ALL THINGS ZOMBIE

RELOADED

MANUAL V1.1

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1.0 INTRODUCTION

All Things Zombie-Reloaded picks you up and drops you off right in the middle of a catastrophic zombie world. It's a world where the zombies have been around for a while and most people have adjusted to them…as best they can. But if you want to do more than that, you've come to the right place.

ATZ-Reloaded is an immersion game where every detail has been covered, as you first escape the soulless creatures that threaten you, then hunt them down and take back what's yours. On the way you'll find that your most dangerous enemies aren't the zombies, but are your neighbors and sometimes, your old friends.

ATZ-Reloaded can be played solo, cooperatively with everyone on the same side, or competitively with everyone against one another. *ATZ- Reloaded* can be played as a "one off game" or part of an ongoing campaign.

But it doesn't matter which way you play it, as the goal of *ATZ- Reloaded* is to rebuild the world, as it was before; except maybe this time with you in charge.

1.1 HOW IS THE GAME PLAYED?

Each player assumes the role of a human that must survive and thrive in a zombie world. Slowly you raise your group of followers, establish a base, collect resources, and begin to prosper, while defending yourself from other humans and the never-ending horde of zombies.

No matter how you choose to play *ATZ- Reloaded* the zombies and human enemies are run by the game mechanics. When playing on the same side, simply have another player roll for the zombies and hostile humans whenever you encounter them.

ATZ- Reloaded can be played as a "one off", game but it really shines as a Campaign (14.0) where all of your Encounters (18.0) are linked together using the same characters from previous games.

1.2 STOP BOXES

To help you learn the game faster, we use Stop boxes.

At the end of every few sections you will find a box that recaps what you have read and may contain a small exercise for you to do. By using the boxes and playing the small exercise, you'll learn the game in no time.

2.0 NEEDED TO PLAY

You will need a few things to play *All Things Zombie-Reloaded.* They are:

- Maps.
- Counters.
- Event Cards.
- Six-sided dice (d6). It is best to have at least 6 of them. The more you have, the quicker games will play.

2.1 MAPS

There are 6 maps included in the game. They can be laid out in a variety of ways representing different types of areas (below). Usually you will use 2 maps but you can use more or less if you want to. It's your game!
Rural Area – Not many buildings.

Suburban Area – More buildings.

Urban Area – Lots of buildings.

Suburban Area –Laid out end to end.

2.2 COUNTERS

We use a variety of counters in the game. They are:

• Player Character.
• Generic Character.
• Zombie.
• Weapons.
• Items.

2.2.1 PLAYER CHARACTER COUNTERS

Each Player Character Counter represents 1 character, either Star (3.1.1) or Grunt (3.1.2) . Each counter has the name of the character on it and the following information.

• Left-hand number is the character's Reputation (3.3).
• Right-hand number is the character's Movement Points. (7.0)
• Flip it over when the character is Out of the Fight. (7.3.5)

FRONT   BACK

2.2.1.1 GENERIC CHARACTER COUNTERS

We have also included Generic Character Counters. These are used for NPCs and handled a bit differently. Here's how we do it:

• Each counter has the Class of the character on it and the following information.
• Left-hand number is the character's Reputation (3.3).
• Right-hand number is the character's Movement Points (7.0).
• The Class of the character is along the top.
• The weapon it is armed with is under the Class (3.5).
• If the NPC goes Out of the Fight simply remove it from the game.

For more info on their use see the section on Grunts (3.1.2).

2.2.2 ZOMBIES

Each Zombie Counter represents 1 zombie. Each counter has the following information.

• Left-hand number is the zombie's Reputation (3.3).
• Right-hand number is the zombie's Movement Points (7.0).
• In the upper right-hand corner of the counter is the Placement number for the zed (13.3).
• When the zed goes to Zombie Frenzy (13.1.2) flip the counter over to show the 4 – 3 side. This signifies that the zombie is now "frenzied".
• When the zed's dead, just remove the counter from the map.

2.2.3 ITEMS - WEAPONS

Each Weapon Counter represents 1 weapon. Each counter has the name of the weapon on it and the following information.

- Left-hand number is the weapon's range (10.0) in hexes. Melee weapons can only be used when in melee, in the same hex.
- Right-hand number is the number of Fire Dice rolled (10.10) when fired or the d6 bonus when used in melee.
- The reverse side of a ranged weapon is stamped with Out of Ammo. Be sure to flip the counter over when it runs out of ammo and back when it is reloaded.

2.2.4 ITEMS - NON-WEAPONS

Each Item Counter represents 1 item (15.0). Each counter has the name of the item and info on how it's used.

2.3 CARDS

We also use cards in *ATZ –Reloaded*.

2.3.1 CHARACTER CARDS

Each character has a counter that represents them on the map and a character card to help the player track the character. Here's how the character card is used:

- Place the character card in front of the player.
- It has a picture of the counter for reference.
- It also has the character's Special Attribute that can be used. Tonya is special; she has 2 Special Attributes!
- Each character can hold up to 2 items in their hands. Place the appropriate counters above the character card on the table.
- Any additional items are placed on the character card. They are carried (15.3) and cannot be used until moved to the hands, above the card.

Tonya is carrying 2 pistols in her hands and ready to use. She also has a baseball bat and a medikit stowed away as gear.

2.3.2 EVENT CARDS

Event Cards are used to generate your opponents and possible friends during the game. By using Event Cards we limit what you know before and during the game. It also guarantees every game will be different!

2.3.2.1 WHEN USED

Be sure to shuffle the deck before play and place them face down in a pile. When the Reshuffle Deck card is drawn, gather up all the cards and shuffle them again.

- When you enter a hex containing a red, yellow, or green triangle (7.1.3) for the 1st time during the game, draw a card.

- When you enter a 1 hex building for the 1st time during the game, draw a card.
- When Activation Dice are rolled (5.0) and doubles come up, draw a card.

Example – In this picture we see the 3 colored triangles used to define the entrance hexes to buildings. Buildings with only 1 hex can be entered from any direction.

2.3.2.2 HOW USED

The Event Cards are used to generate zombies (13.2) and Non-Player Characters (16.1). The Event Card contains the following information:
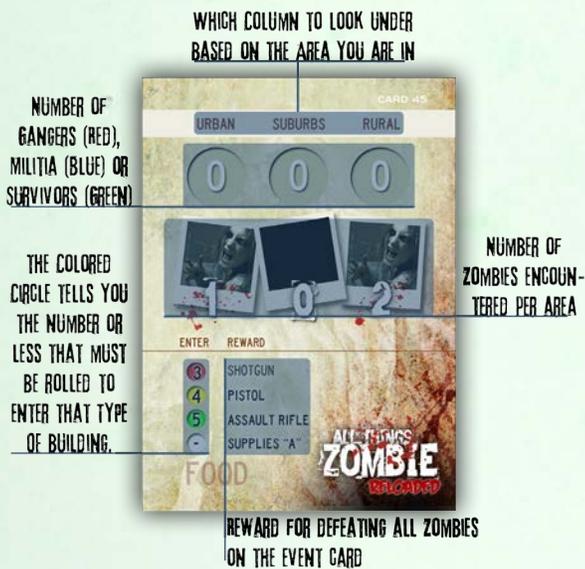
Example – I'm in the Urban Area and have successfully entered the red triangle hex by rolling a 2 on a 1D6. I draw the above Event Card.

- It contains 1 zombie.
- If I eliminate the zombie I will have found a Shotgun.

2.4 DICE

During the game you will be required to roll dice (d6) in a variety of ways. They are:

- Passing Dice.
- Counting Successes.
- Reading and Adding the Dice.

2.4.1 PASSING DICE

To *pass dice* roll a number of d6 and compare each die score individually to the character's Reputation (3.3).

- If the score is equal or lower than the Reputation the d6 has been passed.
- If the score is higher than the Reputation the d6 has not been passed.
- You can pass 2 or more, 1, or 0d6 when the dice are rolled in this manner.
- *Isn't passing 0d6 like failing 2d6?* No, because we are counting the number of *passed* d6.

2.4.2 COUNTING SUCCESSES

Another way you will use d6 is to roll them and count successes.

- A score of 1, 2, or 3 is a success.
- A score of 4, 5, or 6 is a failure.

2.4.3 READING AND ADDING THE DICE

When rolling 1d6 you will read the result as rolled. When rolling 2d6, read each result as rolled, and add them together.

2.4.4 HOW MANY D6

How many d6 do you roll? This is found by looking in the upper left corner of each table. When a number appears that tells you how many d6 to roll. When a word appears, that means roll 1d6 for each point of whatever word.

3.0 GAME BASICS

In *All Things Zombie-Reloaded* each player controls a group of characters. This will range in size from 1 to 4 and will change as the campaign moves along. Each character is defined in the following ways:

- Is it a Star or a *Grunt*?
- What is its *Reputation*?
- Does it have a *Special Attribute*?
- What is its *Class*?
- What type of *Weapon* does it have?

Use this list when making your Star.

3.1 STARS AND GRUNTS

ATZ-Reloaded is played with Stars and Grunts.

3.1.1 STARS

These characters are you, the player. These are the characters that the Campaign (14.0) revolves around. Any of the Character Counters can be a Star.

We recommend you count your Star as Rep 5, regardless of what the Character Counter says.

3.1.2 GRUNTS - NP CHARACTERS

Grunts are Non-Player Characters (NPCs) controlled by the game mechanics. NPCs may fight with you, against you, or simply ignore you during the game. They will come and go as your campaign progresses. It is possible to recycle them during the game. Run out of Character Counters? No problem, you have met zombies instead!

3.1.2.1 GENERATING NPCS

NPCs will be generated during the game at different times. Here's how we do it:

- When a NPC is generated by an Event Card it will be either the same Class (3.5) as you are or a different Class.
- If it is a different Class, draw 1 Generic Character Counter for each character on the Event Card. This is done because you cannot recruit (16.3.1) a character from a different Class.

- If it is the same Class, draw 1 Character Counter from the unused pile for each character on the Event Card because you could recruit the NPC.

Generic Character Counters have their weapons listed on them, Character Counters do not. Just draw a weapon counter at random.

3.1.3 TONYA - NPC STAR

Yep, she's the cover girl on the box and a bit of a Star in her own right. There will be times when a player wants to use her as a Star in the game. But what about when no one does and she's drawn out of the unused Character Counters? Here's how we do it:

- Tonya is a Rep 5 NPC Star.
- She has the Star Advantages and will always make the right choice when it's Free Will (3.2.2) time.
- She has 2 Special Attributes.
- She's a Survivor.
- She will always count as a Friend when taking the Friend or Foe Test (16.2).
- She won't Walk the Walk if she fails a Talk the Talk, regardless of the opposing Class. But if the opponents choose to Walk the Walk she'll defend herself.
- She will join other Survivors if dictated by the Talk the Talk result.
- She will only remain in your group for the Encounter, and then disappear at the end.

3.2 STAR ADVANTAGES

Being a Star in *ATZ-Reloaded* has 3 important advantages; Star Power, Free Will, and Challenges.

3.2.1 STAR POWER

Star Power is used to capture the larger than life flavor of action movies. Here's how we do it:

- Let's get one thing straight. *Star Power cannot be used when damaged by zombies!*
- A Star receives 1 Star Power d6 per point of Rep (3.3).
- When a Star takes damage from a human, he can choose to use his Star Power d6.

- The Star rolls his d6 looking for successes – a score of 1, 2, or 3. For each success he scores, reduce the damage he has received by 1 level. This could reduce the damage to nothing at all.
- If a score of 4 or 5 is rolled, there is no effect and damage is taken normally.
- If a score of 6 is rolled, there is no effect, damage is taken normally, and the Star Power d6 is lost for the remainder of the Encounter.
- All Star Power d6 are recovered after the game.

Damage is reduced in the following ways:

- An Obviously Dead (7.3.4) result becomes an Out of the Fight (7.3.5) result.
- An Out of the Fight (7.3.5) result becomes a Carry On (7.3.1) result.

It is possible to reduce damage by multiple levels if you score multiple results of 1, 2, or 3.

Example – Too Tall is shot and suffers an Obviously Dead and Out of the Fight result. Being a Star she rolls 5d6, 1d6 for each point of Rep. She scores a 1, 2, 3, 5 and 6. The 1 reduces her damage from Out of the Fight to Carry On. The 2 takes the Obviously Dead result to Out of the Fight. The 3 takes that result to Carry On

3.2.1.1 STAR POWER AND MELEE

If a character loses a melee it can use Star Power. If the result of the Star Power brings it back to Carry On, there is no clear winner of the melee and another round is immediately fought.

Example – Too Tall is in melee with Nick. Nick wins the melee and causes Too Tall to go Out of the Fight. Being a Star she rolls 5d6, 1d6 for each point of Rep. She scores a 1, 2, 4, 5 and 6. The 1 reduces her damage from Out of the Fight to Carry On.

The 6 has no effect and is also lost for the remainder of the Encounter. Another melee round is immediately fought as after Star Power was used, there wasn't a winner.

3.2.2 FREE WILL

Each time a Star must take a Reaction Test (9.1) he can choose which of the three possible results he wants to do without rolling dice.

3.2.3 CHALLENGES

Challenges are used by the player when you want the Star, or other characters with a Star, to do something that isn't covered specifically in the rules. Here's how we do it:

- Decide what the Challenge will be.
- Decide what a success looks like.
- Decide what a failure looks like.
- Decide if the Challenge is Easy, Average, or Difficult.

Example – Tonya is being chased by zeds and wants to climb onto the roof of a building. As this isn't covered in the rules I choose to take a Challenge. If Tonya is successful, she will make it safely onto the roof. If Tonya fails she will fall while climbing and forfeit her next activation. The players agree that the Challenge is Average.

Here's how we take the Challenge:

- After you have defined the Challenge and what a success or failure looks like, start with the Rep of the character.
- If the Challenge is Easy – count the Rep as 1 point higher.
- If the Challenge is Difficult – count the Rep as 1 point lower.
- Roll 2d6 versus the modified Rep.
- Pass 2d6 = Success – complete the Challenge.
- Pass 0d6 = Failure – suffer the consequences.
- Pass 1d6 = Choose to immediately re-take the test or choose not to take the test. If you do take the test re-roll, a result of pass 1d6 or pass 0d6 is a failure.

Example – Tonya now takes the Challenge. I roll 2d6 versus her Rep of 5 and score a 2 and 6, passing 1d6. I choose to re-take the test and roll 2d6 again. Tonya scores a 4 and 6, passes 1d6, and has failed. She remains in the hex and forfeits her next turn of Activation!

3.3 REPUTATION

Reputation (Rep) represents a combination of experience, morale, and motivation and is an expression of a character's overall quality. The higher the Rep, the better the character is.

3.4 SPECIAL ATTRIBUTES

Special Attributes are used to further define the different characters found in *ATZ Reloaded*. Each character has 1 Attribute, except Tonya, and it is displayed on its Character Card. Feel free to substitute Attributes to customize your own characters.

Example – I decide I want to make my own character. I use the counter and Character Card for Jimmy, give him a Rep of 5, make him a Star, and use Tonya's Special Attribute – Initiative. I call him Billy Pink.

3.5 CLASS

In *All Things Zombie-Reloaded* all player characters will belong to 1 of 3 Classes. Each Class has their own Reaction Table (See the included player aid cards). What Class you are influences how NPCs will treat you when you are at their Mercy (16.4.1) and who you can recruit to your group.

You must choose your Class before you begin play. You cannot change your Class once you have made your choice.

3.5.1 GANGERS

Gangers only care about themselves. They believe in survival of the strongest with no mercy given and none taken. Gangers avoid the Militia and prey on Survivors.

3.5.2 MILITIA

As the outbreak spread, many former police and military personnel grouped together into Militias. Their goal is to restore law and order…with them in charge. They hate the Gangers and want to absorb Survivors.

3.5.3 SURVIVORS

These folks that have been placed into horrible circumstances yet have retained their moral values and are not afraid to do the right thing. Survivors fight Gangers and don't trust the Militia, preferring their independence.

3.5.4 COOPERATION

Characters of different Classes will barter if directed by a Talk the Talk. They will not join other Classes.

Example – Tonya and Lil (Survivors) meet Bank (Ganger) and take the Friend or Foe (16.2) Test. They go to Talk the Talk (16.3) and Tonya scores more successes. Bank will barter with them but will not join her group.

3.6 WEAPONS

Characters can use any melee (11.1) or ranged (10.0) weapon they can get their hands on.

STOP!

All characters are either Stars (players) or Grunts (controlled by the game mechanics). Review the difference between the 2 types.

We recommend you count your Star as Rep 5, regardless of what the Character Card and counter says.

Special Attributes are used in *All Things Zombie-Reloaded* to further differentiate your characters. Characters have their Attribute on their Character Card but feel free to switch them as desired.

There are 3 Character Classes in *ATZ-Reloaded*. They are: Ganger, Militia and Survivors.

4.0 FORMING YOUR GROUP

In *ATZ-Reloaded* the game revolves around you and the other characters that make up your group. *The total number of characters in your group, including yourself, must be less than your Rep.* So if you are a Rep 5 Star the biggest your group can be is 4 characters.

4.1 STARTING YOUR GROUP

You will start the game by yourself, but you can recruit additional Grunts at the start if you want. Here's how we do it:

- Draw an Event Card.
- If there are only zombies on the card, draw another card.
- When you have drawn a card with humans on it, look at the urban column. That is the maximum number of NPCs you can choose to recruit to your initial group.
- They will automatically be the same Class as you are regardless of what they may actually be.
- Go to the deck of unused Character Cards and draw 1 for each NPC you have recruited.

Example – I am playing Tonya (Rep 5). This means I can recruit up to 3 Grunts to my group. I draw the 1st event Card and have only zombies. I draw another card and the urban column has a Red 2 under it.

This is usually 2 Gangers but as I am a Survivor, they counts as Survivors. I reach for the deck of unused NPC Character Cards and draw 2 at random – Marc and Buffey. Along with Tonya, this is the original group.

I now draw 1 weapon for each NPC and 1 Item.

4.2 KEEPING IT TOGETHER

Grunts will join you for a variety of reasons. Maybe for mutual defense, the promise of security, or perhaps because man is a social animal and nobody wants to be alone.

But for each reason there is for a Grunt to join there are more reasons for him to leave. So to see if the group stays together the Keeping It Together Test is taken after each Encounter (18.0). Here's how we do it:

- Consult the Keeping It Together Table.
- Roll 1d6 per each point of your Rep.
- Count how many successes (score of 1, 2 or 3) you score. Keep this score as it will be applied against all of your group members, individually.
- Each member rolls 1d6 per point of Rep.
- Count how many successes (score of 1, 2 or 3) are scored.
- Compare the number of successes scored by each member separately to your score.
- Go down the left-hand column to the appropriate row based on how many successes you scored versus the NPC.
- Go across to see the results.
- This could mean some NPCs may stay and some may go.

4.3 LEADERS

When grouped together the Star character, or NPC with the highest Rep when there is no Star, is the Leader.

4.3.1 LEADER FUNCTIONS

Leaders have two functions in *All Things Zombie-Reloaded.*

- The Leader determines when the characters grouped with him will activate based on his Rep. Characters are grouped together when they are in the same hex or in an adjacent hex.
- The Leader can use Leader Die.

4.3.2 LEADER DIE

Leader Die represents the ability of the Leader to lead. Here's how we do it:

- Any character stacked in the same hex with the Leader (4.3) or in a hex adjacent to the Leader is grouped with the Leader and influenced by Leader Die.
- When the characters take a Reaction Test (9.1) roll 1d6 versus the Rep of the Leader.
- If he passes 1d6, add the result to the number of d6 passed by each character.
- The Leader Die is rolled even if the Leader does not qualify for the Reaction Test.

Example – Tonya (Rep 5) is the Leader of a group of 3 Survivors composed of herself and two Grunts, one Rep 4 and one Rep 3. One is stacked in the same hex as she is while the other is in the hex adjacent to her.

They run into a group of Gangers and her Grunts come under fire. After all In Sight actions (8.4) are resolved, the two Grunts that came under fire must now take the Received Fire Reaction Test (9.2). Tonya was not fired on so does not have to take the test.

I pick up 1d6 for my Leader Die. I roll 1d6 and score a 3 on the Leader Die meaning that I have passed 1d6, based on Tonya's Rep, and can now add this pass 1d6 result to however many d6 the Grunts pass.

Each Grunt now rolls their 2d6 individually. The Rep 3 scores a 5 and 4 so passes 0d6 on his own. He adds the pass 1d6 from the Leader Die for a net of pass 1d6.

The Rep 4 Grunt scores a 5 and 3 so passes 1d6 on his own. He adds the pass 1d6 from the Leader Die for a net of pass 2d6.

Note that because the two Grunts passed different numbers of d6 they may behave differently.

STOP!

Here's a short exercise for you to do:

Choose your Star. If your Rep is 5 you can have 4 characters in your group, including you. That means you can recruit 3 Grunts. How do you recruit them? Recruit your group.

Roll 1d for each point of Rep you have, looking for successes – a score of 1, 2, or 3. Do the same for your Grunts. Consult the Keeping It Together Table and see how many stay or go. What can influence whether a group member stays or goes? Hint; no one is left behind.

Now let's learn how to play the game.

5.0 TURN SEQUENCE

ATZ-Reloaded is played in turns with each turn divided into 2 phases of activation, 1 per side. Being active means the characters can move and perform other actions. Although games, called Encounters, can last an unlimited number of turns, each turn follows a strict sequence.

• Before the game begins, both sides choose a d6 of different colors.

Example - I choose a blue d6 for my side and a red one for the zeds.

• At the start of each turn both dice are rolled. This is called rolling for activation.
• If the die scores are the same (doubles) neither side will activate. Instead draw an Event Card and carry out the results. Any zombies or humans generated are placed 6 hexes away as if placing zombies. If humans, use the doubles die score to determine the hex side they will use for placement.
• If the die scores are not doubles, read each die individually. The higher score determines which side will activate first.

Example - The two dice are rolled and a blue 5 and a red 4 are rolled. I scored higher so I can activate my side first.

• Characters with a Rep equal to or higher than their activation die score can be activated. So can those grouped with a Leader with a Rep equal to or higher than their activation die score.
• Groups are activated from highest to lowest Reps with ties activating in the order the player desires.

Example - A blue 5 and a red 4 were rolled. The blue d6 scored higher so I activate first. I have a group of 3 characters, led by a Rep 5 character, so can activate them. I have a Rep 4 character by himself that cannot activate but I don't worry as it can always react.

• After the first group of characters has completed all its actions and any reactions it may have caused have been resolved, the active side is allowed to proceed to its next group.
• After the first side's groups have been activated the other side can activate 1 group at a time based on the result of its activation die roll.

Example -A blue 5 and a red 4 were rolled. I have finished activating all the groups I wanted to. It is now the red sides turn. Red can only activate characters that are Rep 4 or higher or grouped with a Rep 4 or higher Leader.

• After both sides have activated all of the eligible characters that they want to and all reactions have taken place, the turn is over and the activation dice are rolled again signifying the start of a new turn.

This system will mean that many times lower Rep characters will not be able to move. This reflects the lack of confidence and hesitancy in lower Rep characters. It also stresses the importance of putting higher Rep Leaders with lower Rep characters!

5.1 MULTIPLE HUMAN SIDES

There may be times when there is more than 1 human side in the game. This can be decided before the game or even during the game at times. When this occurs we handle activation with the following changes:

• Each human faction has their own activation d6. Be sure to make it a different color than any already being used.
• Humans will activate normally based on their individual d6 rolled.
• If the human d6 rolled are tied, simply roll off to determine the order of activation.
• Choose 1of the human d6 to be compared to the zombie die for the purposes of rolling doubles. If the non-chosen d6 ties with the zombie d6, the humans will move 1st. Remember that when doubles are rolled an Event Card is drawn and no side can activate.

Example – Jim Bob Joe and I decide to play ATZ- Reloaded as separate parties. Not necessarily as enemies, but separately.

I choose a blue d6, Jim Bob Joe a yellow and we use a red d6 for the zeds. My blue d6 will be used to see if doubles are rolled.

All 3d6 are rolled and a red 5, blue 3, and yellow 2 are scored. The zeds will go first, then me, and finally Jim Bob Joe.

Next turn a red 2, blue 5, and yellow 5 are scored. Jim Bob Joe and I roll off and he scores a 4 to my 2. He activates first, then me, then the zeds.

Now that you know the turn sequence we will explain the rules in the order that they will occur during the game turn. This may be different than what you may have encountered in the past, but it is more efficient. Let's start with how to play with humans. Once you understand those rules, we'll cover Zombies(13.0).

6.0 ACTIONS

When characters are active they can do one of the following actions.

- Move up to its full movement allowance and fire at any time during its move. This can be before or after any In Sight Tests(8.3) have been triggered and resolved. This active fire is in addition to any firing required by a Reaction Test(9.1).
- Charge into Melee(11.2).
- Switch weapons/items, pick up dropped weapons/items, or give weapons/items to another character in the same hex. The character may still move up to its normal distance.
- Reload an out of ammo weapon. The character may still move up to its normal distance.

6.1 STACKING

Up to 2 functioning human characters may occupy (stack) 1 hex. Out of the Fight and Obviously Dead characters do not count towards this stacking limit. Do not remove Obviously Dead characters as they could trigger a Zombie Feast(13.5.2).

7.0 MOVEMENT

Characters can move from hex to hex up to their allowed Movement Point when active.

7.1 TERRAIN

Moving into a hex will cost a character 1 or 2 Movement Points depending upon the terrain. There are 3 types of terrain on the maps.

7.1.1 CLEAR

Clear terrain is empty of any terrain features.

- It costs 1 Movement Point to enter a clear hex.
- Characters in a clear hex can be seen and are not concealed or in cover.

7.1.2 ROUGH

Hexes with woods or crops are called rough terrain.

- It costs 2 Movement Points to enter a rough terrain hex.

7.1.3 BUILDINGS

There are hexes with a building on them and are handled differently than clear and rough hexes. Here's how we do it:

- It costs 2 Movement Points to enter a Building hex.
- Single hex buildings may be entered when desired.
- Multi-hex buildings will have 1 or more hexes containing a colored triangle. This represents how difficult it is to enter the hex. Buildings can only be entered and exited through these hexes.
- Before entering a green triangle hex roll 1d6. On a score of 1 – 5 you can enter the hex.
- Before entering a yellow triangle hex roll 1d6. On a score of 1 – 4 you can enter the hex.
- Before entering a red triangle hex roll 1d6. On a score of 1 – 3 you can enter the hex.
- Once you have entered the building hex, draw an Event Card.

7.1.3.1 FAILING TO ENTER
When you roll to enter a building hex and do not score the needed result you cannot enter the hex. In addition you may have generated 1 or more zeds. Here's how we do it:

- For each point higher than the number needed to enter the hex, roll 1d6 and read the result as rolled.
- If you are in an urban area(14.5.1), you generated a zombie if a 4, 5, or 6 are scored.
- If you are in a suburbs area(14.5.2), you generated a zombie if a 5 or 6 are scored.

- If you are in a rural area(14.5.3), you generated a zombie if a 6 is scored.
- See the section called Placing Zombies (13.3) to see how they are placed.

7.1.3.2 EXITING A BUILDING

You can exit a multi-hex building though any colored triangle, whether it is the hex you entered through or not. Exiting through a hex does not require a roll as it did when entering it from outside.

7.2 FAST MOVEMENT

If desired, a character can attempt to Fast Move. Here's how we do it:

- Declare the intent of the character that wants to Fast Move.
- Roll 2d6 versus the Rep of the character and determine how many d6 are passed.
- The character will gain 1 Movement Point for each d6 passed in this way.

Example – Bank (Rep 3) wants to Fast Move. He rolls 2d6 and scores a 2 and 5, passes 1d6 and can now move up to 4 Movement Points, 1 higher than normal.

7.3 INVOLUNTARY MOVEMENT

Sometimes a character may be forced into Involuntary Movement or Actions by the results of a Reaction Test(9.1).

7.3.1 CARRY ON

The tester continues the fight and can act when active and react when called upon.

7.3.2 CHARGE INTO MELEE

The tester and target take the Charge into Melee Test(11.2).

7.3.3 DUCK BACK

When a character is required to Duck Back he is seeking cover. Here's how we do it:

- Move to the nearest cover within 3 hexes. This can be in any direction, even forward.

- If no cover is available within 3 hexes the character will Fast Move away from the cause of the test.
- Characters in Duck Back cannot see or be seen by the cause of the test but those that do not reach cover can.
- Tilt the counter to signify that it is behind cover.

Example – Too Tall is shot at and scores a Received Fire Reaction Test result of Duck Back. There is a rough hex 2 hexes away.

Example - She moves into the hex, is tilted, and is considered to be ducking back. In effect, she is hiding from sight and cannot see or be seen.

7.3.3.1 POPPING UP

When a character ducks back it cannot be seen. When it is active it can either move out of the hex or declare that it is "popping up into sight". If the character stays in the hex, it is turned back up, no longer tilted, and will trigger an In Sight.
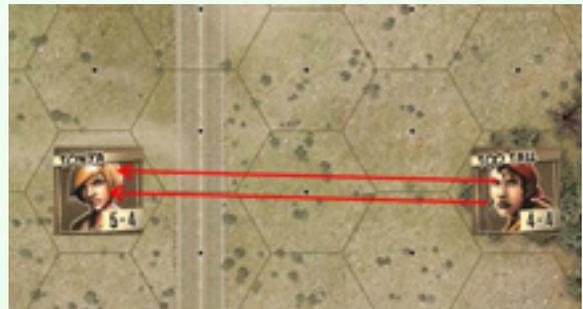
Example – Too Tall now activates and declares she is popping up into sight. This triggers an In Sight. Too Tall wins the In Sight and opens fires.

7.3.4 OBVIOUSLY DEAD

The character has taken damage that is so severe it is obvious from a distance that the character is dead.

7.3.5 OUT OF THE FIGHT

The character has taken serious damage and cannot continue the Encounter. He cannot move on his own and must be retrieved by others. During and after the Encounter he can be helped by a character with Medical Knowledge (Professor) or one with a Medikit(15.0.2). After the Encounter the character must take the After the Fight Recovery Test(12.1).

7.3.6 RUNAWAY

The character scoring a result of Runaway is immediately removed from the table. After the Encounter the character must take the After the Fight Recovery Test(12.1).

7.3.7 RUSH SHOT

The character immediately fires back at the cause of the Reaction Test. Rush Shot reduces the chance of scoring a hit on the Ranged Combat Table.

STOP!

Grab 2d6 of different colors. Grab 2 characters and place them on the map 3 hexes away from each other. One side will use 1 colored d6 while the other side will use the other. Both sides have a Rep of 4.

Roll for activation. Which character scored the higher number? Can that character activate? Did you roll doubles? If so what happens? Take a Fast Move Test. If you rolled a 3 and a 6 how far can the character move?

When a character ducks back he cannot see or be seen. Be sure to tilt the counter to show it is in cover. The character can "pop up into sight" and trigger an In Sight Test while staying in cover.

After you have done these actions it's time to move on to the next section, In Sight.

8.0 IN SIGHT

Let's explain the difference between being In Sight and not being In Sight.

8.1 IN SIGHT OR NOT

Characters are always in sight or not in sight. A character is in sight when:

• An enemy character can trace a Line of Sight or LOS (10.5) to that character. This still applies even if that character is in cover or concealed.

A character is not in sight when:

• It cannot be seen because of intervening terrain. Characters in Duck Back are considered to be behind the cover inside the hex and fall into this category.
• It cannot be seen due to limits from the Day Part(18.4).
• It cannot be seen due to an intervening character.

8.2 TRIGGERING AN IN SIGHT TEST

Here's how an In Sight Test is triggered:

• Whenever a character has an opposing character or group of characters enter into its LOS, and the opposing characters were not seen previously during this activation phase, both sides take this test.

Example -In the first picture Tonya is out of sight of Bank and Too Tall.

• The In Sight Test is triggered as soon as any character in a moving group comes into sight.

Example - In the second picture Bank and Too Tall activated 1st and moved to the edge of the woods, are in cover, and are now In Sight.

• Once the test is triggered the moving group is allowed to move its character up to 1 additional Movement Point. This movement could result in the character going out of sight or even Charging into Melee! If it results in the character coming into contact with the opponent, the In Sight Test is replaced with the Charge into Melee Test(11.2).

8.3 TAKING THE IN SIGHT TEST

After the triggering group has moved up to 1 additional Movement Point the In Sight test is taken. Here's how we do it:

• Consult the In Sight Table.
• Only the Leader of each group of characters takes the test. This is different than when taking the other Reaction Tests(9.1).

Example – Tonya is stacked with a Rep 3 Grunt and a Rep 4 Grunt is adjacent to her, forming one group. They come into sight of a group of Gangers. Tonya subtracts 1d6 as she is active and moving so rolls 4d6.

• Each Leader starts with 1d6 per point of Rep.
• Modify the number of d6 by any applicable Circumstance.
• Both Leaders roll their modified d6 total looking for successes (score of 1, 2 or 3).
• There is no minimum number of d6 that can be rolled and there may be times when the character reaches 0d6, counting as scoring zero successes.
• The side scoring the highest number of successes has won the In Sight and can now act first.

- If both sides score the same number of successes, re-take the test.

Example - In the second picture Bank and Too Tall activated 1st and moved to the edge of the woods, are in cover, and are now In Sight.

Example - In the previous picture Tonya and Too Tall (as her Rep is higher than Bank, she is the Leader) have rolled their d6 and counted their successes, scores of 1, 2, or 3. Tonya scored 3 successes and Too Tall 1. Tonya has won the In Sight and fires at the two enemies.

8.4 RESOLVING IN SIGHT ACTIONS

If in range and loaded:

- The character will fire.
- If out of range or unloaded:
- The character will Charge into Melee if in reach, otherwise it will Duck Back.

8.5 TARGETING

When firing due to an In Sight Test, characters will target the enemy closest to them. This may result in the characters in the front being targeted multiple times. Stars and those taking active fire can choose their targets as desired.

8.6 WHAT NOW?

Let's re-cap events.

- All characters on the side that won the in Sight Test have resolved their actions.
- All characters on the side that lost the In Sight Test have taken any required Reaction Tests(9.1).

The turn continues in this order:

- Anyone scoring a result of Duck Back or Runaway makes these moves.
- Anyone that can fire resolves their fire, all at the same time.
- Those with Carry On can now act.

Example – Continuing the example from before, Tonya has fired and missed both target. Both take the Received Fire Test.(9.2) Too Tall passes 1d6 so Ducks Back and cannot see or be seen, so is tilted sideways. Bank passes 2d6 and returns fire on Tonya.

Example – Bank missed and Tonya now takes the Received Fire Reaction Test. She passes 1d6 and Ducks Back into the building. The other side can now continue their activation. Too Tall must remain Ducked Back until her next activation. Bank moves forward towards the building. Tonya cannot see or be seen as she is in Duck Back. But when she pops back into sight she will trigger another In Sight.

8.7 MOVING AND IN SIGHT

After the In Sight Test is completed and all actions taken, characters in the moving group that triggered the test can continue their movement. This movement could trigger a new In Sight Test.

STOP!

The In Sight can be the hardest game mechanic for gamers new to THW to understand. Let's review.

1 – When a group of 1 or more characters that were not In Sight moves Into Sight of an opposing group, the In Sight Test is triggered.

2 – After all characters in the moving group have moved up to 1 additional Movement Point all characters with LOS to opposing characters will take the In Sight Test.

3 – Only the Leader of each group, not side, rolls d6 equal to their Rep and modifies the number when applicable.

4 – All dice are tossed looking for successes, a score of 1, 2, or 3. The group scoring the most has won and will act. If a tie occurs, re-take the test. If two groups on the same side score more successes than the opposing groups, they can act.

5 – Resolve the action for each character in the winning group.

6 – After all characters have resolved their actions the appropriate Reaction Tests are taken and the game continues.

9.0 REACTION

This section covers the heart of the THW system. It is called the Reaction System. Characters will take Reaction Tests during the game when called upon as circumstances arise. Reaction Tests reflect how a character will perform when under physical, mental, or emotional stress during the fight.

9.1 TAKING A REACTION TEST

There are two reasons to take a Reaction Test.

If the character receives fire from a ranged weapon (Received Fire) or sees a friendly character go Out of the Fight or Obviously Dead (Man Down). Here's how a Reaction Test is taken.

- Determine which character must take the test or tests.
- Refer to the appropriate Reaction Tests based on the Class of the character taking the test.
- Determine which test or tests apply.
- Roll 2d6 versus the Rep of the character taking the test.
- Modify the number of d6 rolled by any applicable Circumstances found under the Reaction Test such as +1d6 for cover.
- Roll a Leader Die if applicable.
- Determine how many d6 were passed.
- Consult the appropriate test and immediately carry out the result.

Example - A Ganger, Rep 4, without a Leader, must take the Received Fire Test so rolls 2d6 versus its Rep. He scores a 3 and 5 and passes 1d6. Looking on the Ganger Reaction Table under the Pass 1d6 column I go to the applicable circumstance - If in range and loaded. The Ganger returns fire but suffers the Rush Shot penalty.

9.2 RECEIVED FIRE

Whenever a character receives fire and is not hit, it will take the Received Fire Reaction Test. More than one character firing at the same target at the same time will cause only 1 Received Fire Test to be taken.

9.3 MAN DOWN

Each time a character sees a friendly character within 2 hexes go Out of the Fight or Obviously Dead it will take the Man Down Test. There is 1 exception.

- If the tester has a higher Rep than the Man Down, the test is not taken.

Example - Three Gangers, one Rep 4 and two Rep 3s, are fired on by a Survivor. One Rep 3 Ganger goes down Out of the Fight. The other Gangers are within 2 hexes and LOS of their downed friend. The Rep 3 Ganger takes the Man Down Test while the Rep 4 Ganger does not as he has a higher Rep (4) than the Man Down (3).

9.4 MULTIPLE TESTS

There may be times when a character qualifies for more than one Reaction Test. In these cases the 1 set of d6 that is rolled for the character is applied to all the tests with the worse result being counted. Here are the results from best to worst:

- Carry On.
- Fire.
- Rush Shot.
- Charge into Melee.
- Duck Back.
- Runaway.

Example - 3 Survivors fire at 3 Gangers. 1 hit is scored, the Gang Leader. The remaining Gangers now roll 2d6 versus their Rep and apply the results to the Man Down Test and the Received Fire Test. Each Ganger must take the worse result.

Review the section on Involuntary Movement (7.3) to see how a Reaction Test can change the status of a character and force it to act in a specific way.

10.0 RANGED COMBAT

There are two ways to inflict damage in *All Things Zombie-Reloaded*. The first way is through ranged weapons fire (shooting) and the other is through melee (hand-to-hand combat). Oh, one more thing. When in doubt, always shoot! Yes, that could generate zombies, but may stop you from becoming a Zombie Feast(13.5.2).

Here are the basic weapons:

There are 2 special rules relating to the weapons:

- The Shotgun fires with 6 Fire Dice but counts only the best 3 results. It does count all 6 for generating zombies (13.2) and going Out of Ammo.
- Stars can choose to use 1 or 3 Fire Dice when shooting the Assault Rifle.

Example – Jimmy has a shotgun and fires at 2 zeds. He rolls 6d6 and scores a 1, 1, 3, 5, 5, and 6. Jimmy counts the 5, 5, and 6 for damage, the 2 ones for Out of Ammo, and all 6 for generating zombies.

10.0.1 GRENADES - RPGS

Grenades and RPGs are handled a bit differently than other ranged weapons. Here's how we do it:

- Grenades can be thrown into an adjacent hex. It must be in the hand to be used. It takes 1 turn of activation to switch the grenade to the hand from your pack and 2 hands to arm it.
- A RPG can be fired up to 4 hexes away.
- The shooter rolls 1d6 to see how many Fire Dice are rolled on each target stacked in the hex.

Example – Jimmy has a shotgun in his hands (the counter is placed above his Character Card signifying it). He wants to switch to a grenade that he has stowed away as gear (the counter is placed on top of his card).

When he is next active Jimmy switches to the grenade (switch the places of the counters). Jimmy needs two hands to use the grenade so is ready to use it. 3 zombies activate and charge. Jimmy takes the Charge into Melee Test and can throw the grenade.

Jimmy tosses the grenade into the hex with the zombies. He rolls 1d6 and scores a 2. He can now roll 2 Fire Dice for each target in the hex, counting each of them as the 1st target.

10.0.2 GAS TANK

Here's a fun little weapon that needs a little planning but provides a big blast. The idea is to place the gas tank, lure your enemies to it, and then explode it. Here's how we do it:

• The gas tank is placed in a hex.
• When active a character fires at it with a ranged weapon and scores a hit.
• The tank explodes with all targets in the hex being hit.
• The shooter rolls 1d6 to see how many Fire Dice are rolled on each target stacked in the hex, just as done with a Grenade or RPG.
•

10.0.3 CROSSBOW

The crossbow is unique in that it is a ranged weapon that doesn't generate zombies. Here's how we do it:
• The crossbow is fired and 1 Fire Die is rolled.
• No zeds are generated.
• Flip it over to show that it is Out of Ammo.
• Reload it when next active.

10.1 TARGETS

Each weapon has a specific number of Fire Dice. Characters can choose to fire at more than 1 target at a time, up to the maximum number of Fire Dice, except for the shotgun that can target up to 3 targets. All of the targets must be in the same or in adjacent hexes.

Example – Tonya is armed with 2 Pistols, each with 1 Fire Die. She decides to fire 1 Fire Die into 2 targets. If she wanted to, she could have fired all 2 into 1 target.

10. 2 OUTGUNNED RANKINGS

When firing, some weapons are perceived to have greater firepower than others. This is called their Outgunned Ranking (OR) and is based on their Fire Dice. Here's how we do it:

• If a character shoots with a weapon with more Fire Dice than what the target has or if the target cannot shoot back, the target is outgunned. The target will take the Received Fire Test but cannot score better than Duck Back, unless it is a Star.
• Grenades and RPGs count as having 6 Fire Dice.
• Shotguns count as having 3 Fire Dice as only 3 of the 6 are counted.
• Zombies never count as being outgunned.

Example – Jimmy has an assault rifle (OR 3) but is out of ammo. He is fired on by Bank who is using a Hunting Rifle (OR 2). Jimmy takes the Received Fire Test and passes 2d6. Although Jimmy has a higher OR weapon, he cannot Carry On because he is out of ammo, so must Duck Back instead. Move him to cover and tilt him over!

10. 2.1 NEVER OUTGUNNED

Stars never count as outgunned.

10.3 FIRING TWO WEAPONS AT ONCE

It is possible to fire 2 weapons at the same time. This results in more firepower but at the cost of reduced accuracy. Characters doing so will count the Rush Shot

penalty for each weapon. Which 2 weapons can you use together? Any 2 that you want, it's your game.

10.4 TIGHT AMMO

Ammo in *ATZ-Reloaded* is pretty much unlimited. However, there is still a chance that a weapon may temporarily run out of ammo and must be reloaded. Here's how we do it:

- Anytime 2 or more "ones" are rolled when firing a weapon it is Out of Ammo and cannot be fired again until reloaded.
- Flip the weapon counter over to reveal the Out of Ammo side.
- When next active the character can reload. Flip the counter back over to reveal the weapon side.
- If the character has an Ammo Counter (15.0.1), whether in hand or stowed away, he can immediately use it to reload. Grunts will always use an Ammo Counter.
- Characters reloading weapons may move but cannot exceed their normal movement.

The weapon is considered out of ammo after all d6 have been applied for the purposes of hitting.

Example – Buffey fires at three targets. She scores a 1, 1, and 6. She counts the 1, 1, and 6 for hitting the target. She also counts the 2 ones for tight ammo purposes so she is out of ammo. Buffey has an Ammo counter and decides to use it, reloading immediately. Why? It is because if she has to react, she will be able to fire.

10.5 LINE OF SIGHT

To shoot something you must first be able to see it. A straight line from the shooter to the target is called a Line of Sight or LOS. Here's how we do it:

- LOS is measured from hex to hex through the center dot of each hex.
- The LOS is blocked if there is a rough terrain hex between characters. This is different than the character being inside the rough terrain hex, which does not block the LOS.
- The LOS is blocked if there is a building terrain hex between characters. This is different than the character being inside the building hex, which does not block the LOS.
- The LOS is blocked if there is a character or

zombie between characters. This is different than the character stacked in the same hex with a character.

10.6 RESOLVING FIRE

Fire continues between 2 or more characters until 1 is unable to return fire. This can happen for the following reasons:

- Run out of ammo by rolling 2 or more ones.
- Someone is outgunned.
- Someone has Ducked Back.
- Someone has Runaway.
- Someone has been hit by fire.

It is common for characters to fire multiple times in 1 turn, both when active and in reaction.

Example – Militia Beck fires her Pistol at a Ganger and misses. The Ganger takes the Received Fire Reaction Test and passes 1d6. He fires back with his SMG and misses as well.

Beck now takes the Received Fire Reaction Test and passes 2d6. Normally Beck would return fire but instead she Ducks Back as she is outgunned. This ends the firing between the 2 characters.

10.7 TARGET SELECTION

When shooting, the character must designate who he will fire at. Here's how we do it:

- When firing due to an In Sight Test, characters will target the enemy character closest to them. This may result in the characters in the front being targeted multiple times.
- During active fire, taken by an active character and not due to a Reaction Test result, the shooter may target specific characters regardless of proximity.
- Stars can always choose their target whether taking an active fire or due to an In Sight Test.

10.8 TARGETING

Here's how a shooter applies Fire Dice:

- The shooter declares who are the targets.
- Before firing the shooter declares how many Fire Dice will go onto each target. It is possible for 1 target to have more than 1 shot on it.

- Roll the dice and arrange the dice from the highest to the lowest.
- Apply the dice to the targets as stated prior to shooting with the highest d6 on the first target.

Example – Nicks fires his Assault Rifle at the Professor and Bank. He declares to fire 1d6 at the first target, the Professor, and the rest at Bank. Nick rolls a 5, 1 and 2. The d6 are laid out from high to low (5, 2, and 1). The 5 will be applied to the Professor and the rest applied to Bank.

10.9 COVER OR CONCEALMENT

There will be times when a character will be in cover, concealment or both. Cover and concealment are different in the following ways:

- Concealment makes you harder to see and influences the In Sight Test.
- Cover makes you harder to hit and influences the Ranged Combat Table.

You can tell when your character is in Cover or otherwise by looking at the Cover and Concealment table on the movement card.

Example – Tonya is entering a building hex. She triggers an In Sight Test. Both her and the Ganger count as concealed on the In Sight Test.

The Ganger goes first and fires at Tonya who doesn't count as being in cover. He misses and she returns fire after taking the Received Fire Reaction Test. She scores an 8 and a 10. The 8 missed due to the Ganger being in cover for being stationary.

10.10 SHOOTING SEQUENCE

Use the following procedure to shoot a weapon:

- Shooter rolls d6 equal to the Fire Dice of the weapon.
- Arrange the d6 from highest to lowest.
- Place the d6 on the appropriate, pre-declared, target.
- Add the Rep of the shooter to each d6 individually.
- Consult the Ranged Combat Table to determine if there's a hit.

Example - Nick fires his Assault Rifle at Buffey, Bank, and Beck. Nick declares Buffey as the 1st target, Bank (who is in the same hex with Buffey) as the 2nd,

and Beck (in an adjacent hex) as the 3rd. Nick rolls a 3, 4, and 6. Each die score is added individually to his Rep of 5 and arranged from high to low.
This results in a total score of 11 on Buffey for a hit, a total score of 9 on Bank which is a hit, and an 8 which is a miss due to Beck being the 3rd target.

10.11 RESOLVING DAMAGE

Once a hit has been scored we must see if any damage was inflicted. Here's how we do it:

- Consult the Ranged Combat Damage Table.
- Go down the left-hand column to the appropriate row based on the d6 score, then across to see what the result is.
- Immediately carry out the result.

10.11.1 TYPES OF DAMAGE

There are 3 types of damage in ATZ-Reloaded. They can be caused from shooting or melee. They are, in order of severity from least to most.

10.11.2 OBVIOUSLY DEAD

The character has taken damage that is so severe it is obvious from afar that the character is dead.

10.11.3 OUT OF THE FIGHT

The character has taken serious damage and cannot continue the Encounter. He cannot move on his own and must be retrieved by others. During and after the Encounter he can be helped by a character with Medical Knowledge (Professor) or one with a Medikit (15.0.2). After the Encounter the character must take the After the Fight Recovery Test (12.1).

PROFESSOR

GEAR

I should have seen it. I should have seen it all along.

MEDICAL KNOWLEDGE: IF HE SPENDS 1 FULL TURN OF ACTIVATION IN THE SAME HEX AS AN *OUT OF THE FIGHT* CHARACTER, THE CHARACTER MAY IMMEDIATELY TAKE THE *AFTER THE FIGHT* RECOVERY TEST

10.11.4 DUCK BACK

Technically this isn't damage but it does cause the character to react in a negative way. Even Stars will Duck Back, and as it isn't damage, they cannot use Star Power

10.12 FIRING AT CARRYING CHARACTERS

When firing at a character carrying an Out of the Fight character, count the character as if in cover. If a miss results due to cover, the OOF character has been hit instead!

10.13 PITIFUL SHOT

Rep 3 characters and only Rep 3 characters are allowed to use the pitiful shot rule. Here's how we do it:

- The Rep 3 fires his weapon and rolls a "6" on the Ranged Combat Table.
- This gives him a total of 9.
- If he cannot hit the target he is allowed to roll 1d6.
- If he scores a 3 or less he has hit the target. Any other score is still a miss and the target must take the Received Fire Reaction Test.

10.14 AUTO-KILL OR CAPTURE

If an active character moves into a hex with an Out of the Fight enemy character he can choose to automatically dispatch the character (by firing his weapon or fighting a melee and scoring at least 1 success) or capture him.

If captured the character must be guarded by at least 1 armed character or immobilized. Each armed character can guard up to 3 characters.

11.0 MELEE

When characters come into contact via the Charge into Melee Test they enter into melee (hand-to-hand combat). Melee occurs when the characters are in the same hex.

11.1 MELEE WEAPONS

There are two types of melee weapons. They are:

- Baseball Bat which gives the user a +1d6 bonus in melee. If used with 2 hands increase the bonus to +2d6.

- Frying Pan used with 1 hand and gives the user a +1d6 bonus in melee but converts into non-lethal damage (11.5.1).

11.2 CHARGE INTO MELEE TEST

The only way to enter melee is via the Charge into Melee Test (11.2). The test is only taken if the following circumstances apply:

- The character can be Active or Inactive.
- The character must have enough Movement Points to enter the hex that the target occupies, even if using a Fast Move (7.2).
- The charging character must have a clear LOS to the target character.
- Chargers can declare a charge at any time during their turn even if the target of the charge was out of LOS at the start of the charger's turn.
-

Example - 3 Gangers come into sight of 2 Survivors. The Leaders of both sides take the In Sight Test. The Ganger Leader wins and the 3 Gangers resolve their action at the same time, choosing to charge. Each will roll separately on the Charge into Melee Table.

11.2.1 HOW TO CHARGE INTO MELEE

Here's how the Charge into Melee Test (11.2) is taken:

- The character declares a charge.
- Consult the Charge into Melee Table.
- Each charger and target rolls 2d6 versus their Rep and determines how many d6 each passes.
- Go down the left-hand column to the appropriate column based on the number of d6 that were passed.
- Go across to the appropriate column based upon whether the Charger or Target passed more d6.
- Immediately carry out the results.
- If charged by more than one character at the same time the target will apply his 2d6 results against each charger individually. If the target is allowed to fire, he can fire on each target as long as he doesn't exceed his maximum Fire Dice.
- If a character charges a hex with 2 opponents in it, he must charge both, and if pass the test, will fight them both, 1 after the other. The charger chooses in what order.

Example - In the previous picture the In Sights have been taken and the order of action determined. Bank and Too Tall will charge Tonya. All roll 2d6 versus their Reps. Tonya passes 2d6 as does Too Tall. Tonya can fire with 1 Fire Die.

Bank has passed 1d6, less than Tonya. Tonya fires with 1Fire Die, the maximum for a Pistol, at Bank, taking him Out of the Fight.

11.3 MELEE COMBAT

After the Charge into Melee Test (11.2) is taken the charger is moved into the hex with the target. Now it's time to melee.

- Consult the Melee Table.
- Each character starts with 1d6 for each point of Rep.
- Add d6 based on any applicable Circumstance.
- Each character rolls its modified total of d6 counting all successes (scores of 1, 2 or 3).
- If a character has scored more successes than the other it has won the melee. This difference is called the Impact.
- If the characters have scored an equal number of successes, subsequent rounds of melee are immediately fought until 1 character wins.

Example – In this picture Too Tall has charged into melee with Tonya. Too Tall rolls 4d6 and scores a 1, 2, 3, and 5, for 3 successes. Tonya fights back rolling 5d6 and scores 5 successes! She has won the melee by scoring 2 successes more – called the Impact.

11.4 RESOLVING MELEE DAMAGE

The winner of the Melee can now roll for damage to the loser. Here's how we do it:

- Consult the Melee Damage Table.
- Subtract the number of successes scored by the loser from that scored by the winner. This is called the Impact.
- Roll 1d6 and read the result as rolled.
- Go down the left-hand column to the appropriate row based on the d6 score compared to the Impact and across to read the result.

- Immediately carry out the result.

Example – Tonya won the melee by 2 successes – called the Impact. She rolls 1d6 versus the Impact and scores a 3. Looking on the Melee Damage Table we see that another round of melee is immediately fought with Too Tall counting a -1 to her Rep. After all rounds of continued melee are finished, her Rep returns to normal.

11.4.1 ZOMBIE DAMAGE

When zombies lose a melee they take damage differently than humans. Here's how we do it:

- 1 zombie is Obviously Dead for each point of Impact scored by the winner. So if fighting 3 zombies and the human wins the melee with an Impact of 2, 2 zeds are Obviously Dead.
- Immediately fight another round of melee if any zeds remain.

Example - Later Tonya is charged by 4 zeds. She takes the Charge into Melee Test and passes 2d6. The zeds automatically count as passing 1d6. Tonya fires and takes out 1 zombie; the other 3 move into the hex occupied by Tonya.

Melee is fought against all 3 zombies. Tonya rolls 6d, 5d6 for her Rep and 1d6 for fighting zombies, and scores 3 successes. The zombies roll 5d6, 3d6 for their basic Rep and +1d6 for each additional zed in melee over the 1st. They score 1 success. Tonya wins the melee with an Impact of 2. This means 2 zombies are Obviously Dead, but 1 remains. Another round of melee is immediately fought.

11.5 MULTI-CHARACTER MELEE

It is possible to be in melee with more than 1 enemy. Here's how we do it:

- Up to 2 characters may charge into a hex for melee purposes. 1 character can charge a hex containing 2 characters. As melees will always be completed before the side is inactive, this means that up to 2 winners will be in the hex, but they must be on the same side. Out of the Fight and Obviously Dead characters do not count towards the maximum character stack of 2 in a hex.

- Only 1 character at a time can attack a target, starting with the highest Rep attacker and going to the lowest. 1 charger fighting 2 defenders will choose in which order to fight.
- Any time during the melee, Stars may choose when they will take their turn to melee.
- The charger decides in which order the characters will attack when the Reps are the same.
- The attacking and defending characters conduct a round of melee.
- If the defender loses the melee the attacker rolls for damage and the melee is over. The other character can now attack the Out of the Fight defender.
- If an attacker loses a melee the defender rolls for damage and the melee continues against the other attacker.

Example – Tonya is in melee with Bank and Too Tall. Too Tall went first as she has a higher Rep than Bank, loss and went Out of the Fight. Bank now enters melee. Tonya scores 4 success and Bank only 1. The difference gives an Impact of 3. Tonya rolls 1d6 on the Melee Damage Table and scores a 1. Bank is Obviously Dead, but because Tonya is not using a melee weapon this converts to Out of the Fight.

11.5.1 NON-LETHAL MELEE

Not all human versus human melee combat need be lethal. Want to use non-lethal melee? Simple, don't use a melee weapon or use the Frying Pan and resolve the melee normally with the following changes:

- Results of Obviously Dead count as Out of the Fight and the injured character will roll 3d6 instead of 2d6 but only counting the best 2d6 results when taking the After the Fight Recovery Test. This allows for accidental deaths.

12.0 RECOVERY

Players can attempt to recover their Out of the Fight characters during the Encounter. Here's how we do it:

- The character moves into the hex where the OOF character is and spends 1 additional Movement Point over normal. The character can continue its movement if points allow.
- Characters carrying OOF characters can take the Fast Move Test but will only count the result of the best d6. As long as the character is carrying the character he counts as retrieving wounded for Reaction Test purposes.
- Characters can fire weapons when retrieving OOF characters but will count the Rush Shot penalty.
- Characters charged while retrieving wounded will drop the character.

12.1 AFTER THE ENCOUNTER

After the Encounter, if playing a campaign, Out of the Fight characters and those that have Runaway must test to see if they return. Here's how we do it:

- Consult the After the Fight Recovery Table.
- Start with 2d6.
- Modify the number of d6 by any applicable Circumstance.
- Roll the modified number of d6 versus the Rep of the Out of the Fight or Runaway character.
- Determine the number of d6 passed.
- Go down the left-hand column to the appropriate row based on the number of d6 passed.
- Go across to find out the results. Immediately carry out the results.

STOP!

Take 2 characters and place them 3 hexes from each other and out of sight. Roll 2d6 for Activation. What if you rolled doubles?

Move the Active character into sight of the other character. Take an In Sight Test with the winner charging the loser. Take a Charge into Melee Test.

Resolve a melee. Do this a second time with 2 characters charging 1 character. Did you roll 1 set of d6 for the target when taking the Charge into Melee Test and apply them individually to both chargers?

Resolve a multi-character melee.

Now roll twice on the After the Fight Recovery Table for a Rep 4 Runaway and a Rep 3 Out of the Fight character.

That's it! You've finished the rules. If you've done the exercises you should have a pretty good grasp of how the rules are played. What follows will be informational. Just read it and apply it during your game.

Hey, what about the zombies? Glad you asked.

13.0 ZOMBIES

We've put all of the info about zombies in one section to make it easier for you to learn about them. Once you're familiar with the rules for humans – your biggest enemy – then move on to the zombies.

Now that we've explained humans let's talk about zombies or as they are also called, zeds.

The first rule of *All Things Zombie-Reloaded* is - know your enemy. He may have been your friend or even a relative. You have to put that in the past because that person no longer exists. That person has been replaced. The creature that has replaced him is a fearless foe never panicking and always moving relentlessly forward. He has only one goal and that's to feed on the living. That's all. Remember that.

So let us talk about *All Things Zombie*.

13.1 DEFINING ZOMBIES

There are only a few things that define a zombie besides being dead men walking.

- What is its Reputation?
- Does it have any Special Attributes?
- What type of Weapons does it have?

13.1.1 REPUTATION

All zombies have a Reputation of 3. This can be increased to 4 due to Zombie Frenzy, but they will still count as 3 for melee.

13.1.2 SPECIAL ATTRIBUTE

Zombies have a unique Attribute called Zombie Frenzy. Here's how we do it:

- Zombies that have a LOS to a human target will count Zombie Frenzy. Flip the counter over to the 4 – 3 side.
- Zombies with Zombie Frenzy count as Rep 4 for activation only. It still counts as Rep 3 for melee!
- Zombies with Zombie Frenzy will always move towards the nearest human.
- Once the LOS no longer applies flip the zombie counter back to the Rep 3 side.

Example – Activation dice are rolled and the humans score a 5 and the zombies a 4. Tonya is being chased by three Gangers and comes around the side of a building.

The Zombies activate. Zombies A and B have a LOS to Tonya. Zombie C cannot see her. A and B have LOS to Tonya so will count Zombie Frenzy (Rep 4) and activate. C does not have a LOS to Tonya or any other human so does not activate (Rep 3).

13.1.3 WEAPONS

Zombies do not use weapons. They can only inflict damage in melee. Don't feel sad for them as they do have Zombie Swarm (13.9.1).

13.2 GENERATING ZOMBIES

Zombies are generated at 4 different times during the game.

- When the game starts.
- During the game when they are attracted by the sound of gunfire and other noise.
- During the game when they can be found when entering buildings.
- When doubles are rolled for Activation and the Event Card says zombies.

Let's explain each in detail.

13.2.1 WHEN THE GAME STARTS

Zombies are generated when the game starts. Here's how we do it:

- At the start of the game each human is moved 1 full move onto the map. This may be a normal move or a Fast Move. Trust me on this one; you really want to Fast Move.
- Each human will now check to generate zombies by drawing 1 Event Card. Make sure you use the appropriate column for the area you are in.
- Any result of zeds means they are placed on the map.
- Any result of humans is ignored.
- Replace the cards and shuffle the deck.

13.2.2 GENERATED BY NOISE

This is the most common way to generate zombies. Here's how we do it:

- Every time a Fire Die is used immediately roll 1d6.
- If in an urban area a result of 4 - 6 means 1 zombie was generated.
- If in a suburban area a result of 5 - 6 means 1 zombie was generated.
- If in a rural area a result of 6 means 1 zombie was generated.

Zombies are generated when you fail to enter a multi-hex building just as if you were using Fire Dice. Here's how we do it:

- For each point higher than the number needed to enter the hex, roll 1d6 and read the result as rolled.
- If you are in an urban area (14.5.1), you generated a zombie if a 4, 5, or 6 are scored.
- If you are in a suburbs area (14.5.2), you generated a zombie if a 5 or 6 are scored.
- If you are in a rural area (14.5.3), you generated a zombie if a 6 is scored.
- See the section called Placing Zombies (13.3) to see how they are placed.

13.2.3 MEETING ZOMBIES IN BUILDINGS

When you enter a building for the first time during an Encounter you must determine if there are zombies. Here's how we do it:

- When you enter a 1 hex building or a hex with a colored triangle, draw an Event Card. This will tell you if you met zeds and how many of them. You could have met humans instead, but you will never meet zeds and humans.

13.2.4 DOUBLES

When doubles are rolled for Activation an Event Card is drawn. The card will tell you how many, if any, zombies are generated. Be sure to use the correct column for the area you are in.

13.3 PLACING THE ZOMBIES

Zombies are placed as soon as they are generated. Here's how we do it:

- When a zombie is generated draw 1 zombie counter at random (we recommend storing them in a cup or piled face down).
- Read the number in the upper right-hand corner of the zed counter. This is the hex side that the zombie is placed in relation to the character that drew the card or fired a ranged weapon. Players should agree on which hex side is 1 before the game begins.
- The zed is placed 6 hexes away from that hex side.
- If this is off the map use the next hex side going clockwise.
- If the placement would put them inside a building, place them inside.
- Zombies that are placed will activate on the next turn of zombie activation.

13.3.1 ZOMBIE SURPRISE

Zombie Surprise replaces the Charge into Melee Test when entering a building.

When you enter a hex with a colored triangle and succeed in getting inside (not when coming out) we place zombies differently than outlined. We call it Zombie Surprise and here's how we do it:

- The character moves to a hex with a colored triangle.
- He succeeds in entering the building by rolling the required number for the triangle; Green (1-5), Yellow (1 – 4), or Red (1 – 3).
- Draw an Event Card.
- Divide the zeds between the humans involved with any odd zed placed randomly.
- Roll 1d6 and add the result to the total number of zombies you have met. This is called the Zombie Surprise Total.
- Next roll 1d6 for each human that has entered the building and add the result to its Rep. This is called the Human Surprise Total.
- Compare the Surprise Totals against each other.
- If the human total is greater than the zombie total the human will fire. Any surviving zombies will now enter melee.

- If the human total is equal or lower than the zombie total the human may not fire. The zombies will now enter melee.

13.4 ZOMBIE ACTIVATION

Humans that are stacked in the same hex or in an adjacent hex can activate together. Zombies are a little different. All zombies will activate at the same time. Here's how we do it:

- When the zeds activate, all of them are moved at the same time.
- After all zeds have moved, all Charge into Melee Tests and melees are carried out. Don't forget to check for generating zeds from gunfire, but don't worry as they do not move until the next zombie activation.

13.5 ACTIONS

When a zombie is active it will perform the following actions in this order of priority.

- If a zombie is feasting (13.5.2) it will continue.

- Zombies at 3 hexes or less from a human will charge.
- If a zombie has a LOS to a human it will move towards it.
- If a zombie had an LOS to a human when last active, but does not now because the human moved out of sight, it will move towards the spot where it last saw the human
- Zombies will move in the direction of the most Fire Dice rolled this or last turn within 12 hexes.
- Zombies will move in the direction that it was moving previously. If it was not moving previously move it randomly by rolling 1d6 to decide the hex side it will move through.
- If it runs into a dead end such as a building or map edge it will move either to the left (1 - 3) or right (4 - 6).
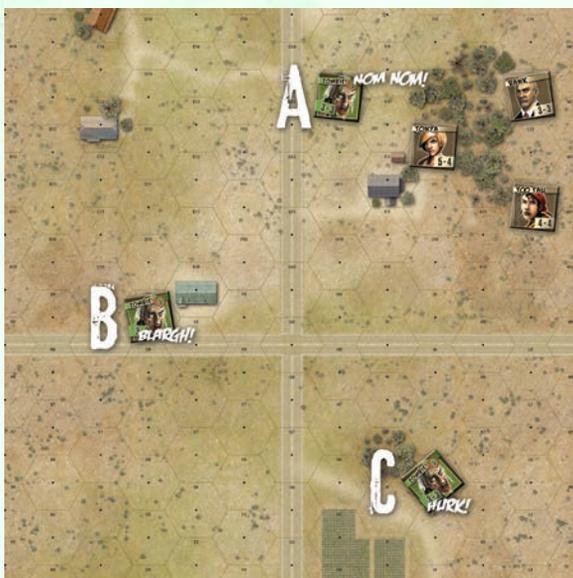
Example – In this picture above, the zeds activate. Zombie "A" is within 3 hexes of a human so charges and is moved into the hex occupied by Tonya. Zombie "B" does not have a LOS to Tonya but heard the Fire Dice this turn. He moves 3 hexes towards the sound. Zombie "C" has a LOS to Tonya so moves 3 hexes towards here. As all of the zeds have moved, it's time to resolve melees, starting with the Charge into Melee Test.

13.5.1 ZOMBIE STACKING

Up to 4 zombies may stack in 1 hex. Obviously Dead zombies are removed as they die.

When do zeds stack? There are 2 times when they will stack.

- Zombies generated by an Event Card will always stack. If the number of zeds exceeds the stacking limit of 4, the remaining zeds are placed in an adjacent hex based on the placement number in the upper right-hand corner of the counter.
- Zombies moving towards the same hex will stack together if it does not slow their progress.

Example – The zombies activate and as all have LOS to a human, will move directly towards the human.
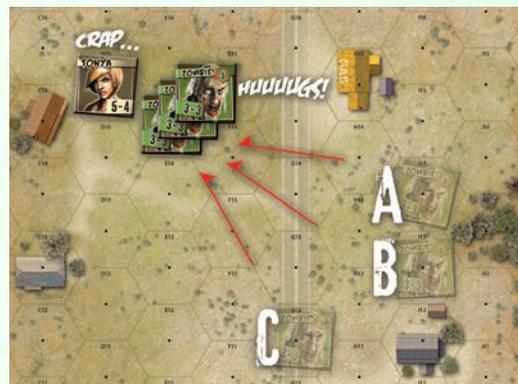
Example – The 3 zeds move together and form a stack then continue their move together. Once stacked, zeds will not separate and will move togethter.

13.5.2 ZOMBIE FEASTING

Where do zombies go when they are hungry? They go to the closest Out of the Fight or freshly Obviously Dead human that they can see. A freshly Obviously Dead human is one that the zeds have seen die. Here's how we do it:

- Any zombie within 6 hexes and has a LOS to a downed human will move towards it. No more than 4 zeds can stack in the hex. Additional zeds drawn to the feast are stacked in adjacent hexes.

- When the first zombie reaches the downed human roll 1d6. Place the die next to the human with the number scored face up. That is the number of turns, not turns of activation that the zeds will spend feasting on the human.
- Once the last turn has been completed the zombies will move off in random directions based on the number in their upper right hand corner.

13.6 ZED MOVEMENT

Zombies will always move their maximum allowable distance, which is 3 Movement Points. However they may be subject to movement restrictions for a variety of reasons. Here's how we do it:

- Fast Move - Zombies cannot Fast Move but are subject to Zombie Frenzy so could activate more often.
- Buildings – It costs a Zombie 3 Movement Points to enter a building hex.
- Rough - It costs a Zombie 3 Movement Points to enter a rough hex.

13.6.1 ENTERING BUILDINGS

Zombies do not normally enter buildings, but will do so if they have seen a human enter. Here's how we do it:

- The human enters the building hex and the zombie sees it.
- For a zombie to enter a multi-hex building the humans must have previously made a successful color triangle roll and not barricaded the hex.
- The zombie reaches the hex that the human entered.
- The zed spends 3 Movement Points to enter the hex.

13.6.2 BARRICADING THE HEX

After a human has successfully entered a multi-hex building through a colored triangle, it no longer requires a roll to enter the building. Instead the hex may be entered without penalty by humans or zombies.

If desired the human can barricade the door – in effect, re-set the hex to require a d6 roll to enter. Here's how we do it:

- The human spends 1 turn of Activation in the hex.
- He uses, then discards, 1 Supplies Counter (A or B).
- The hex is now barricaded and requires a roll to enter.
- Zombies cannot enter hexes that require a roll.

Example – Lil and Sailor roll 1d6 to enter a yellow triangle hex and score a 3. They are successful. When next active they burn 1 Supplies counter and barricade the door. On their next Activation they move further into the building.

13.7 ZOMBIE REACTIONS

Zombies affect and are affected by Reaction Tests differently than human. Here's how we do it:

- Zombies do not take In Sight Tests.
- Zombies do not trigger an In Sight Test from humans.
- Zombies always count as passing 1d6 on the Charge into Melee Test.
- Zombies do not take the Received Fire or Man Down Reaction Tests.

13.8 RANGED COMBAT

Zombies cannot use ranged weapons of any type. However, ranged combat will affect them in the following ways.

13.8.1 LINE OF SIGHT AND COVER

You still need to see the zombie to hit it. But the good news is that zombies aren't smart enough to use cover. So this means they never count as being in cover on the Ranged Combat Table.

13.8.2 DETERMINING DAMAGE

Once you've scored a hit on the zombie you have to see what kind of damage you inflict. They are a little bit different than humans. After all, they are already dead. Here's how we do it:

- Score a result of their Rep or higher, or a "6" and they're Obviously Dead. I mean dead, dead, take them off the map.

- Score a result lower than their Rep and they will Carry On. You hit them but not good enough to put them down. Don't worry though we have the Easy to Kill Rule.

13.8.3 EASY TO KILL RULE

Zombies are pretty easy to kill with a ranged weapon. I mean think about it. Slow walking target usually coming straight towards you. To reflect how easy it is to shoot them in the head we have the Easy to Kill Rule. Here's how we do it:

- When firing at a zombie at any time, except when the shooter is being charged, use the Rep of the shooter to score a result of Obviously Dead instead of the Rep of the zed.
- If the shooter scores a result that is equal to its Rep or lower, the zed is Obviously Dead.
- If the result is higher than the shooter's Rep, the zed will Carry On.

Example – Beck (Rep 4) sees a zombie and fires her Pistol at it, scoring a hit. She rolls 1d6 versus her Rep and scores a 4. The zed is Obviously Dead.

Later she enters a building and draws an Event Card. 2 zeds and time for Zombie Surprise. I roll 1d6 and score a 2, the Zombie Surprise Total is 4. Beck rolls 1d6 and scores a 3 for a total of 7. She is allowed to fire and puts 1 Fire Die into 1 zed. Beck scores an 8. Remember that the zeds don't count cover so the 8 was a hit.

She now rolls for damage and scores a 2 – lower than the zed's Rep of 3, so he Carries On and into melee.

13.9 ZOMBIE MELEE

Zombies always count as passing 1d6 on the Charge into Melee Test.

13.9.1 ZOMBIE SWARM

Zombies cannot use any type of melee weapon, but do have a unique feature called Zombie Swarm. Here's how we do it:

- Up to 4 zeds may move into 1 hex to melee humans.

- Divide the zeds between the humans in the hex as you did for Zombie Surprise (13.3.1).
- The zombies will count their Rep in melee just like humans.
- But the difference is they count a +1d6 bonus for each additional zombie attacking the human, up to 3. So 4 zeds in melee with 1 human would count a +3d6 bonus!

Example – Three zeds surprise Beck and go into melee. She rolls 5d6; 4d6 for Rep and a +1d6 as she is fighting zombies. She scores 2 successes.

The 3 zeds count a 3d6 for Rep of 3 and +2d6 for having 2 additional zeds in combat with Beck. Rolling 5d6 they score 4 successes and win the melee. They now roll for damage. Lucky for Beck, no matter how many zeds are involved in the melee, they only roll once for damage!

13.9.2 DETERMINING DAMAGE

When zombies win a melee, they will roll once on the Melee Damage Table, regardless of the number of zeds actually attacking. This could result in another round of melee being fought!

When zombies lose a round of melee, 1 zombie is killed for each success more scored by the winning human. If there are any surviving zombies after the melee has been fought, immediately fight another round of melee.

Example – In this picture we see 3 zeds attacking Tonya. They are in the same hex, but we have them off to the side while we resolve the melee. Tonya starts with 5d6; 1d6 per point of Rep. She rolls 5d6 and counts a +1d6 for fighting zeds. Rolling 6d6 she scores 3 successes. The zeds start with 3d6 for Rep and add 2d6, 1 for each additional zed over the 1st. They score 2 successes. Tonya wins and 1 zed is dead.

13.9.3 "HARRY, ARE YOU OKAY?"

Humans that melee with zombies could be injured and become infected. Here's how we do it:

- If the human goes Out of the Fight and did not suffer a Zombie Feast, he could become infected.
- If the human did not win a melee with zombies on the 1st round, he could become infected. Whether or not it won the second or subsequent rounds does not matters. This makes Zombie Swarm even more dangerous!

If either circumstance applies it's time to take the test. Here's how we do it:

- After the Encounter is over the test is taken.
- Roll 1d6, read the result as rolled and add it to the Rep of the character.
- Those that went Out of the Fight will count their total as 1 less.
- If the total is 7 or higher he is okay.
- If the total is 6 or less the human is infected and will turn into a zombie.
- Remember that Star Power is useless against zeds!

13.9.4 ZOMBIFIED

So you've turned into a zed, but hey, it doesn't mean the end…yet. The character still has time as a human and can go on another Encounter (usually he'll be searching for the "Cure"). Here's how we do it:

- Set up an Encounter as you normally would.
- Every time the Activation dice come up "doubles" the disease is progressing and the character's Rep is reduced by 1 point.
- When his Rep reaches 2, the transformation is complete and the character has crossed over to the dark side and functions as a zombie.

Example – Buffey (Rep 4) ain't feeling so well. She was in a melee with 3 zeds last Encounter and it carried over into a second round. She still won, but things just aren't right. She rolled for infection and scored a 1. Added to her Rep of 4 meant she was infected and time was running out.

Tonya and the Professor decided to take Buffey on one last Encounter. They would go on a Search (19.0) in hopes of finding the Cure.

Three turns in the Activation dice turned up double twos. Buffey dropped to Rep 3. Later doubles came up again and she fell to Rep 2. The next time the zeds activated Buffey was with them – she was now a Rep 3 zed.
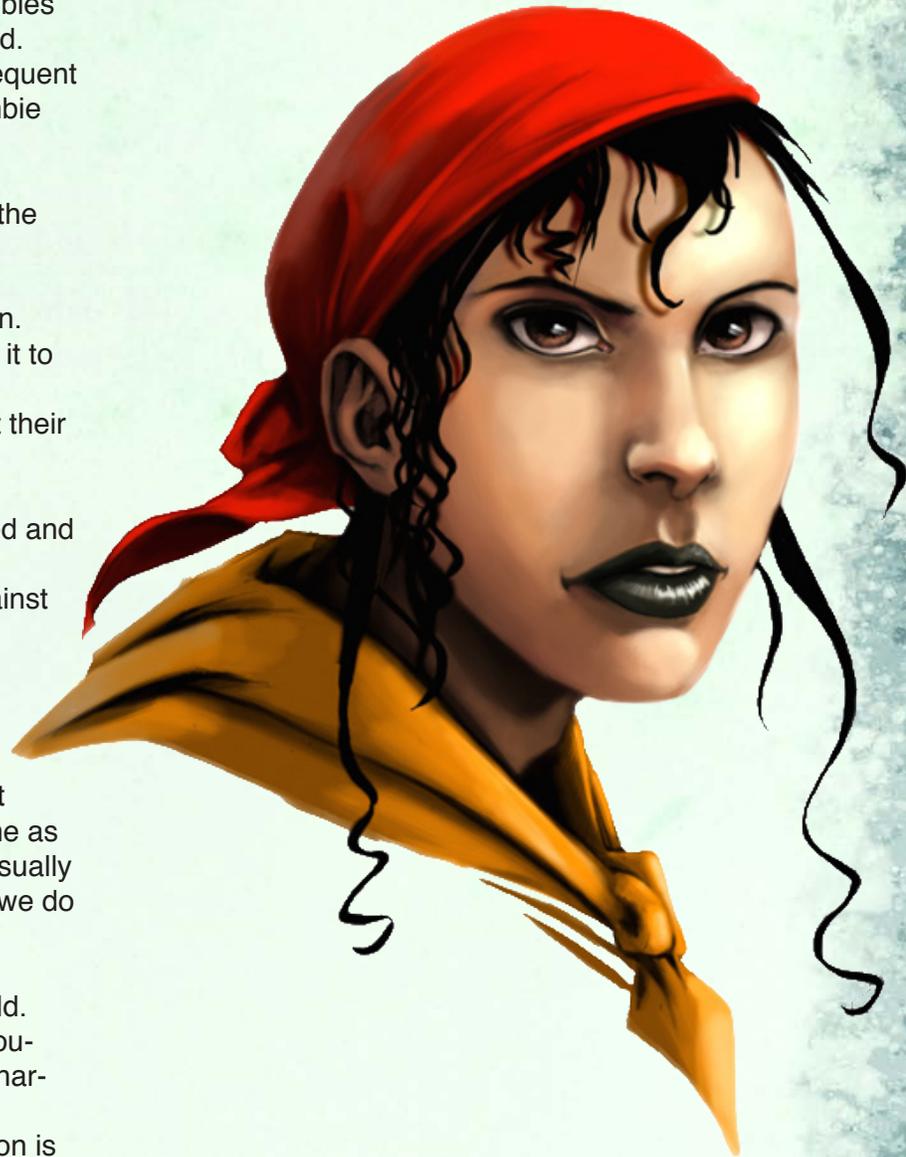
14.0 CAMPAIGNS

Each Encounter or game you play is self-contained and no 2 games will ever play the same. Campaigns link all of these games together into 1 story and what occurs in one Encounter will influence what happens in the next. Let's go into more detail on how campaigns work and remember that you can use as much or as little of the campaign rules as you like.

14.1 TIME IN THE CAMPAIGN

The campaign can last as long as you like. It can be played for a while then set aside to be revisited at a later date. Just keep track of where you left off.

The first year of the campaign is Year 1. What the actual date may be doesn't matter, but if it makes you feel better choose a real year and month.

For simplicity's sake we track time in the campaign by the month. Players will have 2 Encounters per month; 1 that you choose and 1 that chooses you.

14.2 YOUR ROLE

Your role in the campaign is as follows:

• To stay alive.
• Recruit and lead your group on Encounters to gather items (15.1) needed to survive.
• Manage yourself and your Grunts, keeping track as Reputation goes up and down.
• Keep them and yourself alive.

We thought we'd mention staying alive a 2nd time. Notice how we didn't say kill zombies as this game is as much about knowing when not to fight as well as when to fight.

14.2.1 ALL BY YOURSELF

Here's the most satisfying way to play the campaign. You start out all by yourself. No 1st group of Grunts. Instead, go right to the Search Encounter (19.0) and go on your own. It really is more satisfying.

14.3 CHARACTER JOURNAL

It helps to keep a record of your characters. The basics like Rep, Weapons, Items, Grunts, etc. You can make it as elaborate as you like. Me? I place my characters into a plastic sandwich bag with the items and weapons he has.

14.4 CAMPAIGN TURN SEQUENCE

Let's explain the Campaign Turn sequence how it happens each month. Here's how we do it:

1. Declare what Area you are in or if you are traveling to a different area (14.5); urban, suburban, or rural.
2. At the start of each month every character must burn (use) 1 Supplies counter (A or B). If the character doesn't, the character counts a -1 to its Rep for the entire upcoming month, even if he finds Supplies during that month. This Rep loss can only be recovered at the start of the next month and only if a Supplies counter is burned.
3. Choose a Voluntary Encounter (18.1) if you want.
4. At the end of the Encounter, test to see if anyone in your group increases or decreases in Rep (3.3)
5. At the end of the Encounter take the Keeping It Together Test (4.2).
6. Roll for an Involuntary Encounter (18.2).
7. At the end of the Encounter, test to see if anyone in your group increases or decreases in Rep (26.1).
8. At the end of the Encounter take the Keeping It Together Test (4.2).

That ends the Campaign Turn and you can now advance the timeline by 1 month.

14.5 AREAS

The Campaign for *ATZ-Reloaded* can be set anywhere in the world. It can be over an area as small or as large as you want. You can go from your city to the next smaller town and count that as a new area. You could go to the next state or county and call that an area. It doesn't really matter where you set your campaign. What does matter is what type of Area is it?

14.5.1 URBAN

Urban areas were densely populated cities before the zombies. The most people, the most businesses, and the most buildings. Now they have the most

items to be found, but are the haven for Gangers.

14.5.2 SUBURBS

Those places on the outskirts of the cities where people could live away from the crowd yet commute to work. The 'burbs still has a decent number of items to be found; populated mostly with Militia.

14.5.3 RURAL

The rural areas were far from the cities and very quiet back in the day. Now it's populated by Survivors and some Militia, all competing for what few items that can still be found.

14.5.4 MOVING BETWEEN AREAS

At the start of each moth you declare in what type of area you are in. It will be the type that you finished your previous month in unless you choose to move to a different type. Here's how we do it:

•   If you are in a rural area you can move to the suburbs.
•   If you are in an urban area you can move to the suburbs.
•   If you are in the suburbs you can move into the rural or urban area.

Once there, it's time to look for items.

15.0 ITEMS

To survive and thrive in *ATZ-Reloaded* you must find and use items. We've divided them into 2 types; weapons and non-weapons. We've covered weapons elsewhere so let's go into more detail of the non-weapon items you can use.

15.0.1 AMMO

These represent stockpiles of ammo for ranged weapons. Using 1 Ammo counter allows the character to immediately reload, not having to wait until he is next active.

15.0.2 MEDIKIT

The Medikit is a very valuable item that can be used in a couple of ways. Here's how we do it:

•   During or after the Encounter a character with a Medikit enters the same hex as an Out of the Fight character.
•   The Out of the Fight character can immediately roll on the After the Fight Recovery Table.
•   When used by a character on an Out of the Fight character after the Encounter, the Out of the Fight character counts a +1d6 bonus when rolling on the After the Fight Recovery Table.
•   The Medikit can be reused as often as needed, but never twice in a row on the same character.

Example – After a very bloody melee with zombies, Beck and Too Tall are both Out of the Fight. When next active, Tonya enters the hex and uses the Medikit on Too Tall. Too Tall takes the After the Fight Recovery Test (12.1) and passes 2d6, she has recovered and is back in the Encounter.

Next Tonya uses it on Beck. Beck passes 1d6 and recovers but at 1 Rep lower.

However, both characters are at risk of becoming Zombified (13.9.4).

15.0.3 SCOPE

The scope can be attached to almost any ranged weapon, even the crossbow, but not a shotgun. Here's how we do it:

•   Once attached it cannot be detached until after the Encounter (18.0) is over.
•   Using the scope allows the user to roll 1 additional d6 on the Ranged Combat Table. The character can choose which result to use.
•   Using the scope does not count as a shot for generating zombies (13.2).
•   Once the scope is attached it counts as part of the weapon but does not count against the number of items that can be carried (15.3).

15.0.4 SUPPLIES

Supplies represent different items at different times. Here's how we do it:

- Supplies can represent food, gas, medicine, or something entirely different, depending upon the Encounter (18.0). It is what you want it to be when you use it.

Example – Jimmy has 2 Supplies A counters. He burns the 1st one as Food to keep his Rep intact for the month. Later he burns the 2nd one in barricading a red triangle hex (7.1.3).

- Supplies are either type "A" or "B". "B" Supplies are worth 2 "A" Supplies. This comes in handy when the character is carrying items as type "B" still count as a 1 hand item. You can make change if you need to.
- At the start of each month every character must burn (use) 1 Supplies counter (A or B). If it doesn't, the character counts a -1 to its Rep. This Rep loss can only be recovered at the start of the next month and only if a Supplies counter is burned.

SUPPLY A   **SUPPLY B**

15.0.5 VEST

The vest gives the wearer a +1d6 bonus in melee (11). When the vest is worn on the character, it does not count against the number of items that can be carried.

15.1 HOW DO YOU GET ITEMS?

You get items in a variety of ways. They are:

- At the start of the campaign each Star receives 1 item per point of Rep. So if you start as a Rep 5 Star you will start with 5 Items.
- Every NPC will start with 1 weapon and 1 non-weapon item. Simply pull a counter for 1 or both when generated.

-
- You can Barter (15.6) for items during an Encounter.
- You can receive items as wages or gifts from other characters.
- You can find items in buildings.
- You can get them from characters while on an Encounter (18).

I'm sure by now some of you resourceful players are thinking of ways to bend the rules to your benefit. Good for you! Because the life expectancy in *ATZ-Reloaded* can be pretty short so enjoy it while you can. Hey, did we mention that *the game play is the thing?*

15.2 HOW DO YOU LOSE ITEMS?

Easy come easy go, here's how you lose Items.

- You lose 1 item for each NPC you recruit before your 1st Encounter.
- Someone takes them from you during an Encounter, either when you're Out of the Fight or Obviously Dead.

15.3 WHAT CAN I CARRY?

How many items can a character carry? That depends on the item. Some games use Encumbrance Points, track Weight, Size etc. Did we mention that we hate bookkeeping? We prefer the easy way. Here's how we do it:

- Items used with 1 hand count as 1 item for carrying purposes.
- Items normally used with 2 hands count as 2 items for carrying purposes. Yes, you could fire a SMG with 1 hand but normally you would use 2, so it's a 2 hand item.
- We count all items for carrying, even those in your hands.

So a Pistol is a 1 hand item, an Assault Rifle a 2 hand item. We have some exceptions:

- Vest – If you're wearing it, the vest doesn't count against what you can carry. It you're not then it's a 2 hand Item.
- Scope – If you attach it to a weapon it doesn't count against what you can carry. It you don't then it's a 1 hand Item.

- Ammo, Medikit, and Supplies (A or B) – All count as 1 hand items. That makes "B" Supplies more valuable.
- Gas Tank – The gas tanks counts as a 2 hand item.

Over time you can acquire as many items as you want but you cannot carry them all so choose your items wisely.

15.3.1 GREED CAN KILL YOU

With nothing to stop you but your conscience a player can take and take and take as much stuff as he can get his hands on. But keep in mind that Greed is one of the Seven Deadly Sins. Trying to carry too much can be dangerous. What's too much? That's for you to decide. Here's how we do it:

- A character may carry up his Rep in items without any penalties. Remember that 2 hand items count as 2 items.
- A character carrying over his Rep in items will only roll 1d6 when attempting to Fast Move.
- A character carrying over 2 times his Rep cannot Fast Move and spends 1 Movement Point extra when entering a hex just for carrying the Items.

That's it, short and sweet.

Example - Sailor (Rep 3) is carrying a Shotgun (2 items) and 1 pistol (1 item). As this is not over his Rep, he has no movement penalties.

Later, he adds 1 "B" Supplies (1 item) so will now only roll 1d6 when attempting a Fast Move.

15.4 SEARCHING BUILDINGS

The easiest way to find items is to search buildings. Here's how we do it:

- When you have entered a 1 hex building or a hex with a colored triangle for the first time, draw an Event Card. You can now search the hex.
- There cannot be any zombies or opponents in the hex when you search. So if the card revealed zeds, you must kill them first to search. If the card revealed Non-Player Characters, you must eliminate them to search. If you choose not to, then the hex cannot be searched.

Example – Tonya entered a red triangle hex and drew an Event Card, revealing 2 zombies. She killed the 2 zeds and can now search for loot. Looking down the Event Card to the red colored circle, she has found a Pistol.

The bad news is that there aren't any more Pistol counters to be had. The good news is she tosses in a Baseball Bat counter that she had and replaces it with an Assault Rifle from the green colored circle row. She chooses to keep the Assault Rifle in her hands and places her Pistols with her gear (on top of the character card).

When no counters remain for the type of loot, you can choose any item from a row below the row you would normally use.

15.5 TAKING ITEMS

After a fight occurs you may find yourself with the upper hand over another character whether a Star or NPC. There may be a chance that you can recover valuable items from that character. Here's how we do it:

- You can take any item that you have seen him use. This will usually be a weapon, but could be a vest if you saw him using the vest as a 1d6 modifier for melee.
- In addition to the above you can draw 1 Event Card for the character. Roll 1d6.
- If a 6 is rolled, you get the item from the Red row.
- If a 5 is rolled, you get the item from the Yellow row.
- If a 4 is rolled, you get the item from the Green row.
- If a 1, 2, or 3 is rolled, you get the item from the "-"row.
- It is possible to get nothing.
-

Example – Billy Pink (remember that you can make your own unique characters) has just sent Bank, Out of the Fight. Bank was using a Hunting Rifle with a Scope. I now draw an Event Card to see if he had anything else. Here's the card I drew.

I roll 1d6 and score a 4 so Billy gets the Supplies "A" from the Green row. Billy is already carrying 2 Pistols (2 items), a Medikit (1 item), a "B" Supplies (1 item) for a total of 4 items. The Hunting Rifle is a 2 hand item (the scope doesn't count as it's mounted on the rifle) and the "A" Supplies (1 item) makes it 3 possible items. Billy takes the Supplies and leaves the rifle, preferring speed over loot.

15.6 BARTERING

Whenever characters meet there is a chance that they can barter for items. Here's how we do it:

- The characters move to adjacent hexes.
- A Talk the Talk Test (16.3) is taken.
- If directed by the test, bartering can begin.

15.6.1 HAGGLING

When bartering is allowed the characters may exchange items. Here's how we do it:

- Unless the NPC already has items stored as gear, draw 1 Event Card for each NPC wanting to barter. Roll 1d6.
- If a 6 is rolled, he has the Item from the Red row.
- If a 5 is rolled, he has the Item from the Yellow row.
- If a 4 is rolled, he has the Item from the Green row.
- If a 1, 2, or 3 is rolled, he has the Item from the "-"row.
- It is possible that he has nothing to barter with.
- Grunts never barter away whatever they have in their hands.

Once it is determined what the NPC has to barter with, simply exchange 1 of your Items for whatever he has. "B" Supplies count as 2 items for bartering!

Stars can barter between each other as desired.

16.0 MEETING HUMANS

When drawing an Event Card, humans, like zombies, can be met. Here's how we do it:

- When drawing a card in a building hex (7.1.3), the humans are placed in the adjacent hex. If in a 1 hex building, place the entering humans outside the building. In effect they have met the NPC humans coming out the door!
- When drawing a card due to doubles being rolled for Activation (5.0), place the humans as you would zombies that are generated by Fire Dice. All humans will be in the same hex or an adjacent hex. The score of the doubles is the hex side to be used for placement.
- If coming into sight of NPCs, immediately take a Friend or Foe Test (16.2).

16.1 GENERATING NPCS

The Event Card will tell you how many NPCs there are and their Class (3.5).Here's how we do it:

- When a NPC is generated by an Event Card it will be either the same Class (3.5) as you are or a different Class.
- If it is a different Class, draw 1 Generic Character Counter for each character on the Event Card. This is done because you cannot recruit (16.3.1) a character from a different Class.
- If it is the same Class, draw 1 Character Counter from the unused pile for each character on the Event Card because you could recruit the NPC.

Generic Character Counters have their weapons listed on them.

Character Counters do not. Just draw a weapon counter at random.

Example – Tonya and Too Tall have entered a red triangle building hex. I draw an Event Card and score 2 Survivors for the area they are in. As both groups are the same Class, I go to the unused Character Card pile and draw 2 cards, Jimmy and Sailor. I now pull 1 weapon counter and 1 non-weapon item counter for each NPC. Jimmy is packing a Shotgun and has extra Ammo. Sailor has a Pistol and Baseball Bat. Seeing how each are 1 hand items, he has them both out to play with. I place their counters inside the building in an adjacent hex. But are they friends or foes?

Note that if the NPCs were a different Class than Tonya and Too Tall, I would have used the Generic Counters and pulled 1 non-weapon item counter for each.

16.2 FRIEND OR FOE

You've met some humans, but are they friends, foes, or maybe something in between. Here's how we do it:

- When a LOS is established use the following procedure.
- Roll 1d6 and add the result to the number of characters in your group.
- Roll 1d6 and add the result to the number of characters in the NPC group.
- If the NPC's total is 2 times or more than your total then it's a fight. Time to take the In Sight Test (8.0).
- Otherwise, when active, the groups will move towards each other into adjacent hexes and Talk the Talk.

Example – Tonya now rolls 1d6 and scores a 5. Added to 2 for the number of characters she scores a 7. Jimmy rolls 1d6 and becomes a modified total of 5. So it's time to Talk the Talk.

16.3 TALK THE TALK

The 2 sides have moved into adjacent hexes and it's time to Talk the Talk and see what happens. Here's how we do it:

- Consult the Talk the Talk Table.
- The Leaders of both sides start with 1d6 per point of Rep.
- Modify the number of d6 rolled by any applicable Circumstance.
- Roll the modified number of d6 looking for successes (score of 1, 2, or 3).
- Go down the left-hand column to the appropriate row based on the number of successes scored by the Star. Go across to see the results. Immediately carry out the results.

Example – Tonya and Jimmy now Talk the Talk. Tonya rolls 5d6 for her Rep and scores 3 successes. Jimmy rolls 5d6, 4d6 for his Rep and 1d6 for his Negotiator Attribute, and scores 2 successes. Looking on the table see that Jimmy and Sailor will offer to barter with Tonya and Too Tall. They will also join the group if Tonya wants.

16.3.1 RECRUITING GRUNTS

When you need to recruit more Grunts to your group you use the Talk the Talk Table. If you are specifically trying to recruit Grunts you can give them gifts to increase the chances. Here's how we do it:

- For each item you give the NPC you get a +1d6 bonus on the Talk the Talk Table. There is no limit to the number of items you can give away. Really? Really.
- You can Talk the Talk with characters of opposing Classes, but can only recruit those of the same Class.

16.4 WALK THE WALK

Things have broken down between the characters and it's come to combat. The Talk the Talk went south and it's time to fight. Here's how we do it:

- In Sight is rolled with both sides counting as Active.

Stars may choose to Walk the Walk at any time while NPCs will only do so if directed by a Talk the Talk result.

Example – A rival Ganger is active and scores a result of exchange pleasantries. In fact he even barters with you. You activate next and decide to draw your gun and Walk the Walk. Both groups take the In Sight Tests. Whoa, that's cold bro'. Get over it.

16.4.1 AT THE MERCY OF THE ENEMY

Sometimes things don't work out quite like you planned. Somehow you, or one of your Grunts, will find yourselves Out of the Fight and at the mercy of the enemy. What happens next?

- Consult the Mercy Table.
- Roll 1d6 for each point of your Rep, looking for successes (score or 1, 2 or 3).
- Roll 1d6 for each point of the NPC Leader's Rep, looking for successes (score or 1, 2 or 3).
- Compare the number of successes scored by each.
- Go down the left-hand column to the appropriate row based on the number of successes you scored versus the NPC Leader.
- Go across to see the results.

- Immediately carry out the results.

Here's a little trick that can come in handy, taken right from an action movie. You've just been made Obviously Dead by a bad Mercy Table result; game over man. So you pick up your counter and the Encounter is over, Gangers gone, etc.

Star Power! Roll those dice and if you get lucky you'll become Out of the Fight or even score a Carry On! Okay, so you don't have any items or weapons but you are alive.

16.4.2 SURRENDERING

There may come a time where you decide there's no safe way to leave the board and continuing to fight is not a good idea either. Well, you can always surrender. Here's how we do it:

- When active the character declares its intent to surrender and drops its weapons. The Encounter is over for the character.
- Consult the Mercy Table counting a +1d6 bonus.

Good luck!

17.0 NPC MOVEMENT

Once NPCs are on the board they behave like player characters, but use the NPC Movement Table. Here's how we do it:

- Add a different colored d6 for Activation purposes (5.0).
- When a NPC group activates roll 1d6 versus the Rep of its Leader.
- Consult the NPC Movement Table.
- Determine how many d6 are passed; go down the left-hand column to the appropriate row based on the number of d6 passed, and across to see the results.
- Immediately carry out the results.

17.1 CONFRONTED BY ENEMIES

Whether an NPC is confronted by enemies or not will determine how they behave on the NPC Movement Table. Here's how we do it:

- A NPC is confronted by enemies if zombies have them in LOS and are within 6 hexes.
- A NPC is confronted by enemies if hostile humans (those that have failed the Friend or Foe Test and/or have attacked them) have them in LOS and are within 6 hexes.

Example – Tonya has Talked the Talk with Jimmy and Sailor and a different colored d6 has been added for their activation. When Jimmy and Sailor activate, they roll 1d6 on the NPC Movement Table versus Jimmy's Rep. Jimmy passes 1d6, says goodbye to Tonya and the NPCs head towards the nearest map edge.

Next activation 2 zombies have come to 3 hexes of Jimmy and have a LOS to them. Jimmy activates again, rolls on the NPC Movement Table, and passes 1d6. The duo opens fire on the zeds.

18.0 ENCOUNTERS

Your games in *ATZ-Reloaded* are called Encounters.

Regardless of the type of Encounter you have, it will never play out the way you expect. This is because you will only have a vague idea of what you will run into. No 2 Encounters will ever be the same.

There are 2 types of Encounters found in *ATZ-Reloaded*; Voluntary and Involuntary.

18.1 VOLUNTARY ENCOUNTERS

These are the Encounters that you choose to have. There are 4 types of Voluntary Encounters.

* Search (19).
* Raid/ Rescue (20).
* Take Back (21).
* Chillin' (22).

You can choose to have 1 Voluntary Encounter per campaign month. Simply look over the possible Encounters and pick the 1 you want to play.

18.2 INVOLUNTARY ENCOUNTERS

These are the Encounters that NPCs choose to have on you. There are 3 types:

* Defend (23).
* Robbery (24).
* Bushwhack (25).

How do you have Involuntary Encounter? Here's how we do it:

* When the Campaign Turn Sequence reaches the time to check for an Involuntary Encounter, consult the Involuntary Encounter Table.
* Roll 1d6, read the result as rolled, and go down the left-hand column to the appropriate roll based on the result.
* Go across to the appropriate column for the area you are in and read the results.
* You may or may not have an Involuntary Encounter.

Example – It's August in my campaign and Tonya and Too Tall have finished their Keeping It Together Test (4.2). It's time for an Involuntary Encounter so I roll 1d6 and score a 4. Tonya and Too Tall are in the suburbs. Looking at that column I see that the Involuntary Encounter will be a Robbery (24).

18.3 PRESENTATION

Although they may be different, Encounters are always presented in the same format.

ENCOUNTER NAME - This tells you the type of Encounter and provides a brief description of what it is.

OBJECTIVE - This tells you how to be successful.

FORCES - This tells you how many of your group you can use.

AREA - This tells you the type of area the Encounter will take place in. You can set up the maps as desired or refer to the Map section (2.1) for ideas.

DEPLOYMENT - This tells you where the forces are placed at the start of the Encounter.

SPECIAL INSTRUCTIONS - This is information that is not covered in the other sections.

18.4 DAY PART

Encounters can occur at any time of the day and we have broken the day into 4 parts. Here's how we do it:

* **Morning** – The early part of the day after the sun has risen.
* **Daytime** – From the mid-day until the sun sets.
* **Evening** – Early in the night.
* **Night** – The time separating the evening from the morning.

18.4.1 WHAT DAY PART AND WHEN?

Unless specified by the Encounter the player can choose the Day Part for Voluntary Encounters. Roll 1d6 for the day Part of an Involuntary Encounter:

* (1 – 2) = Morning.
* (3 – 4) = Daytime.
* (5) = Evening.
* (6) = Night.

18.4.2 DAY PART AND VISIBILITY

Visibility may be affected by the Day Part. Here's how we do it:

- **Evening** – Vision is reduced to 6 hexes. Zeds will still move towards noise. There is a penalty when rolling on the Ranged Combat Table if the target is outside.
- **Night** – Vision reduced to 3 hexes and increases to 6 hexes if there is a full moon (1). There is a penalty when rolling on the Ranged Combat Table if the target is outside.

18.4.3 DAY PARTS AND ZOMBIE ACTIVITY

They only come out at night. Well, not exactly, but more of them will come out. Here's how we do it:

- At the start of the game during the Evening and Night Day Parts draw 2 Event Cards per character (2.3) instead of 1.
- When rolling for generating zombies from gunfire (Fire Dice) count a +1 to each d6 rolled. This means zeds are generated on a score of 5 or 6 in rural areas, 4, 5 or 6 in suburbs, and 3, 4, 5 or 6 in urban areas.

19.0 SEARCH

Man is a social animal. Even in the zombie world man has the desire to seek the company of others as nobody wants to die alone. In this Encounter you are searching for other humans to recruit to your group. During this Encounter you are also on the lookout for any useful items that can be found.

OBJECTIVE:
- You must find and recruit 1 or more Grunts or find 1 or more Supplies to be successful.

FORCES
- You can use as many of your group as desired

AREA
- You can choose any area.

DEPLOYMENT
- You can enter the map from any table edge.
- Zombies are generated normally.

SPECIAL INSTRUCTIONS
- The player can choose in which Day Part the Encounter is occurring.

19.1 QUEST FOR THE CURE

There's got to be a cure for the zombie virus out there? There's got to be…right? Sure kid, sure there is. In this variation of the Search Encounter we let you try and find it.

SPECIAL INSTRUCTIONS
- The cure can be found when playing any Encounter.
- When searching a red triangle building, if the Event Card comes up Medikit; the Professor and only the Professor rolls 2d6. If "7" comes up it is the cure. Any other result means it is just a Medikit.
- There are 1d6 doses of the cure. Taking 1 dose of the cure makes the character immune to the virus, eliminating the test to see if they will become Zombified (13.9.4).

20.0 RAID/RESCUE

In the Raid Encounter you will be the raiding side. You can choose to raid anyone you want, for any reason. It's best that they be of a different Class than you, but that's up to you!

OBJECTIVE:
- You can be raiding to acquire items, rescue a hostage, or to take someone or something. Feel free to choose the reason behind your raid!
- You must find what you chose as the reason for your raid to be successful.

FORCES
- If playing a rescue, 1 of your group, rolled at random, has been taken hostage. You can use as many of the remaining members as desired.

AREA
- You can choose any area.

DEPLOYMENT
- You can enter the map from any map edge.
- Zombies are generated normally.

SPECIAL INSTRUCTIONS

- The player can choose in which Day Part the Encounter is occurring.
- The target building, where you must raid, will be on on the map opposite from the edge that you entered.
- When entering a building on that map roll 1d6. If the score is equal or less than the number of buildings you have entered, the hostage, item or person you need to find, will be inside. If you have not found your objective by the time you enter the last building on that map there is a chance (1 - 5) that it inside but also a chance (6) that it was never on the map!
- All NPCs of the Class you are raiding will automatically fail the Friend or Foe Test (16.2) and will Walk the Walk (16.4).
- All NPCs of the other Classes are treated normally.
- If any shots are fired during the Encounter (Fire Dice rolled) the targets of the raid will be alerted and count a +1d6 bonus on any In Sight Test.

21.0 TAKE BACK

You've gone from surviving to thriving. In this Encounter you want to find a safe place for you and your group to live. It's time to start taking back your world; one building at a time.

OBJECTIVE:

- You must search every building on the map.
- You must eliminate or drive off every hostile NPC you met. Not all of them; just the hostile ones.
- After both of these conditions have been met you must clear the map of zombies.

FORCES

- You can use as many of your group as desired.

AREA

- You can choose any area.

DEPLOYMENT

- You can enter the map from any map edge.
- Zombies are generated normally.

SPECIAL INSTRUCTIONS

- The player can choose in which Day Part the Encounter is occurring.
- Only 1 map is used.

22.0 CHILLIN'

Welcome to Nowhere Nevada! You and your group found a pretty good size settlement and there's cold beer and food to be had. In this Encounter, you are out for a good time and some relaxation.

OBJECTIVE

- You can recruit Grunts, barter, or just hang out and see what happens.
- For a successful Chillin' Encounter, you must have at least 1 successful Talk the Talk and no unsuccessful ones.

FORCES

- You may take members of your group, if they are available. See Group Availability (22.1).

AREA

- It's an urban area.

DEPLOYMENT

- You must enter and exit the map from the hex farthest from the target building – where the Encounter takes place.
- Zombies are generated normally, but not in the building where the Encounter will take place.

SPECIAL INSTRUCTIONS

- The player can choose in which Day Part the Encounter is occurring.
- Only 1 map is used.
- The building with the most hexes is where the Chillin' takes place.
- Enter the building through any hex with a colored triangle. Exit the same way you enter.
- Starting with the 1st building hex you enter, draw an Event Card. If you encounter any humans go to a Talk the Talk with them. Ignore any zombies generated from the card.
- Continue into as many hexes as desired, flipping cards each time, even if you have entered the hex previously.
- If playing during the Evening Day Part, double the number of cards you draw per hex.
- You cannot search the target building but you can barter or recruit any NPCs you meet.

22.1 GROUP AVAILABILITY

Your group members may or may not be available to be used on this Encounter. After all, they have their

own lives and Nowhere Nevada is a great place to blow off some steam. Here's how we do it:

- Before the game roll 1d6 versus the Rep of each of your group members.
- If you pass 1d6 that member is available to be used on this Encounter.
- If you pass 0d6 that member is not.

Example – Tonya decides to check out Nowhere Nevada. Bank (Rep 3), Beck (Rep 4) and Jimmy (Rep 4) are in her group. She rolls 1d6 for each to see if they are available. Bank scores a 3, Beck a 5 and Jimmy a 6. Only Bank is available to go with Tonya.

22.2 ONCE INSIDE

Inside the target building things are a bit different. It's full of characters from all the Classes, all on their best behavior…sort of. Here's how we do it:

- When you enter a hex and have encountered humans from the Event Card(s) place them in adjacent hexes.
- The Friend or Foe Test (16.2) is not taken.
- Go to the Talk the Talk Test.
- If a Walk the Walk result is generated, carry it out normally (16.4).
- If the result is not Walk the Walk, carry out the results and remove the NPCS. They will not appear in the target building again so remove them from the pile of unused NPCS. When all the unused NPCS have been met inside the target building, there are no more NPCs left to meet. You can meet them outside!

Example – Tonya is alone during the Evening Day Part and has entered Lew's Booty, the biggest tavern in Nowhere Nevada. She rolls to enter the red triangle and scores a 3. Succeeding she enters the hex. I immediately draw 2 Event Cards and score a result of 2 zombies (ignored inside the building) and 3 Gangers. The Gangers are placed in the adjacent hex and Talk the Talk takes place. Tonya scores more successes so the Gangers will barter, but not join her. After swapping an item the 3 Gangers are removed.

When next active Tonya enters the hex and draws 2 more Event Cards.

Later she is outside Lew's Booty and runs into the Gangers again. This time the Friend or Foe Test (16.2) is taken.

22.3 OUTSIDE

One of the pitfalls of Chillin' is the chance of being robbed as you leave the building. Here's how we do it:

- Consult the Robbery Table.
- Start with the Rep of the character or Leader.
- Modify the Rep by any applicable Circumstance.
- Roll 2d6 versus the Rep of the character or Leader and determine how many d6 are passed.
- Go down the left-hand column to the appropriate row for the number of d6 passed and across for the results.
- Immediately carry out the result.

Example – Tonya and Bank decide to leave the building after a night of Chillin'. Tonya's Rep is 5 and there are no modifiers. She rolls 2d6 and passes 1d6. The pair are being robbed but Tonya had a feeling something wasn't right. Time to have a Robbery Encounter.

23.0 DEFEND

Turnabout is fair play. You raided some locals and now they're returning the favor. Hope some of your guys are around.

OBJECTIVE:
- You must drive off the raiders and stop them from succeeding.

FORCES
- You may use members of your group, if they are available. See Group Availability (22.1).

AREA
- It's your turf. If you're a Survivor use the rural area. Ganger? That'd be urban. Militia uses the suburbs.

DEPLOYMENT
- Pick 1 or 2 buildings for your homes. I'd recommend the largest and toughest to get into!
- The raiders will enter the map from the map edge farthest from your home.
- Place 3 NPC counters 6 hexes from your home(s). Place them as far apart from each other as possible.
- No zombies are generated at the start but will be generated normally during play.

Example – The black dot is your home. The 3 NPCs are placed 6 hexes away, as far apart as possible.

SPECIAL INSTRUCTIONS

- The Day Part is rolled at random (18.4).
- There will be NPC raiders equal to the size of your group plus 1 more (1 – 3), 2 more (4 – 5), or 3 more (6).
- Generate the opposing NPCs (3.1.2.1) before the game and place them off the map, ready to use when needed.
- When Active, the NPC counters will move towards your home, staying in cover and out of LOS as much as possible. Until they are revealed, count them as Rep 4.
- When 1 or more of the NPC counters move into LOS of your home draw an Event Card. If any humans are on the card, regardless of Class, this will be the raiding force. Place all the NPCs in the hex or adjacent to it. The last NPC counter will be the NPCs if they have not been found previously.
- Now roll 1d6 for each of your characters that were available, including yourself.
- On an even result place them inside the home.
- On an odd result place them in an adjacent hex outside the home between it and the raiders.
- In Sights are taken as needed.

24.0 ROBBERY

You knew something wasn't right. Just knew it. And now you're staring down the business end of a gun.

OBJECTIVE:

- Prevent yourself from being robbed or harmed.

FORCES

- You may have members of your group with you. See the Group Availability section for details (22.1).

AREA

- You can choose any area.

DEPLOYMENT

- You start in a hex adjacent to a building, any building. If this is a continuation of a Chillin' Encounter then it's the target building from that Encounter.
- The robbers start in a hex adjacent to you.
- No zombies are generated at the start but will be generated normally during play.

SPECIAL INSTRUCTIONS

- If this is a continuation of a Chillin' Encounter use the same Day Part. If not, roll the Day Part at random (18.4).
- There will be 1 more (1 – 2), as many as (3 – 4) or 1 less (5 - 6) robbers than group members, but never less than 1.
- Generate the NPCs normally (3.1.2.1), but they must be of an opposing Class.
- Take a Talk the Talk Test (16.3).
- If the victim scores more successes he can surrender all his items and weapons and the robbers will leave. Otherwise take an In Sight Test with both sides counting as Active. If the victim was "suspicious" count a +1d6 bonus.
- If the robbers score more or the same number of successes, the victim will surrender all his items and weapons and the robbers will leave. Stars can choose to go to an In Sight instead. Otherwise take an In Sight Test with the victim counting as Active. If the victim was "suspicious" count a +1d6 bonus.
- After the robbery the robbers will attempt to escape by exiting the map through the closest edge.

25.0 BUSHWHACK

Maybe someone's holding a grudge. Maybe you looked at someone the wrong way or maybe they just want you dead. Anyway, someone is out to get you.

OBJECTIVE:

- Prevent yourself from being harmed.

FORCES

- You may have members of your group with you. See the Group Availability section for details (22.1).

AREA

- You can choose any area.

DEPLOYMENT

- You start in a hex adjacent to a building, any building.
- The NPCS start 3 hexes away and in cover.
- No zombies are generated at the start but will be generated normally during play.

SPECIAL INSTRUCTIONS

- Roll the Day Part at random (18.4).
- There will be 1 more (1 – 2), as many as (3 – 4) or 1 less (5 - 6) NPCs than group members, but never less than 1.
- Generate the NPCs normally (3.1.2.1).
- Roll for activation to see who is active for the In Sight Test.

Example – Tonya, Beck and Buffey are outside of a building. I roll 1d6 and score a 3, there are 3 NPCs lying in ambush. Activation dice are rolled and Tonya's group activates 1st. The In Sight is taken and the NPCs go 1st. The 3 open fire.

What would have happened if Tonya's side went 1st? Her side would have opened fire. It's a bloodbath either way.

26.0 AFTERWARDS

After every Encounter is over you can see if you or your Grunts have increased or decreased in Rep.

26.1 INCREASING REP

Reputation can go up or down depending upon how well you did during the Encounter. Here's how it can increase.

- The character did not Runaway.
- The character was shot at or in melee and did not go Out of the Fight or used any Star Power dice.
- The Encounter was a success, the objective was achieved. Note that an Encounter could be a success for one character but not another.
- If all 3 conditions are met the character has a chance to increase its Reputation. Here's how we do it:
- Roll 1d6 versus its Rep.
- If the score is higher than the current Rep or a "6" the character raises its Rep by one level.
- The maximum Rep a Grunt can have is 6.
- A Star has no maximum Rep.

- Any other score and the Rep remains the same.

Example – Billy Pink (Rep 5) has come back from a successful Search Encounter. During the encounter he was shot at by a Ganger, didn't go Out of the Fight or used Star Power, did not Run Away, and found 1 Supplies. This qualifies as a success so he can roll 1d6. He scores a 6 so his Rep increases to 6.

26.2 DECREASING REP

What goes up must go down. Here's how Rep can decrease.

- The character suffered a result of Runaway.
- The character went Out of the Fight.
- The Encounter was a failure.
- If any result applies the character has a chance to decrease its Reputation. Here's how we do it:
- Roll 1d6 versus its Rep.
- If the score is a "1" the Rep will go down 1 level.
- The lowest Rep a Grunt can have is 3. If it goes lower than that the Grunt "disappears".
- A Star can go as low as you want, it's up to you.
- Any other score and the Rep remains the same.

Example – The next time out Billy Pink (Rep 6) goes on another Search Encounter. He didn't recruit a Grunt of find any Supplies so the Encounter is considered a failure. Billy rolls 1d6 and scores a 1. His Rep is reduced to 5.

GLOSSARY

ACTIVATION- Used to decide in what order the sides activate.

ACTIVATION DICE- 2d6 of different colors, assigned to different sides, rolled at the start of the turn.

AMMO- Stockpiled ammunition used to immediately reload a weapon.

BARTERING – The procedure used between Player and Non-Player Characters to trade Items.

CARRY ON – The character can act and react as desired.

CHARACTER CARDS – Used by characters to track Items and display their Special Ability.

CHARGE INTO MELEE – The test taken when a character or zombie wants to charge into melee with an opponent.

CHILLIN' – A special Encounter used to recruit Non-Player Characters and barter for Items.

CLASS – Three different groups that define the characters; Survivors, Gangers, and Militia.

COLORED TRIANGLES – Markings on the maps that designate the entry/exit hexes of multi-hex buildings.

CONCEALMENT – Something that makes the target harder to see and influences the In Sight Test.

COVER - Something that makes the target harder to hit and influences the Ranged Combat Table.

DAY PART – Each day is divided into 4 Day Parts; Morning, Daytime, Evening and Night.

DOUBLES – When 2d6 are rolled and the results are the same. When rolled for Activation, both side activates, and an Event Card is drawn.

DUCK BACK – Characters in Duck back move to cover and cannot see or be seen when reaching it.

ENCOUNTERS – The adventures/scenarios used in All Things Zombie Reloaded.

EVENT CARDS – Used to generate zombies, NPCs, and Items when searching a building.

FAST MOVEMENT – 2d6 rolled versus the character's Rep that can increase the distance it can move.

FIRE DICE – 1 to 6d6 rolled when shooting a weapon.

FREE WILL – A Star Advantage that allows the Star to choose to pass 2, 1 or 0d6 when taking a Reaction Test.

FRIEND OR FOE – The Friend or Foe Test is taken when NPCs come into sight for the first time. Used to determine if they are enemies or not.

GANGER – One of three character Classes, the cruelest one.

GENERIC CHARACTERS – These are NPC Survivors, Gangers and Militia.

GROUP – One or more characters in the same or adjacent hex.

GRUNT – Non-Player Characters controlled by the game mechanics.

HARRY ARE YOU OKAY?- Test taken when a human character goes Out of the Fight when in melee with a zed or did not win the 1st round of melee with a zed.

IN SIGHT – When characters can be seen by other characters. When characters come into sight the In Sight Test is taken.

INVOLUNTARY ENCOUNTER- Encounters that NPCs choose to have on you, up to one per month.

INVOLUNTARY MOVEMENT – Movement dictated by a failed Reaction Test.

ITEMS- Things used by characters, both weapons and non-weapons.

KNOCKED DOWN – The character has been knocked to the ground due to melee or ranged combat.

LEADER- The Leader is the Star character or the Grunt with the highest Rep in a group.

LEADER DIE – 1d6 rolled versus the Rep of a Leader and applied to the results of a Reaction Test to characters in his group.

LINE OF SIGHT – A line traced between characters with no intervening obstacles allowing the characters to be seen.

MAN DOWN – When a character is Knocked Down, Out of the Fight, or becomes Obviously Dead.

MEDIKIT – Medical kit used to give a character a +1d6 bonus when taking the After the Fight Recovery Test.

MERCY – A test taken when your characters have been captured by NPCs.

MILITIA – One of three character Classes, wants to reestablish order.

GLOSSARY

NON-PLAYER CHARACTERS- Characters run by the game mechanics, whether friends or foes.

NPC- Non-Player Characters run by the game mechanics.

NPC MOVEMENT – The table used by the NPCs when they are active to determine how they will act.

OBVIOUSLY DEAD - The character has taken damage so severe that it is obvious that they are dead.

OUT OF THE FIGHT – The character has taken damage and cannot function any more.

OUT OF AMMO – When two or more ones are rolled when shooting, the weapon is out ammo and must be reloaded.

OUTGUNNED – When fired on by a weapon with more Fire Dice the character is outgunned and will Duck Back.

PASSING DICE – A result equal or less than the character's Reputation.

PITIFUL SHOT – When a Rep 3 character rolls a "6" on the Ranged Combat Table and still cannot score a hit, roll another 1d6. If a 3 or lower is rolled, the character has scored a hit.

POPPING UP- When a character pops into view from being in Duck Back.

REACTION TEST – Taken when fired at and not hit or see a friendly character go Man Down.

RECEIVED FIRE – Was fired on and not hit.

RECRUITING – Using a Talk the Talk Test to convince a NPC to join your group.

REPUTATION – A number between 3 and 6 that reflects how good the character is. The higher the Rep, the better the character will perform.

RUNAWAY – A Reaction Test result that causes the character to leave the map.

RURAL – The least populated of three areas that characters can adventure in.

RUSH SHOT – A Reaction Test result that causes a penalty when rolling on the Ranged Combat Table.

SEARCH – Your first Encounter where you must find NPCs to recruit and/or supplies to be successful.

SPECIAL ATTRIBUTE – A special attribute or ability, which is used to help differentiate the characters.

STACKING – Humans can stack up to 2 characters in the same hex. Zombies can stack up to 4 characters in the same hex.

STAR - Characters controlled by a player.

STAR POWER - d6 that are rolled that can reduce damage received from human opponents, but does not work against zombies.

SUBURBS - The second most populated of three areas that characters can adventure in.

SUCCESSES – A result of 1, 2, or 3 rolled on a d6.

SUPPLIES – What characters must use to maintain its Reputation.

SURVIVOR - One of three character Classes, usually met alone.

TALK THE TALK – The Talk the Talk Test is taken when player characters interact with NPCs.

TIGHT AMMO - When two or more ones are rolled when shooting, the weapon is out ammo and must be reloaded.

URBAN - The most populated of three areas that characters can adventure in.

VOLUNTARY ENCOUNTER – Encounters that the player can choose to have, up to one per month.

WALK THE WALK – An In Sight result from a failed Talk the Talk Test.

ZOMBIE – The undead enemy run by the game mechanics.

ZOMBIE FEAST – When zombies move to an Out of Fight or fresh Obviously Dead character to feed.

ZOMBIE FRENZY – When zeds see a human character they count their Rep as 4 for activation as opposed to their normal Rep of 3.

ZOMBIE SURPRISE – A 1d6 result added to the number of zeds in a building to see if they surprise the human characters.

ZOMBIE SWARM – In melee the zeds count its Rep just like humans but counts a +1d6 for each additional zed in the hex up to 3

ALL THINGS ZOMBIE MINIATURES

FADE TO BLACK

Heroes Of The
Colosseum

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WHY WE DO WHAT WE DO
We love designing, developing and, most of all, playing games. We thank God for blessing us so we can follow our passions, and our family, friends and, of course, our customers.

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