



ALL THINGS
ZOMBIE
RELOADED

THE DEAD NEVER SLEEP

VERSION 1.1

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1.0 INTRODUCTION

What is **All Things Zombie Reloaded: The Dead Never Sleep**? It's a fast-paced, get - you - in - the - action - quickly Scenario Expansion to *ATZ Reloaded*. It's all about real life in an unreal world where the zombies rule and humans are on the endangered species list.

All Things Zombie Reloaded: The Dead Never Sleep can be played solo; cooperatively, with everyone on the same side; or competitively, with everyone against one another. Whichever way you chose to play, the zombies are run by the game mechanics or another player and you just run for your life.

The Scenarios in this book, **The Dead Never Sleep**, can be a one-off game or a campaign in which the adventures are linked together using the same survivors from previous games.

It's a system where every detail has been covered, from merely surviving, to thriving, as you hunt the soulless creatures that threaten you on a daily basis.

How long has it been since the zombie plague first arrived? It doesn't matter; the goal of *The Dead Never Sleep* is to rebuild the world as you knew it; except maybe this time with you in charge.

2.0 COMMUNITY AND SUPPORT

If you have any game questions, or if you are just looking for other gamers with whom to chat, you can find quick replies on our Forums:

<http://forums.lnlpublishing.com>.

If any parts of this game are damaged, or if any you have any other support needs, please open a support ticket at our Support Desk:

<http://support.lnlpublishing.com>.

You can also find additional game resources such as scenarios, counters, special rules and other community-design ideas in our Resource section:

<http://forums.lnlpublishing.com/resources>.

3.0 SCENARIOS

Each scenario is given in the following format:

- **Scenario Background:** The scenario background sets the stage for the scenario.
- **Survivors:** The survivors, enemies, and other characters that will participate in the scenario and any gear and weapons they are carrying or the points given to them to purchase gear and weapons.
- **Scenario Essentials:** The Maps used in the scenario, Victory Conditions, and how the zombies are set up or generated.
- **Special Scenario Rules:** Special rules pertaining to the scenario.

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A word about scenario locations. Sometimes the scenarios will specify specific locations on the game boards. In such cases the locations are given in the form of Board-Hex Row-Hex Number. For example 4C15, means hex C15 on Board Four.

If a location refers to a building, the hex given refers to the entire building. For example, if the scenario directs you to set up in building 4C6, you may set up anywhere within the building centered on hex 4C6.

4.0 THE CAMPAIGN GAME

The scenarios included in this expansion are design to tell a story when played in sequential order as they are printed in this booklet. The campaign game is you and your friends' chance to play through that story, recruiting your own party of survivors, amassing your own inventory of weapons, and telling your own tale. Here's how.

Begin the campaign with the first scenario, using Tonya and Beck equipped as described. As you play the campaign, every building searched and zombie killed awards Glory Points (GPs). You can use these GPs between scenarios of the campaign to build, heal, and equip your team. Glory Points are awarded as follows:

ACTION	GLORY POINTS AWARDED
Building Searched	1
5 Zombies Killed	1
Enemy Survivor Killed	1
Win Scenario	2

These GPs can be used to search for equipment, recruit survivors; and heal survivors (two GPs per wound).

Winning? If you get the Professor to the helipad at the end of scenario six and at least four survivors in your party survive, you win. Good luck.

4.1 SEARCHING FOR EQUIPMENT

As you acquire glory points, you can spend them between scenarios to search for equipment.

Searching for equipment costs one glory point per search. To search, shuffle the event deck and draw one event card. Using the bottom half of the card, roll 1d6 as if you had drawn a card in 15.5 of ATZ Reloaded, with a slight modification.

The number you roll on the table below designates which color row you get an item from. When a number belonging to two entries, you have a choice of either result.

1d6	BUILDING TYPE
1-2	White Row
2-3	Green Row
4-5	Yellow Row
5-6	Red Row

Example: Tonya choses to search for Equipment before the next scenario. She spends one of her earned Glory Points and draws an Event Card.



She rolls a "2". On the table above, that could mean either a White or Green Result.

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Since the White is Empty, Tonya decides to take the Green result, a shotgun, and add it to her inventory per the restrictions listed in section 15.0 for Items.

It is possible you will find nothing in all your searching.

4.2 RECRUITING NEW SURVIVORS

Its no surprise that, in a game about flesh eating zombies, your survivors may wind up dead. If this happens, you may want to recruit new survivors to your cause.

After you finish a scenario, you can recruit a new survivor to your group by spending a number of Glory points equal to that survivor's Rep, just as if you were purchasing weapons for an existing Survivor. Grunt Survivors (3.1.2) have a Rep of 2 for this purpose.

However, due to the scarcity of sentient human life left on the planet, you may only recruit 1 new Star Survivor, or 2 Grunt Survivors, per scenario.

5.0 THE SKIRMISH GAME

Sometimes you just want to hunt zombies or play a game less scripted than the scenarios. We have you covered. It's called the Skirmish Game.

1. Randomly select two boards.
2. Select survivors and equip them as described in 15.1 of the *ATZ Reloaded* Manual. Alternately, you may equip them using the number of points provided in the right most column of the following table. Divide the points between the players and search for equipment as described in section 4.1.

NUMBER OF PLAYERS	NUMBER OF SURVIVORS PER PLAYER	NUMBER OF POINTS
1-2	3	30
3-4	2	20
5-6	2	20

3. Decide among all players if you want to be able to meet humans (NPCs) during the course of your skirmish. If so, use the rules as described in section 16.0 when drawing Event Cards.
4. Play 15 turns, and the side earning the most Glory Points wins.





SOMEWHERE OUTSIDE LAS VEGAS, NEVADA; APOCALYPSE +26 DAYS

Tonya and Beck used to run the nightclubs, searching the brightly-lit Vegas streets for a sucker with a fat wallet. Now they just run, searching for food, ammunition and weapons, but mostly weapons. Two women with a yuppie's worth of karate skills aren't going to last long in a swarm of zombies, and the 9 mm pistols they carried to fend off the uncaring, unfeeling undead. They need real hardware. They hope to find some in Last Chance, a small desert-encrusted town outside Vegas.

—Tonya

SURVIVORS

Enter via the east edge of Board One

- ✘ Tonya: 1 x Pistol, 1 x Medpack.
- ✘ Beck: 1 x Pistol, 1 x Ammo.

SCENARIO ESSENTIALS

PLAYABLE AREA

Use Map 1; the Map should be oriented with the Map Number in the upper left hand Corner.

ZOMBIES

Generated after Tonya and Beck enter the board, as per 13.0.

VICTORY CONDITIONS

To win, Tonya and Beck must each find an additional weapon and escape off the edge of the board or search every building and escape the board.





SOMEWHERE OUTSIDE LAS VEGAS, NEVADA; APOCALYPSE +29 DAYS

Tonya and Beck had found their weapons, and they had found Bank, and they had found Sailor—two of the most unlikely compadres imaginable. Unfortunately, the zombies had found them too—and they had ever-increasing numbers. Maybe it was the humans' smell, or maybe the sound of their guns, but run as they might, kill as they could, the zombies relentlessly continued to follow them. Tonya, recognized as the group leader, could think of nothing to do but lure the undead into a killing zone and exterminate them all.

—Beck

SURVIVORS

Three of the survivors must set up on or within one hex of the Board One crossroads (1G9). Place an Entered marker on any building a survivor sets up, except 4D5. The survivor can still spend an action to search the building. The other survivor, who is guarding the survivors' redoubt, sets up anywhere within the 4D5 building.

- × Tonya
- × Beck
- × Bank
- × Sailor
- × 12 points of gear/weapons.

SCENARIO ESSENTIALS

PLAYABLE AREA

Use Map 1 and 4; the Maps should be oriented with the Map Number in the upper left hand Corner.

ZOMBIES

Generated after the survivors set up as per 13.0. The survivor in the large building doesn't roll for zombies, but each of the three crossroads survivors roll twice. The zombies are placed 4, instead of 6, hexes from the survivor who generated them. This is only for the initial placement. Shot-generated zombies are placed the usual 6 hexes distant.

THE BARRICADE

Beginning with turn two, 2d6 zombies enter via the east edge of the map at the start of the zombie activation. If the zombies don't activate (5.2), no zombies enter via the east edge. The zombies enter one per hex. The first zombie is placed on the "G" column road, place the next in the "H" edge hex, and the next in the "F" edge hex. Continue in this manner till all newly entering zombies are placed.

VICTORY CONDITIONS

To win, three of the four survivors must survive for 15 turns.



SPECIAL SCENARIO RULES:

Building 4D5 is a redoubt. The Survivors have built a wall/obstacle of tires and trash to slow zombies, and boarded up the windows and doors. To represent this, zombies must pay 3 Movement Points (MPs) to enter any hex with the green hedge—for example, 4C4— (it represents the wall), and 3 MPs to enter the building from the outside, but only 2 MPs to move within the building. Survivors pay normal movement costs.

Survivors entering any building except the redoubt must draw a Zombie Card to see if it is occupied, and can search the building after it is cleared.

SEARCH AND DESTROY



SOMEWHERE OUTSIDE LAS VEGAS, NEVADA; APOCALYPSE +30 DAYS

Tonya wept over her friend's corpse. It was a real corpse, not one that would reanimate. She had made sure of that, severing the head with a butcher's knife that was almost sharp enough to do the job without sawing. Almost . . .

She would get the suckers. This part of town was hers, not those maggot-infested pieces of crap. It was their turn to run. She and her buddies would clear out every building in the city or die trying.

—Tonya

SURVIVORS

The Survivors enter via the east edge of Board Three.

- ✗ Tonya
- ✗ Bank
- ✗ Sailor
- ✗ Buffy
- ✗ Too Tall
- ✗ Nick
- ✗ 18 points of gear/weapons.

SCENARIO ESSENTIALS

PLAYABLE AREA

Use Map 1 and 4; the Maps should be oriented with the Map Number in the upper left hand Corner.

ZOMBIES

Generated after the survivors set up as per 13.0.

VICTORY CONDITIONS

To win, the survivors must search all seven of the large (three-hexes or larger) buildings (4E15, 4H14, 4L14, 4E10, 4C6, 4K6, 4E2, 4I3) on Board Four before the end of turn 20.





SOMEWHERE IN LAS VEGAS, NEVADA; APOCALYPSE +36 DAYS

“I don’t think so.”

Tonya rested the binoculars on the window frame, careful not to cut her finger on the jagged glass. Cuts could mean infections, and infections—in a new age without a doctor on every corner or antibiotics in every drug store—could mean death.

“What is it?” queried Bank, just entering the room. Without a word Tonya handed him the binoculars and he scanned the burnt-out buildings, destroyed cars, and devastation that used to be southwest Las Vegas. The scanning didn’t take long. There, not more than a quarter-mile distant, were four heavily armed survivors. They stopped at each building, searching, looking for supplies.

Bank handed the binoculars back to Tonya. “Think we should talk to them?”

The words were no sooner out of his mouth than a scream split the air. Tonya jerked the binoculars to her face, in time to see a woman, a real woman not the undead version, run from a house. The four toughs, who just a moment before had ducked into the same house, ran out behind the frantic girl. Without preamble, one of the pursuers—a red-haired woman in a rust colored coat—pulled an Uzi to her shoulder and fired a long burst, the sound not unlike that of tearing paper. The girl pitched forward, rolled and lay still, frantic no more.

“No,” Tonya replied, her jaw set, “I don’t think we should try to talk to them.”

She snapped her M4 off the dirty floor. “Leave Sailor to watch our crap; get Beck and follow me.”

—Bank

SURVIVORS

HEROES

The Survivors enter via the east edge of Board Three.

- ✘ Tonya
- ✘ Beck
- ✘ Bank,
- ✘ 12 points of gear/weapons.

ENEMY SURVIVORS

Enter via the west edge of Board Two.

- ✘ Two generic Survivors (Either Nick and Jimmy or player's choice of Survivor counters)
- ✘ 12 points of gear/weapons.

SCENARIO ESSENTIALS

PLAYABLE AREA

Use Map 2 and 3; the Maps should be oriented with the Map Number in the upper left hand Corner.

ZOMBIES

Tonya and her crew had already cleared out this section of Las Vegas, but these things have a habit of cropping up. Survivors don't roll for zombies after entering the board or when entering buildings. Shots, however, generate zombies normally. Zombies attack the closest survivor regardless of whose side the survivor is on.

VICTORY CONDITIONS

The opposed survivors fight until one side is eliminated.





SOMEWHERE IN LAS VEGAS, NEVADA; APOCALYPSE +42 DAYS

“I don’t believe it.”

“What else is there to believe?” Replied Tonya.

For a moment, Bank continued to clean the hunting rifle. Then he spoke. “Look, Tonya, we’ve seen what some of the so-called humans will do to find other survivors. To find and kill, if not worse. How do we know this isn’t a trap?”

Tonya sat next to the window, its grimy panes admitting only slightly more light than the walls surrounding it. For the thirtieth time that hour, she glanced outside, always wary. In the room’s corner a battery-powered radio hissed. At last she sighed.

“We don’t know, but this is too big to ignore”

“Yeah, whatever. I wish we had never found the batteries for that thi—”

The hissing stopped and the scratchy voice spoke, as it had for every hour since they had snapped the batteries in a day ago...

“To anyone who can hear me: I have found the cure. I repeat: I can cure the infection. I am in a clinic surrounded by the infected, and we don’t have the facilities to manufacture enough to cure them all. Help us. Save us, so we can save mankind.”

—Professor

SURVIVORS

HEROES

Enter via the east edge of Board Two.

- ✗ Tonya
- ✗ Bank
- ✗ Nick
- ✗ Jimmy
- ✗ Buffy
- ✗ Too Tall
- ✗ 20 points of gear/weapons.

ALLIES

Set up in 4E2. Place a Searched marker on the building. It cannot be searched during the scenario.

- ✗ Professor

SCENARIO ESSENTIALS

PLAYABLE AREA

Use Map 2 and 4; the Maps should be oriented with the Map Number in the upper left hand Corner.

ZOMBIES

Generated after the survivors set up as per 13.0.

VICTORY CONDITIONS

To win, the survivors must search all seven of the large (three-hexes or larger) buildings (4E15, 4H14, 4L14, 4E10, 4C6, 4K6, 4E2, 4I3) on Board Four before the end of turn 20.



SPECIAL SCENARIO RULES:

The Professor carries no weapons, will not charge into melee (will defend himself) and cannot exit the building until a path is cleared through the zombies by the other survivors.

The zombies cannot enter the Professor's building. It is boarded up.

Once per game, in lieu of meleeing a zombie in his hex, the Professor can attempt to cure a zombie. Roll 2d6 and compare each die to the Professor's Rep. If the Professor has one success, he cures the zombie. Replace the zombie with any generic survivor not in use. The melee ends for this turn.

The cured survivor is unarmed, but can subsequently receive a weapon. The survivor remains in the Professor's hex for the remainder of the scenario, moving when the Professor moves. The survivor melees any zombies the Professor melees, rolling separately, and absorbing the damage the Professor would have taken. The first wound flips the survivor to its wounded side, and the second hit removes it.

RACE TO THE HELICOPTER



SOMEWHERE IN LAS VEGAS, NEVADA; APOCALYPSE +44 DAYS

“That’s crap and you know it,” spat Tonya.

The thin, bespectacled professor spread his hands. “I know no such thing. You have rescued me, I have the cure, but we have no way to produce the cure in the quantities needed to turn back the plague.”

He gestured toward the military grade PRC-77 two-way radio resting on the table in front of Tonya. “The men on the other end of that thing say they can reproduce the cure and save mankind, but to do so we need to get to the helipad near the hospital.”

Tonya looked at Bank, who was smoking a cigarette as he leaned against the wall. “It could be a trick,” He shrugged,

“It could be the salvation of man. I don’t see how we have a choice.”

“Women too,” Tonya muttered as she grabbed her rifle and stood up.

—Nick

SURVIVORS

Enter via the east edge of Board Three. Each board is placed with its designation number in the top left corner. See the special rules.

- ✗ Tonya
- ✗ Bank
- ✗ Nick
- ✗ Jimmy
- ✗ Buffy
- ✗ Too Tall
- ✗ Sailor
- ✗ Professor
- ✗ 24 points of gear/weapons.

SCENARIO ESSENTIALS

PLAYABLE AREA

Use Map 3 and 4; the Maps should be oriented with the Map Number in the upper right hand Corner.

ZOMBIES

Zombies are generated after the survivors enter the board as per 13.0.

VICTORY CONDITIONS

All survivors must be in the helipad building before the end of turn 24. At least four survivors and the Professor must survive.

RACE TO THE HELICOPTER



SPECIAL SCENARIO RULES:

The survivors want to make it to the helipad. To do so they must exit via the west edge of Board Three. The next turn they enter via the east edge of Board Four. All survivors get an impulse on this turn. After entering, zombies are generated as per 13.0.

Additionally, in the first zombie action phase. Any zombies remaining on Board Three when the survivors exit appear on the east edge of Board Four, and each gets an impulse.

On the next turn following the turn on which the survivors exit via the west edge of Board Four, they enter via the east edge of Board Two. All survivors get an impulse on this turn.

After entering, zombies are generated as per 13.0. Additionally, in the first zombie action phase, any zombies remaining on Board Four when the survivors exit appear on the east edge of Board Two, and each gets an impulse.

When the survivors move adjacent to the helipad building (the building marked with the “H” in a circle), roll 1d6 and place the number rolled + 4 zombies in the helipad building.

ALL THINGS ZOMBIE RELOADED: THE DEAD NEVER SLEEP



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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.