity, generating a surprise randomness against the survivors.

Entry Points

It is suggested that the game area be divided into imaginary squares approximately 6" x 6" [150mm x 150mm] in size, [as in Grekwood PDF road sets] each of which acts as a grid reference point. Suitable entry points such as roads, paths, parks or other open access points should be selected and numbered accordingly. By rolling a suitable die, an entry point or zombie location can be randomly selected. In the example below, the hospital building is the primary objective, so player entry points are numbered on the opposite side of the board (to make it a nice challenge!). There are 4 possible survivor entry points, with C being chosen in the below example. The zombie entrance points can then be identified (bottom image):

The Games-Master should roll for the entry point of survivors [if not pre-selected before play] and the survivors should be placed in their starting position.

PLAYER INSERTION POINTS

ZOMBIE ENRTY POINTS

Number of, and placement of Zombies

How many zombies you have compared to survivors depends on you, the number of figures you have available and the game type you are playing. A good starting guide for most games is to roll 1d10+4 [generating between 5-14] and multiply by the number of survivors, or if you prefer roll this for each survivor, rounding up or down depending on preference. These can then be distributed on the entry points [excluding the survivor starting point].

To place these on the entry points, roll for entry location point and then roll a 1d6 for the number of zombies appearing there. Continue to do this until all 'entry point Zombies have been allocated.

EXAMPLE: Say you have 4 (four) zombie entry points, and 25 zombies to place on the table. Roll 1d4 to determine which entry point zombies will appear at, then roll 1d6 to determine how many zombies will appear at that location. Repeat process until all 25 (or whatever number you have) zombies are used up!

To populate the main playing area. a further 1d10+6 [generating between 7-16] should be rolled in a similar manner to above, these being dispersed on the imaginary 'grid' network formed by the Grekwood tile PDF system. Thus there would typically be 12-30 zombies per survivor. However!! Feel free to alter these numbers, you'll soon find the numbers to suit your particular style.

To place these on the playing surface 'grid' you need to count the 'tiles' forming your table edges, typically 8x12 [if a 4'x6' table as tiles are 6"x6"]. So by rolling a 1d8 for one edge and a 1d12 for the length, you can then pinpoint an individual tile [much like a game of battleships or chess]. Then roll a 1d4 to indicate how many zombies are on that 'tile'. Continue until all zombies are allocated.

GRID SYSTEM

ZOMBIE REINFORCEMENTS

Unless you pre-arrange for survivors to enter the playing area at a precise time and location, survivors will not gain reinforcements.

Zombies, forever on the lookout for living human flesh, can always be expected to arrive, but where? And how many?

During each game turn (see below game sequence) the zombie player [or Games-Master] should roll 1d20 to see if any zombie reinforcements arrive, the result being taken from the Zombie Reinforcement Table below.

ZOMBIE REINFORCEMENT TABLE

Roll 1d20	Zombies appear at	Number of of zombies arriving at each new entry point
18-20	No zombies	none
15-17	1 location	1d6
9-14	2 locations	1d6
6-8	3 locations	1d4
1-5	4 locations	1d4

The resulting 1d20 roll will determine the number of locations at which the zombies will appear whilst the final column shows how many there will be at each of the new reinforcement locations (rolling once for each location).

EXAMPLE: *You roll 1d20 and get a 14. This means zombies will appear at two (2) zombie entry points. To determine the precise entry points, simply roll a die corresponding to the number of zombie entry points you have on your gaming table. So if you have 4 entry points, roll a 1d4 twice to determine both entry points. Now roll a 1d6 for each location to determine how many zombies appear.*

GAME SEQUENCE

All game events take place in a strict sequence of play. This complete sequence is referred to as a game turn. Each game turn contains the following action sequences:

1 Declare all survivor orders/intentions.
2 Survivors who rout should move.
3 Move remaining on table Survivors
4 Survivors armed with ranged weapons   [guns, bows, thrown items] will fire at most threatening zombie, if allowed.
5 Re-place/remove dead or injured zombies
6 Move all on table zombies
7 Check for zombie reinforcements
8 Zombie arrivals placed at entry points
9 Calculate any melee actions.
10 Re-place/remove dead or injured figurines
11 Test survivor moral if required.
12 Repeat sequence as above.

MOVEMENT

MOVEMENT: SURVIVORS

Quite simply a fully functioning survivor can move a maximum of 200mm [8 inches] during their movement phase of the game if **running** [routs are always carried out at a run –explained later]. Running figures cannot use ranged weapons. Survivors may run for a single game turn, but the next movement turn MUST be a walk or less.

A **jogging pace** is like a slow, leisurely run and covers up to 6" [150mm], any shooting whilst jogging has a –1 skill penalty.
Normal walking pace is 100mm [4 inches] and carries no penalty to 'shooting' skill.
Moving cautiously at 3" [75mm] or less, adds +1 to shooting skill.
Remaining stationary during the previous movement phase means the survivor gains a +2 to ranged skills.

A **rout** is where the character is trying to run away. Routers will continue to run until they either exit the game area or their moral improves so that they are no longer declared as routing. Non routing survivors can move as they normally would.

MOVEMENT: ZOMBIES

Movement for zombies is a bit more complicated, but not much! Zombies come in four main types, no not romantics, cynics, musicians or politicians, but crawlers, stumblers, walkers and runners. This is based on how fast they can move in each game turn.

Crawlers can move 25mm [1 inch] each game turn. They are the severely decomposed, legless or crippled zombies that have to haul themselves along the ground.

Stumblers move at up to 75mm [3 inches] per turn. They are your typical slow moving zombies of the movies. They shuffle along and are often in various states of decomposition or have numerous injuries that slow down their movement.

Walkers move at up to 100mm [4 inches per turn]. They are the 'fresher' corpses. They are those that have only recently risen from the dead. They tend to be most numerous during fresh zombie outbreaks, but often revert to the stumbler types quite quickly once they begin to roam the planet or take damage.

Runners move at up to 200mm [8 inches] per turn. These are the rarest of the zombies –and the most dangerous. They can run as fast as the living and being dead, don't tire [so they run every turn if they sense the living, otherwise they walk!]. Your only hope is to find shelter and hope to pick them off from a safe position.

The speed at which they move is the only difference between each type of zombie. You may prefer to

select your zombies, but if you want a random approach then roll on the following table when setting up your zombie horde.

ZOMBIE TYPE TABLE

Roll 1d20	Type
19-20	Crawler
9-18	Stumbler
2-8	Walker
1	Runner

MORALE TESTS

Being dead a zombie has no 'morale' as such – well they are dead…...right? Zombies do not require morale checks, they just menacingly move forever onwards in search of their next snack.

For survivors, their morale is vitally important. We may all fancy ourselves as the gallant hero, but reality can be somewhat different. The big burly guy with the loud mouth, brusque attitude and chainsaw may flee at the first chance while the little girl with the big Katana [samurai sword] throws herself into the attack. Shame on you man...darn it! ….. I shake my head in disgust…

When To Check Morale

Survivors should check their moral when:
Surprised [as when a zombie emerges from a building within 6"or 150mm of a survivor].
First time during the game in melee combat.
Taken an injury, to themselves or seeing other survivors get injured during the last turn, [or the first survivor is killed in the current game scenario].
Being forced to re-load if zombies within 8" [200mm]
Running out of ammunition.
Survivors have half their number injured or dead.

Modifications to Morale Ability

Characters should reduce their moral ability by –1 for each of the following modifiers:

Each wound [or successful hit to self]
Each injured survivor within sight.
If any zombies are within 200mm [8 inches].
If no obstacles between self and zombies.
For every 6 zombies in sight. [Do not count less than 6].

Characters should increase their moral ability by +1 for each of the following modifiers:

If tester is uninjured.
If no survivors have injuries.
If zombies in view number 5 or less.
If behind cover [such as wall, inside car etc where there is a barrier or obstacle between survivor and zombies.

THE TEST

Characters forced to take a test should modify their morale abilty accordingly, and roll 1d20. If the roll is:

Under: If they roll under [less than] their moral ability, then they will react normally as the player wishes.

Roll Equal To: If they roll the same as their modified moral number they will not advance toward the zombies and remain stationary until the next turn.

Roll Higher: If the roll is higher than their moral, the character will rout [run away!! Run away!! Run damn you!!!].

ROUTS

Survivors that have failed a moral test will rout. They will try to put as much distance between themselves and the zombies as possible.

Routing characters will move at maximum running speed (8"), injuries permitting, away from all visible zombies. If their escape routes are blocked they will try to enter the nearest building or vehicle. If none are available they will move to a mid point separating the zombie hordes. Routers cannot fire, but can defend themselves if cornered into a melee.

Routers may test moral during all subsequent game turns, during the designated reaction test phase, by rolling 1d20. If the roll is above their modified moral ability level, they continue to rout, and will move if able to do so. If they roll equal to or under the modified moral number, they will regain composure and do as the player wishes.

COMBAT

Combat comes in two main forms: melee and ranged.

Melee combat is what we often call hand to hand fighting. Here the opponents have to be in base to base contact, this means the base of the zombie must be touching that of the survivor.

Ranged combat is where the survivor has a gun, bow or other weapon that can strike a zombie at a distance. Zombies cannot use such weapons.

RANGED COMBAT

Ranged combat works on a simple skill roll. In ranged combat, the survivor must designate the closest or fastest moving zombie as the target [if the closest zombie's movement would bring it into melee contact before the other zombies and you don't designate it… then you'll most likely die!]. The shooter must then roll 1d20. If the roll is equal to, or less, than the survivors skill ability, they have scored a hit.

If the nearest zombie is a Crawler [and hence slow moving - 1" or 25mm], then the survivor may choose to ignore it as a ranged target.

GAINING PRIORITY

If you are keeping a 'body count' then it is important to know who fires first, as most action is likely to be long range. Each survivor simply rolls a 1d20 with the highest number going first. In the event of a draw, those tying should re-roll, while the other players take their appropriate positions.

RESOLVING RANGED HITS

The zombie receiving the hit must roll 1d20. If the result is higher than the zombies Health ability [i.e. 8 or more], than the hit has killed the Zombie.

If the roll is lower or equal to the zombies Health ability [7 or less] the shot is assumed to have struck home, reducing the zombies movement by one level [from runner to walker, walker to stumbler etc]. If the zombie is already a crawler it is automatically killed.

MELEE ATTACKS: GAINING PRIORITY

Each survivor may only make one melee attack per move, but may be attacked by more than one opponent,

To carry out a melee attack, the survivor and a zombie must be in base to base contact. Any number of zombies [or vice versa] can attack one another, as long as they are physically touching. Those unable to make direct contact merely adding to the horde around the outnumbered victim.

The hand-to-hand attack requires each of the figures in base contact to roll for priority. The figure with the highest roll attacks first, with the remaining figures attacking according to their rolled number (highest numbers going first as for ranged shooting priority).

The figure gaining priority will attack first by simply rolling 1d20 after designating their target figure. If the roll is equal to [or less] than their skill ability, they have hit their intended target. If they miss then the combat turns to the next highest scoring figure.

MELLEE ATTACKS: BY SURVIVORS

A survivor scoring a successful attack against a zombie will treat it in exactly the same manner as scoring a ranged 'hit'.

MELEE ATTACKS: BY ZOMBIES

The zombie melee attack is carried out in exactly the same manner as covered under survivors. The zombie must roll their skill level (6) or less to score a hit, anything 7 or higher is a fail and no further action is required.

RESOLVING ZOMBIE HITS

Each zombie scoring a melee hit will force the survivor to roll 1d20 to determine the severity of the hit. If the survivors roll is equal to or less than their health ability, the zombie attack is assumed to have merely bitten into clothing, the survivors hair or been too weak to puncture the skin producing a failed hit. This means the attack has failed to cause damage – although only just….phew!

If the roll is higher than the survivors health ability, the zombie has inflicted a successful hit which does produce damage. The exact nature of which will depend on the location of the hit.

HIT LOCATION

Only hits on survivors require a hit location check, as this will affect the survivors ability to carry out actions. We break the human body into zones [indicated on the table below]. Each successful 'hit' by the zombie reduces the survivors Health ability by –1. In addition to this, the survivor will suffer the indicated penalties shown for each hit they receive. Roll 1d20 and read the results off the table. If the attacking zed is a Crawler [being on the floor] deduct 10 from the die roll.

SURVIVOR HIT LOCATION TABLE		
Roll 1d20	location	Each hit to zone
18-20	Head	Reduce skill by –3
15-17	Chest	Reduce skill by –1
9-14	arm	Reduce skill by –2
6-8	Abdomen/groin	- 50mm [2"] movement
<0-5	legs	- 25mm [1"] movement

MOVING AND COMBAT

If the survivor did not move during the previous move phase, they may add a +2 to their 'skill' for the current turn only. It is not a permanent increase, merely reflecting the fact that they have more time to aim their shot or regain energy for a melee.

WEAPONS

AUTOMATIC WEAPONS

Unfortunately most gamers will want to arm themselves with automatic rifles, machine pistols or similar multi shot weapons … tut tut! In countries like the USA and Afghanistan, obtaining these may not be a problem, everyone's got at least one, right? But in the UK the most you are likely to have is dads trusty old golf clubs or the old school cricket bat …. I knew it would come in handy one day, or perhaps a bow and arrows from the local sports shop if you are really lucky.

But for those who prefer more hitting power [and an easier game….you gun totting wimps.....snigger, snigger….as he wipes away the tears of laughter] assume the automatic weapon gives three shots per shooting phase. Whether these be at the same target, or three different ones is up to you. Treat each shot as a separate attack. Reloading takes one full movement or shooting phase and reloading frequency depends on the magazine capacity [if in doubt assume 6 shots for pistols, 20 for rifles]. It's also a good idea to limit ammo, to say perhaps 2-4 magazines or 1-3 re-loads maximum. Ammo's gonna be hard to come by so

preserve it, don't waste it, unless of course you are attacking an armoury.

SHOTGUNS

Double barrel shotguns [are there any other kinds? Oh yeah, pump actions], all count as a single shot. They automatically hit the target and inflict a wound on others within 25mm [2 inch] radius around the target figure. Range is limited to 375mm [15 inches]. Roll for effect as for combat, but hits cannot kill outright, they merely reduce the zombie movement by one level, unless crawlers –who will be killed.

GRENADES

Grenades are another matter. Grenades may be thrown or fired from a suitable grenade launcher. Hand thrown grenades can travel 750mm [20 inches] and launched ones as far as the table edge [if visible to the firer]. Grenades have a zombie blast kill radius of 50mm [2 inches], anything in this area is deader than dead, even zombies. They have a zombie injury radius of 125mm [5 inches] causing anything in the zone to take a hit, the effect of which should be diced for as explained above in (ranged/melee combat). Double these distances for survivors caught in the blast. Due to their effect I would not allow more than 2 per scenario [not 2 per survivor –the zombies have to have some hope of food!].

OTHER STUFF

ZOMBIES AND BUILDINGS

Combat with zombies inside buildings is as already described for normal combat.

When survivors enter a grid square [or room] adjacent to that occupied by a zombie, the zombie will sense their presence and head toward them by the most convenient route. Zombies exiting a building should be placed up to 2" [50mm] of their exit point.

DON'T FEED THE ZOMBIES!

If you do, it means someone has just died. When zombies kill a survivor by reducing the survivors health to zero [0], they will stop for 5 game turns to feed. As many zombies as will feed as can make physical contact with the freshly deceased corpse. All other zombies will head for the nearest food supply – probably you!

WINNING & LOSING

This should be fairly straight-forward for most games. For survivors, remaining alive may be victory enough. If the survivor is still 'alive' at the end of the game, you've won, if not, tough luck!   For multiplayer games or where there are more than one survivor, this may be more difficult to determine. Targets or goals can be set for each game style or scenarios discussed earlier, meeting or failing these will dictate whether the scenario was a victory or defeat.

CAMPAIGNS

The individual games –or scenarios, can be linked together to form an ongoing game, often referred to as a campaign game -if you want, but that's up to you. Perhaps successful survivors can gain or lose attributes. Characters that routed may lose a moral point. Maybe killing 50 zombies adds a +1 to a survivors skill. Wounds may reduce skill by –1 and so forth.

Zombie Infections

One important aspect of a campaign game is the infection of any zombie bite that has been classed as an injury on a survivor. The survivor must roll 1d20 and adjust their Health score by –1 for each separate injury they sustained in the previous scenario. If they roll less than the required number, then they successfully fight off the infection and return to normal.

Whilst fighting infection, survivors are assumed to be in a state of high fever and deliriousness, unable to function. They remain in this state for one whole day for each separate injury they received. Injuries remain [and penalties incurred from them] for one week per injury suffered even if the 'fever' has broken. Thus 4 injuries/bites will take 4 weeks to heal–even heroes need to heal!

HINTS AND TIPS

ZOMBIES & SURVIVORS favours survivors who keep on the move. Stand still and you'll get swamped by the zombie reinforcements.

Limiting the available ammo means you've probably got about 20 moves or so in which to complete your task or exit the game area— so don't waste time or ammunition needlessly.

Keep your distance. Keep at least 8"-12" [200mm-300mm] between you and the zombies if possible, Pick them off at a distance.

If the zombies get close and you enter into melee [hand-to-hand] you don't stand much chance against large groups. Survivors can usually deal with a single zombie but rarely more.

From experience [yeah, I've killed a few zombies in my time!] and depending on the 'skill' of the survivors, only around 1 in 3 shots fired tends to kill, so you'll probably need to back-track a lot.

Most games work best with a small band of survivors, perhaps 3-5. The odds are stacked against you, but that's the point, run away and fight another day - there are 7 billion zombies out there!.

Try to stay in the open areas as much as possible. That way you don't get so hemmed in.

Stay in the middle of roads, not up against buildings, Zombies hiding inside buildings can easily enter into melee with those too close to doorways.

Make games harder/easier by increasing/decreasing numbers of Zombies, or altering their skills and/or health.

NOTES:
For those irritating little bits you don't like.
Notice how small it is, it's free, what do you expect, a pound a flesh?

ALLTHIS ON ONE SHEET!!!!
GREKWOOD
MAKING LIFE THAT LITTLE BIT EASIER!!

CREATING CHARACTERS

Roll 1d20, dividing by 2 and adding +4 for morale, skill and health.

Zombies do not use morale, they have a skill of 6 and their health is always a 7.

If either the health or skill of a survivor drops to zero [0] they are dead.

MOVEMENT RATES

TYPE	INCHES	MM
Crawlers	Up to 1	Up to 25mm
Stumblers	Up to 3	Up to 75mm
Walkers	Up to 4	Up to 100mm
Runners	Up to 4 walking Up to 8 run	Up to 100mm walking Up to 200mm running
Survivors	Up to 8	Up to 200mm

RANGED COMBAT

Just roll 1d20, if result is less than or equal to the survivors skill, the shot is a hit.

RESOLVING RANGED HITS

Zombie player rolls 1d20. If the roll is higher than their health roll [8 or more], the zombie is killed [deader than dead]. If 7 or lower the zombie is injured and drops a movement category (i.e. walker to stumbler).

MELLEE ATTACKS: GAINING PRIORITY

Roll 1d20 for all figures in base contact. Highest roll goes first.

MELLEE ATTACKS: BY SURVIVORS

Roll 1d20, if equal to [or lower] than skill level, zombie takes a hit. Zombie player then rolls health as explained above under resolving hits.

MELEE ATTACKS: BY ZOMBIES

As for survivors above. If 7 or more is rolled, the attack fails. If 6 or less, it succeeds.

RESOLVING ZOMBIE HITS

The survivor roll 1d20 against their health. If they roll equal to, or less than their health score, the zombie attack failed. If the roll is higher than the survivors health score, the survivor takes damage. Check hit location for effect.

SURVIVOR HIT LOCATION TABLE

1d20	location	Each hit to zone
18-20	Head	Reduce skill by –3
15-17	Chest	Reduce skill by –1
9-14	arm	Reduce skill by –2
6-8	Abdomen/groin	- 50mm [2"] movement
1-5	leg	- 25mm [1"] movement

ZOMBIE REINFORCEMENTS (Game Sequence 7 +8)

ZOMBIE REINFORCEMENT TABLE

Roll 1d20	RESULT	Number of of zombies arriving at an entry point
18-20	No zombies	none
15-17	1 location	1d6
9-14	2 location	1d6
6-8	3 locations	1d4
1-5	4 locations	1d4

GAME SEQUENCE

All game events take place in a strict sequence of play. This complete sequence is referred to as a game turn. Each game turn contains the following action sequences:

1 Declare all survivor orders/intentions.
2 Survivors who rout should move.
3 Move remaining on table Survivors
4 Survivors armed with ranged weapons [guns, bows, thrown items] will fire at most threatening zombie, if allowed.
5 Re-place dead or injured zombies
6 Move all on table zombies
7 Check for zombie reinforcements
8 Zombie arrivals placed at entry points
9 Calculate any melee actions.
10 Re-place dead or injured figurines
11 Test survivor moral if required.
12 Repeat sequence as above.

SURVIVORS TEST MORALE WHEN:

Surprised [as with seeing more zombies approach]
Taken an injury, to selves or seeing other survivors get injured during last turn, [or the first survivor is killed in the current scenario].
Running out of ammunition.
The survivors have half their number either with injuries or dead.

The Test: Roll 1d20. If they roll under or less than their moral ability, they will react normally as the player wishes. If they roll the same as their modified moral number they will not advance toward the zombies. If the roll is higher than their moral, the Character will rout [run away!!].

Characters should reduce their moral ability by –1 for each of the following modifiers;
Each wound [or successful hit to self]
Each injured survivor within sight.
If any zombies are within 200mm [8 inches].
If out in the open [ie no obstacles between self and zombies].
For every 6 zombies in sight. Do not count less than 6.

Characters should increase their moral ability by +1 for each of the following modifiers;
If uninjured.
If no survivors have injuries.
If zombies in sight number 5 or less.
If behind cover [such as wall, inside car etc where there is a barrier or obstacle between survivor and zombies.

ROUTERS

Routers may test moral during all subsequent game turns, during the designated reaction test phase.

SPECIAL CIRCUMSTANCES

CLIMBING

Climbing is assumed to cover any vertical or upward movement such as climbing ladders, stairs, walls, fences or similar and affects Zombies and Survivors differently.

Survivors should double the vertical distance covered. So a survivor with a movement rate of 200mm [8"] can cover a maximum vertical height of 100mm [4"] in any single game turn.
Moving from floor to floor via a stairwell costs 100mm [4"] of movement and a lift [elevator] for those lazy or unfit survivors takes 50mm [2"] of movement, *remember* you might have to wait for it to arrive! So roll a die to determine what floor the lift is on. It takes 25mm [1"] of movement to enter or exit. Thus lifts take 1" to enter, 2" to move each level and 1" to exit.

Each level the lift has to travel is assumed to use up 2" of movement per turn, plus and additional 1" of movement for the doors to open. It will take another 1" of movement to close again.

Survivors can only climb walls and fences if the obstacle is less than 25mm [2"] in height or 75mm [3"] if there are 2 or more survivors trying to climb it.
[If you don't want to do calculations, then for simplicity assume all wall, fences and such like cost 3" of movement.]

Zombies, Being the nasty undead things they are, they must quadruple [x4] all vertical movement -even on stairwells and escalators. Therefore what costs a survivor 100mm [4"] of movement will cost a zombie 400mm [16"] [well I don't see why they can't use them],
Whilst on an escalator the zombie has a chance of falling over. Each zombie on a moving escalator must therefore roll 1d20, each turn or part turn, they are on a moving escalator. A roll of 1 to 6 on 1d20 means they fall over and suffer 1 hit in damage.
Zombies are unable to use a lift… they just lack the brains!

Crawlers can climb stairs and use escalators as above but cannot climb any other obstacle.

Stumblers can use stairs and escalators and can only climb walls, fences and other obstacles if the top of the obstacle is below their waist height.

Walkers can use stairs and escalators and can climb walls, fences and other obstacles if the top of the obstacle is less than the height of the figure.

Runners may climb any obstacle that a survivor may climb or use, including ladders.

SWIMMING

The ability of a survivor to swim depends on a successful skill role, which only needs to be rolled once for each water feature they attempt to cross. Survivors count 4 times the distance for movement, ie 1" [25mm] on the game surface is treated as 4" [100mm] for swimming distance.
If the roll fails, then the survivor assumes that the water obstacle is too dangerous to cross and aborts the attempt having used up an entire movement turn.
Zombies don't breath so technically they should be able to walk under the water. But if you believe that sounds wrong, you may want to make water another barrier, if so, you can make the assumption that they would float due to buoyancy and get carried away by the current, or perhaps they just have a phobia against water, just like cats.

DRIVING

This poses a number of issues, mainly that vehicles can travel great distances in a single game turn. Assuming you're a safe driver and sticking to the legal speed limits, then a car travelling at 30mph would probably cover 60" on the game table. But since most well laid out tables should have numerous abandoned vehicles scattered around, piles of rubble etc., then movement would be restricted. If in a vehicle, then it is assumed you're probably reconnoitring the area and driving slowly, or you're just the careful fuel saving type, then assume an unimpeded vehicle can travel up to 18" per turn –if you want to drive slower you can.
Zombies; don't be silly, they are dead, zombies can't drive -unless of course you know otherwise.

JUMPING

A survivor may automatically jump across a gap of 25mm [1"] or less. For larger gaps up to 50mm [2"] the survivor must roll their skill. A fail means, well…they fail, with an appropriate penalty of either they don't attempt it, or they fall, which will depend on the circumstances. Do they land on a balcony on the floor below the one they tried to land on etc.
If the survivor is encumbered in any manner it should inflict a penalty deduction from their overall skill for the jump, carrying items in their hands [deduct –1] or wearing a small backpack [-1], large rucksack/Bergen [-2] etc.
Survivors cannot jump more than 3" [75mm]. Trying to jump a 2-3" [51-75mm} gap will carry an additional –3 skill penalty.

HORSES

So you've been lucky and got yourself a horse! All horses have a skill of 11, morale of 5 and a health of 14. These traits function much like those of the ZOMBIES & SURVIVORS.
As a general rule, assuming that you feed it and keep it in good condition, a horse can carry it's own body-weight, around 800-1000lbs [360-459kg]. The horse will travel at the following speeds;
A fully functioning horse can gallop maximum of 500mm [20 inches] during their

movement phase of the game and will do so until the rider says otherwise

A trotting pace is like a fast, power walk and covers up to 5" [125mm].

Normal walking pace is up to 3" [75mm]. The other big gain with a horse is that they do not like the undead –and who blames them! Your horse will sense any undead at a distance of 750mm [30"] if outdoors, and if in a building 450mm [18"]. Once detected, the horse will only advance at walking speed [or less] until within 300mm [12"] of the zombie, at which point it will refuse to go forward. If the zombies approach closer than this the horse must carry out a moral test to see if it 'bolts' or routs.

A horses uses its skill to perform jumps. A failed roll meaning it will not perform the action.

DOGS

So the old mutt has stayed by your side or may just be seeing you as a possible meal option. Whatever the reason for its loyalty, old faithful has a skill of 11, morale of 13 and health of 6.

A dog will act independently of the survivors if the dog character is played as an individual character, otherwise it will simply follow the commands of its main human companion.

A dog will travel at the following speeds;

It will run a maximum of 450mm [15"] during their movement phase of the game and will do so until the companion says otherwise

A walking pace is between 75-150mm [3-6"] and will match the accompanying survivors pace.

Normal walking pace is up to 2" [50mm] with the animal frequently having stopped to sniff out the ground as it advances forward in a generally erratic movement.

Unlike horses, the dog will not alert the survivors to the presence of a zombie until within 450mm [15"] of the creature if in the open, or 300mm [12"] if indoors as it is not terrified by them as the horse is.

The big advantage is these distances increase to 900mm [30"] if the creature is in the open, or 600mm [24"] if indoors at night-time or if resting in daytime.

A dog will usually test for moral if its main survivor companion routs. If the dog fails the test it will stay to take on the horde, re-testing at the next appropriate moral test turn. A dog will automatically follow its companion on the third turn.

The dogs skill will cover such acts as swimming or jumping. It can't be used for flying the helicopter – be real, only Scooby-doo can do that!

REMEMBER

This game guide is just that, a guide to get you started. It's your game, make of it what you will, do not be afraid to alter things to suit your own style.

This is a free download and may be used for personal private use, for gaming groups or for demonstration purposes at gaming shows, conventions or other similar gatherings. It is not to be printed for sale or used for commercial gain without our prior permission.

If you have any ideas, suggestions or alterations that you feel should be included in this giveaway, please let us know. But the idea is to keep it playable, relatively simple and uncomplicated.

So that's about it! Just remember, gaming should be about having fun and socialising, so don't take it too seriously….

…..now where did I put that drumstick
Ow ……...stop biting me!

,,,,,,,,,,,,,mmmmn chicken.
Mmmmmmn Chicken……….

SURVIVOR RECORD SHEETS BY GREKWOOD

SURVIVOR 1
Name:
Skill: Health:
Morale: Movement:
Ranged weapon:
Melee weapon:
Injuries:

Kills:
Hits:

SURVIVOR 2
Name:
Skill: Health:
Morale: Movement:
Ranged weapon:
Melee weapon:
Injuries:

Kills:
Hits:

SURVIVOR 3
Name:
Skill: Health:
Morale: Movement:
Ranged weapon:
Melee weapon:
Injuries:

Kills:
Hits:

SURVIVOR 4
Name:
Skill: Health:
Morale: Movement:
Ranged weapon:
Melee weapon:
Injuries:

Kills:
Hits:

SURVIVOR 5
Name:
Skill: Health:
Morale: Movement:
Ranged weapon:
Melee weapon:
Injuries:

Kills:
Hits:

SURVIVOR 6
Name:
Skill: Health:
Morale: Movement:
Ranged weapon:
Melee weapon:
Injuries:

Kills:
Hits:

SURVIVOR 7
Name:
Skill: Health:
Morale: Movement:
Ranged weapon:
Melee weapon:
Injuries:

Kills:
Hits:

SURVIVOR 8
Name:
Skill: Health:
Morale: Movement:
Ranged weapon:
Melee weapon:
Injuries:

Kills:
Hits:

SURVIVOR 9
Name:
Skill: Health:
Morale: Movement:
Ranged weapon:
Melee weapon:
Injuries:

Kills:
Hits:

SURVIVOR 10
Name:
Skill: Health:
Morale: Movement:
Ranged weapon:
Melee weapon:
Injuries:

Kills:
Hits:

SURVIVOR 11
Name:
Skill: Health:
Morale: Movement:
Ranged weapon:
Melee weapon:
Injuries:

Kills:
Hits:

SURVIVOR 12
Name:
Skill: Health:
Morale: Movement:
Ranged weapon:
Melee weapon:
Injuries:

Kills:
Hits:

SURVIVOR 13
Name:
Skill: Health:
Morale: Movement:
Ranged weapon:
Melee weapon:
Injuries:

Kills:
Hits:

SURVIVOR 14
Name:
Skill: Health:
Morale: Movement:
Ranged weapon:
Melee weapon:
Injuries:

Kills:
Hits:

SURVIVOR 15
Name:
Skill: Health:
Morale: Movement:
Ranged weapon:
Melee weapon:
Injuries:

Kills:
Hits: