

# ZOMBIES!!! RPG

Mini RPG Conversion for Twilight Creations Inc.'s Zombies!!!  
by Matt Romaro



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# Introduction

The idea of this project was to design a simple RPG version of the boardgame Zombies!!! The Map tiles are utilised as are the character and zombie miniatures. The Event Cards and Health/Bullet tokens aren't incorporated.

Players keep track of their ammunition and health status (as well as other statistics) on a simple character sheet. One player (The Zombie Master or ZM) controls events, NPCs and the zombies, and explains what is happening in the game. The other players work as a team to achieve the goals of the campaign.

New tiles may be designed to give the map a bigger area and to incorporate new ideas and areas (such as cemeteries). Other miniatures should be incorporated for NPCs.

The RPG campaigns are simple and a game should be able to be completed in no more than a few hours.

Throughout this document I refer to the player as "he". I apologise for this apparent sexism and have tried to redress the situation by using female characters in the examples given. I chose this method over the cumbersome "s/he" and "he or she" convention for the sake of readability.

Zombies!!! RPG can be played with 2 – 7 people. In order to play you will need the following: pencils, erasers, assorted dice (D4, D6, D10), some counters (or miniatures) for NPCs, and of course the original Zombies!!! boardgame.

## Creating a Character

All players (excluding the ZM) should fill in their character sheets. To do this they first decide on a name for their character and enter it in the appropriate field on the character sheet. Next they must calculate their Statistics.

The players keep track of their character's statistics on the character sheet. There are four major statistics for the characters and each has an *Initial* and a *Current* value.

### STATISTICS

- **Health:** This is how healthy the character is. When it gets to 1 the character is unconscious. If it reaches 0 the character is dead. To calculate the character's Initial Health score roll 2D10 and add 10. Current Health can only exceed the initial score if the character is wearing armour. If the character is on or above full Health he cannot increase it by eating food rations or using a medical kit.
- **Body:** Actions requiring strength and dexterity are tested against this skill. Body related actions include: climbing, jumping, punching, dodging, etc.
- **Brains:** Actions requiring intelligence and perception are tested against this skill. Brain related actions include: searching rooms, picking locks, building bombs, research, etc.

- **Aim:** This statistic is added to the players dice score when using any ranged weapon to see if it is successful.

Players have 12 points to divide between their Body, Brains and Aim statistics. A statistic cannot be lower than 2 or Higher than 7.

Blank character sheets can be found at the end of this document.

### WEAPONS

Characters can normally carry a maximum of 3 weapon types as well as ammunition. The weapons have the following details:

- **Type:** Name of the weapon.
- **Damage:** This is the damage inflicted if the weapon is successful in striking a target. Damage is calculated using dice rolls.
- **Notes:** Any special requirements or damage rules for the weapon.

### EQUIPMENT

This field is for any special equipment the character is carrying. The player's starting equipment will vary according to the campaign being played. The ZM will inform the players of their weapons and equipment at the start of the game.

### NOTES & CLUES

This area is for the player to keep track of any clues or special notes he might need to remember. Sometimes players may be given information that will not be shared amongst the group; this is a good place to record that information.

### SCORE

Throughout the course of the game the character will have the opportunity to win and lose points for different things. This is where the player keeps track of his total score. The player may also spend points to achieve things. The Zombie Master will inform players when they earn or lose points. If a player's score is zero then the player can't lose (or spend) any more points. The score cannot be negative.

### Earning Points

**Kill an enemy:** earn 2 points (single handed) or 1 point (if assisted)\*

**Achieve a Moderate action:** earn 2 points

**Achieve a Hard action:** earn 4 points

**Achieve a Very Hard action:** earn 8 points

**Achieve an Impossible action:** earn 10 points

### Spending Points

**Fail an Easy action:** lose 1 point

**Increase a failed roll:** cost 5 points per die pip

**Reroll dice:** cost 8 points per die

**Increase an Initial Statistic:** cost 10 points per increased Statistic point (up to a max. of 7)

\*The ZM may decide that some enemies are worth more or less points.

ZOMBIES		CHARACTER SHEET																		
NAME		DALE SPADE																		
SCORE		8																		
STATISTIC	INITIAL	CURRENT	NOTES & CLUES																	
HEALTH	21	18																		
BODY	5	5																		
BRAINS	4	4																		
AIM	3	3																		
WEAPON	AMMO	DAMAGE	NOTES																	
KNIFE	-	1D6+2	MAX 5 SQUARES IF THROWN																	
PISTOL	15	2D6	CAN USE 2 PISTOLS AT ONCE																	
SHOTGUN	8	2D10	MAX 5 SQUARES																	
GRENADE	2	3D10	3 SQUARE BLAST RADIUS																	
ITEM	NOTES																			
BACKPACK	CAN HOLD 1 EXTRA WEAPON OR 2 EXTRA ITEMS																			
2x FOOD RATION	INCREASES HEALTH BY 1D6																			
AMMO TRACKER (Circle amount and cross off as used)																				
Bullets	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
Shells	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
Molotov's	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Grenades	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Other	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Other	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20

## Playing the Game

### MOVEMENT

Movement for the players is determined by rolling 1D6. A player can move up to a total of spaces as indicated by the roll but he doesn't have to move all of the spaces rolled (for example: if Sue rolls a 6 but only wants to move 2 she can). Neither players nor NPCs can move diagonally or through walls. A maximum of 4 characters (PCs and/or NPCs) can be on one square at any one time.

If he wishes the player may try to move past a zombie without engaging in combat. This is an Easy action in open spaces or a Moderate action in a building. For every subsequent zombie dodged during the player's movement the difficulty is increased by a level (i.e. the second dodge is Moderate, the third is Hard, etc.). Movement ends if non-ranged combat is engaged.

### COMBAT

#### Non Ranged Weapons

Fighting zombies (and occasionally other nasties) is a large part of this game. When fighting any opponent with a non-ranged weapon (eg. Knife) the battle takes place using the following formula:

$$\text{Attacker } 1D10 + \text{Body vs. Defender } 1D10 + \text{Body}$$

If the attacker's total is higher than the defender's then the attack is successful and damage should be calculated. If the defender's total is equal or higher then the attack is unsuccessful and damage is not calculated by either player. If the player rolls a 10 he may reroll the die and add the totals together.

**Example:** Betty is out of bullets and is forced to fight a zombie using only a machete. Using 1D10 she rolls a 6 and adds her Body score of 4 for a total score of 10. The zombie rolls a 7 and adds its Body score of 4 to get a total of 11. Because Betty's total score (10) was less than the zombie's (11) she didn't managed to hit it with the machete.

Combat continues each round until one of the combatants is killed or runs away.

#### Zombie Infection

When wounded by a zombie the player has a 1 in 10 chance of being infected. If during battle with an undead creature the player suffers any damage roll 1D10 at the end of the fight. If he rolls a 1 he has been infected and will die in 1D10 rounds unless he uses a medical kit. He may spend 5 Score Points to increase his roll if possible. If the character is infected all his Current Stats (Health, Body, Brains and Aim) are halved until he can find a medical kit. If he dies his miniature is replaced with a zombie miniature and the ZM then takes control of the zombie. Any items, weapons or ammunition held by the PC when he dies can be retrieved by killing the zombie he becomes. The player may start a new character if he and the ZM agree.

#### Running Away

If a PC or NPC wishes to disengage from combat with an opponent on the same square he needs to successfully dodge (Easy Difficulty penalty roll) before rolling for movement.

## Ranged Attacks

Using guns is simple. The target must be in line of sight (with no walls or other obstacles in the way) of the character aiming the weapon. Then the following formula is used:

$$1D10 + \text{Aim} - \text{Range modification} - \text{Difficulty Penalty (if applicable)}$$

If the shooter's total score is 9 or higher then the target is hit. Damage is then calculated using the appropriate weapon statistics.

**Example:** Sarah spies an approaching zombie and decides to take it out with her pistol. She rolls a D10 and gets 7 and adds her Aim score of 3 for a total score of 10. However, the zombie is 8 squares away (Far Range) so she must minus 2 from the roll to get a final total of 8 which is not high enough. She misses the shot.

## Called Shots

A player may nominate to aim at a particular body part or small object; this is a Called Shot and will cause double the weapons normal damage if successful. A Called Shot is at a Hard Difficulty penalty (i.e. -4) as well as the normal range modifications.

## ACTIONS

The formula for actions is as follows:

$$D10 + \text{Statistic} - \text{Difficulty Penalty}$$

## WEAPONS

Weapons used in the game (and their statistics) are as follows:

WEAPONS TABLE			
Non Ranged Type	Ammo Type	Damage	Notes
Lead Pipe / Crowbar	-	1D6	Max. 5 squares if thrown
Knife	-	1D6+2	Max. 5 squares if thrown
Machete	-	1D10	Max. 5 squares if thrown
Chainsaw	Fuel	1D10+3	Fuel lasts 10 combat rounds
Ranged Type			
Pistol	Bullets	2D6	Can use 2 pistols at once
Rifle	Bullets	2D6+2	+1 to Aim roll
Machine Gun	Bullets	8D6	Uses 4 bullets per shot
Shotgun	Shells	2D10	Max. 5 squares. 10% chance to stun for 1 round
Flame Thrower	Fuel	2D10+5	Max 3 squares. Affects all NPCs on square
Bow	Arrows	1D10	1 round to reload. Need +4 Body to use
Crossbow	Bolts	1D10+2	Max. 10 squares
Explosives			
Molotov Cocktail	Fuel	3D10	2 square blast radius
Grenade	-	3D10	3 square blast radius
Fertilizer Bomb	-	5D10	5 square blast radius. Can't be thrown

## Unarmed Combat

Unarmed fighting is a special case in that the damage is based on the player's Body score. If the player's Body score is 3 or lower the damage is 1D4. If the player's Body score is 4 or higher the damage is 1D4+1. Unarmed combat can only be close range (i.e. same or adjacent square).

Some things are easier to achieve than others. Any time the players try to do something that might require some degree of skill they have to roll 1D10 for it and add the appropriate statistic (Body, Brains, Aim). If they get a 9 or higher then they succeed. However, the more difficult the task is the higher the penalties against the players dice roll. If the player rolls a 10 he may reroll the die and add the totals together. The ZM decides what difficulty level a specific action is, and what statistic should be added. The penalties are as follows:

Difficulty	Penalty	Example
Easy	-1	Dodging 1 zombie
Moderate	-2	Climbing a rope
Hard	-4	Shimmying down an elevator shaft
Very Hard	-8	Landing a plane without training
Impossible	-10	Jumping a 30ft ravine

**Example:** Gloria wants to climb through a third storey window without the use of any special climbing equipment. The ZM decides this is a Very Hard level action. Gloria rolls a D10 and gets 8 and adds her Body stat of 4 (because it is a physical rather than mental task). Her subtotal is 12 but she must subtract 8 (Very Hard Difficulty Penalty) to get a total of 4. Not even close. The ZM can decide if Gloria is injured in the attempt or not.

## Automatic Failure

A roll of 1 on a D10 for any action (including Ranged and Non-Ranged Combat) is an automatic failure for that action.

## Non Ranged Weapons

These weapons can only be used at close range unless thrown, in which case the same formula as Ranged Attacks is used (up to 5 squares maximum). If the weapon is thrown it cannot be retrieved until the opponent is killed or runs away. The chainsaw may not be thrown.

## Ranged Weapons

The formula for ranged weapons can be found above in Ranged Attacks. It is important to note that the target must be in line of sight and that you cannot shoot around corners.

## Range

When using a ranged weapon against an opponent the player must roll to see if his aim is true. The further away a target is the harder it is to hit. To aim a player rolls 1D10 and adds his Current Aim statistic. He then makes the following modification depending on the range:

Range	Distance	Modification
Close	Same or adjacent square	+2
Near	2 – 5 Squares	0
Far	6 – 9 Squares	-2
Extreme	10 – 12 Squares	-4

If the total score after range modification is 9 or higher then the aim was successful. Sometimes a difficulty penalty may also apply (if the player was trying to aim in the dark, for example). If the player rolls a 10 he may reroll the die and add the totals together.

## Explosives

Molotov Cocktails and grenades must be thrown (use Ranged Attack formula) to a maximum of 6 squares away. A grenade has a blast radius of 3 squares. Molotov Cocktails have a blast radius of 2 squares. If the player fails the Ranged Attack roll (i.e. gets less than 9) the weapon explodes in the square directly in front of the player (in the direction aimed). Damage is rolled for each NPC (and PC) in the blast radius. Fertilizer bombs can be put in place and detonated with either a fuse (see below) or by shooting it; they cannot be thrown.

- **Blast Radius:** damage is reduced by one die for every square outside of the explosions epicentre (e.g. a grenade causes 3D10 on the square it lands, 2D10 on the adjacent squares and 1D10 on the next)
- **Diving for Cover:** PCs and intelligent NPCs may attempt to dodge the explosion, however, the closer the player is to the epicentre the harder it is to avoid. Epicentre square is Impossible (i.e. -10), adjacent square is Very Hard, next is Hard, etc.
- **Fuses:** Fuses for bombs are timed in rounds. The PC making the fuse tells the ZM how many rounds he wants to have pass before the bomb explodes. He then makes a Brains action roll. The longer the fuse time is the harder the difficulty penalty (i.e. 1 rounds is Easy, 2 rounds is Moderate, 3 is Hard, 4 is Very Hard, +5 is Impossible).

## ARMOUR

Armour can protect you against damage to your health. When wearing armour the bonus is added to your Current Health score. Armour can increase your Health to above its Initial score. However, the armour is not permanent and will be damaged throughout the game. As the armour is damaged the players Health score decreases as normal. Once the Health Bonus has been exhausted the player should remove the item from his Character Sheet. Armour should be noted in the Items field of the Character Sheet. The following type of armour is available:

Armour	Health Bonus
Leather Jacket	2
Flak Jacket	4
Bullet-proof Vest	6
Helmet	2

**Example:** Jessica's Current Health is 16 (out of an initial 19) however she finds a Bullet-proof Vest in a locker at the Police Station. The armour has a Health Bonus of 6 so when she puts it on her Current Health score is increased to 22. However, shortly after putting it on she is attacked by several zombies and suffers 4 points of damage, taking her Current Health down to 18.

## EQUIPMENT

There are various pieces of equipment to be found throughout the game. Players may trade or give items to other players if they are on the same or adjacent square. Zombie Masters should feel free to incorporate additional items to suit their campaigns.

EQUIPMENT TABLE	
Items	Notes
Food Rations	increases the player's health by 1D6 (up to Initial Health score)
Medical Kit	increases the player's health by 1D10 (up to Initial Health score)
Backpack	Can hold one extra weapon or 2 extra small items
2-Way Radio	Can communicate with another 2-Way Radio anywhere in the city
Fertilizers	Can be made into Explosives (requires a Hard difficulty roll)
Fuel	Can be used for Molotov Cocktails, powering vehicles or for the Flame Thrower
Torch	Increases perception by 1 difficulty level in buildings
Rope	Long enough for most jobs
Grapple Hook	Strong enough to hold the weight of 2 people at a time

## NON PLAYER CHARACTERS (NPCs)

Players will encounter a number of different characters throughout the game. Some of them may be friendly but most will be more interested in eating the player than greeting him. Non Player Characters (NPCs) are controlled by the ZM. The ZM decides which NPCs will be encountered and where. NPCs have the same set of statistics as the Player Characters (PCs). However, some of these statistics may not be applicable. For example, a dog won't have an Aim score.

## Common Creatures

These are the most frequent NPCs that the players will come across in the game. ZMs should feel free to create new enemies for their campaigns. The statistics for these NPCs may vary depending on the campaign.

**Dogs:** these undead creatures are fast moving and usually hunt in packs of 2 or more.

<b>Name:</b>	<b>Dog</b>	<b>Movement:</b>	<b>1D6</b>
Health:	12	<b>Notes</b>	
Body:	3		
Brains:	1		
Aim:	-		
<b>Weapon</b>	<b>Ammo</b>	<b>Damage</b>	
Teeth	-	1D6+1	

**Rats:** the vermin population has exploded. Although not undead these are usually found in large numbers in buildings. Killing rats doesn't earn the player any Score points.

<b>Name:</b>	<b>Rat</b>	<b>Movement:</b>	<b>1D4</b>
Health:	2	<b>Notes</b>	
Body:	1		
Brains:	1		
Aim:	-		
<b>Weapon</b>	<b>Ammo</b>	<b>Damage</b>	
Teeth	-	1D4	

**Zombies:** most zombies are of similar strength but occasionally you may be surprised, especially if the ZM is feeling nasty.

<b>Name:</b>	<b>Zombie</b>	<b>Movement:</b>	<b>1D4</b>
Health:	15	<b>Notes</b> If Berserk then Movement: 1D6 Damage: 1D10	
Body:	4		
Brains:	1		
Aim:	-		
<b>Weapon</b>	<b>Ammo</b>	<b>Damage</b>	
Teeth	-	1D6+1	

**Berserk Zombies:** Any zombie can become a Berserk Zombie. When the ZM rolls to see how many zombies he gets to move in a round if he rolls a 1 that zombie goes berserk for that round.

### People

There are still a number of survivors hiding out in the city. Some of these are going to be friendly and some are going to be completely off their rockers. Humans should have statistics similar to the PCs.

- **Outlaw:** this opportunist may not be an apparent threat immediately but he only looks out for himself and is likely to backstab the players the first chance he gets. Outlaws could be escaped prisoners, motorcycle gang members, etc.
- **Lunatic:** the stress has been a bit too much for this unfortunate. Recently infected after a zombie attack all his statistics are half those of a normal player and he will become a zombie in 1D10 rounds (or whenever it suits the ZM).
- **Survivor:** this person will be glad to see you and will provide any useful information he has. Survivors will join the group if asked or may be content to make their own way to safety.

There are special character sheets for zombies and other NPCs at the end of this document. Complex NPCs should have their statistics recorded on the same type of character sheet as the players.

### TAKING TURNS

Each player (including the Zombie Master) has one turn per round.

#### Player Turn

A player's turn consists of the following in any order:

- 1 Movement + 1 Action or 1 Combat  
or
- 1 Combat + 1 Action  
or
- 2 Combats or 2 Actions or 2 Movements

#### Zombie Master Turn

The Zombie Master's turn consists of the following:

- **Add zombies:** See below
- **Zombie movement:** Roll 1D10 and move that many zombies or NPCs
- **Disclose Events:** informs the players of what is happening around them
- **Combat:** controls any NPCs (zombies, animals etc) in combat with the players

**Adding Zombies:** depending on the number of players the ZM will add zombies to the board at a different rate. If playing with 1-3 PCs then add zombies at a rate of 1D4 per round. If playing with 4-6 PCs then add zombies at a rate of 1D6 per round. This may vary depending on the requirements of the campaign.

### THE MAP

Although the players can see the entirety of the map before play even commences they should be limited in only being able to see NPCs in their vicinity (up to 12 squares away). Also, if there are surprises in store in regard to the terrain (such as a thoroughfare being blocked) the ZM could either leave a deceptive card in its place and replace it with the real card as the players approach or have the card upside down until the players get near to it.

### BUILDINGS

As the dead began to rise and society as we knew it began to crumble lawlessness reigned and the city was thrown into chaos. Looting was rife. As a result many shops and other buildings have been cleaned out. However, some of the buildings may still be found to contain useful items and weapons if thoroughly searched.

**Hospital:** medical supplies such as pain killers, medicines and bandages

**Police station:** weapons, ammunition and 2-Way Radios

**Lawn and Garden Store:** fertilizers for making explosives

**Army Surplus:** military type weapons and armour

**Sporting Goods:** hunting type weapons and ammunition

**Hardware Store:** fuel, fertilizers and tools

**Gas Station:** fuel and some tools

Other buildings could contain items specific to the campaign.

### Minor Buildings

There are a number of other buildings on the common road tiles in Zombies!!! These buildings can be entered by the players and occasionally have useful items. These buildings include: The Warehouse, pizza shop, Quick Mart, Theater 6, video store, Bob's Burgers, Media Buy, Used Books, Comix and China Dragon. Each building may only be searched once.

When searching minor buildings players should roll 1D10 and refer to the following table to see what they find:

Roll	Encounter	Roll	Encounter
1	6 Rats	6	2 Rats
2	5 Bullets	7	4 Shells
3	1 Zombie	8	Nothing
4	2 Food Rations	9	2 Medical Kits
5	1 Dog	10	3 Zombies

### CAMPAIGNS

Because the game is played on a map of a dilapidated city the option for role playing scenarios is somewhat limited. Also, the idea of the game is to have the campaign completed in one session rather than over a series of sessions as with conventional RPGs. However, it is feasible that extended campaigns could be played; especially by utilising the expansions sets by Twilight Creations Inc.

A campaign should run in the following manner:

- The Zombie Master (ZM) gives the Player Characters (PCs) a briefing of what has been happening in the world and what their role is now that the living-dead have begun to walk the earth.
- Depending on the nature of the campaign being played the ZM would inform the players of their mission (or supposed mission) and then let the PCs decide on how they want to go about trying to achieve their goal.
- As the PCs progress through the game the ZM reveals changes in the terrain and controls the zombies and other NPCs.
- Aside from controlling opponents in combat, the ZM also describes what the PCs can see and find when they enter buildings. He should use descriptive language to paint a vivid picture for the players.
- When designing the campaign the ZM should make note of what buildings are going to have significance in the game.

### CAMPAIGN IDEAS

The following are suggestions for possible campaign scenarios:

**Rescue mission:** An SOS radio message is coming from somewhere in the city. The players must find and rescue the survivors.

**Medical Supplies Needed:** The refugee camp is running low on medical supplies and has sent the group to the hospital. Food and fuel will probably also be needed.

**Radio Tower:** The group must restore power to a radio tower and send out a message to the rest of the world.

**Escape:** Similar to the original Zombies!!! The group must make their way safely through the city to escape (such as a dash to the helipad).

A campaign may combine several of these ideas (e.g. rescue survivors then make your way to the helipad). Along with the main mission there will be other obstacles to overcome such as a collapsed bridge that must be crossed or a locked safe that must be opened. Players may also need to visit buildings at opposite ends of the town before completing their mission, or split the party up.

### ACKNOWLEDGEMENTS

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I would also like to thank Chris W. for the great zombie drawing at the beginning of this document.

In creating these rules I have borrowed ideas from numerous RPG systems that I have played over the years. Thank you to all the makers of these games for not suing me.

Lastly, I would like to thank Matt Steflik, Ronald Pehr and many others for feedback and suggestions.

BLANK CHARACTER SHEETS

		CHARACTER SHEET																		
		NAME															SCORE			
STATISTIC	INITIAL	CURRENT	NOTES & CLUES																	
HEALTH																				
BODY																				
BRAINS																				
AIM																				
WEAPON		AMMO	DAMAGE	NOTES																
ITEM		NOTES																		
AMMO TRACKER (Circle amount and cross off as used)																				
Bullets	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
Shells	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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Shells	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
Molotov's	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Grenades	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Other	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Other	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20

**SIMPLE CHARACTER SHEETS FOR NPCs**

<b>Name:</b>		<b>Movement:</b>
Health:		<b>Notes</b>
Body:		
Brains:		
Aim:		
<b>Weapon</b>	<b>Ammo</b>	<b>Damage</b>

<b>Name:</b>		<b>Movement:</b>
Health:		<b>Notes</b>
Body:		
Brains:		
Aim:		
<b>Weapon</b>	<b>Ammo</b>	<b>Damage</b>

<b>Name:</b>		<b>Movement:</b>
Health:		<b>Notes</b>
Body:		
Brains:		
Aim:		
<b>Weapon</b>	<b>Ammo</b>	<b>Damage</b>

<b>Name:</b>		<b>Movement:</b>
Health:		<b>Notes</b>
Body:		
Brains:		
Aim:		
<b>Weapon</b>	<b>Ammo</b>	<b>Damage</b>

<b>Name:</b>		<b>Movement:</b>
Health:		<b>Notes</b>
Body:		
Brains:		
Aim:		
<b>Weapon</b>	<b>Ammo</b>	<b>Damage</b>

<b>Name:</b>		<b>Movement:</b>
Health:		<b>Notes</b>
Body:		
Brains:		
Aim:		
<b>Weapon</b>	<b>Ammo</b>	<b>Damage</b>

<b>Name:</b>		<b>Movement:</b>
Health:		<b>Notes</b>
Body:		
Brains:		
Aim:		
<b>Weapon</b>	<b>Ammo</b>	<b>Damage</b>

<b>Name:</b>		<b>Movement:</b>
Health:		<b>Notes</b>
Body:		
Brains:		
Aim:		
<b>Weapon</b>	<b>Ammo</b>	<b>Damage</b>

<b>Name:</b>		<b>Movement:</b>
Health:		<b>Notes</b>
Body:		
Brains:		
Aim:		
<b>Weapon</b>	<b>Ammo</b>	<b>Damage</b>

<b>Name:</b>		<b>Movement:</b>
Health:		<b>Notes</b>
Body:		
Brains:		
Aim:		
<b>Weapon</b>	<b>Ammo</b>	<b>Damage</b>

# ZOMBIES!!! RPG

## IMPORTANT RULES & FORMULAE

### Non-Ranged Combat Formula

**Attacker 1D10 + Body vs. Defender 1D10 + Body**

If the attacker's total is higher than the defender then the attack was successful. If the defender's total was equal or higher then the attack was unsuccessful.

### Aiming Ranged Weapons Formula

**1D10 + Aim – Range modification – Difficulty Penalty (if applicable)**

If the total is 9 or higher then the aim was true. If less than 9 the shot missed.

### Automatic Failure

A roll of 1 on a D10 for any action (including Ranged and Non-Ranged Combat) is an automatic failure for that action.

### Zombie Infection

When wounded by a zombie the player has a 1 in 10 chance of being infected. If during battle with an undead creature the player suffers any damage roll 1D10 at the end of the fight. If he rolls a 1 he has been infected and will die in 1D10 rounds unless he uses a medical kit. If the character is infected all his Current Stats (Health, Body, Brains and Aim) are halved until he can find a medical kit.

### Called Shots

A player may nominate to aim at a particular body part or small object; this is a Called Shot and will cause double the weapons normal damage if successful. A Called Shot is at a Hard Difficulty penalty (i.e. -4) as well as the normal range modifications.

### RANGE TABLE

Range	Distance	Modification
Close	Same or adjacent square	+2
Near	2 – 5 Squares	0
Far	6 – 9 Squares	-2
Extreme	10 – 12 Squares	-4

### ACTION DIFFICULTY TABLE

Difficulty	Penalty	Example
Easy	-1	Dodging 1 zombie
Moderate	-2	Climbing a rope
Hard	-4	Shimmying down an elevator
Very Hard	-8	Landing a plane without training
Impossible	-10	Jumping a 30ft ravine

### MINOR BUILDING SEARCH TABLE

Roll	Encounter	Roll	Encounter
1	6 Rats	6	2 Rats
2	5 Bullets	7	4 Shells
3	1 Zombie	8	Nothing
4	2 Food Rations	9	2 Medical Kits
5	1 Dog	10	3 Zombies
1	6 Rats	6	2 Rats

### EARN SCORE POINTS TABLE

Earn	
1	Kill an enemy with assistance
2	Kill an enemy single handed
2	Achieve a Moderate action
4	Achieve a Hard action
8	Achieve a Very Hard action
10	Achieve an Impossible action

### SPEND SCORE POINTS TABLE

Cost	
1	Fail an Easy action
5	Increase a failed roll by 1
8	Re-roll dice
10	Increase an Initial Statistic by 1

### ARMOUR VALUE TABLE

Armour	Health Bonus
Leather Jacket	2
Flak Jacket	4
Bullet-proof Vest	6
Helmet	2

### EQUIPMENT TABLE

Item	Notes
Food Rations	increases the player's health by 1D6 (up to Initial Health score)
Medical Kit	increases the player's health by 1D10 (up to Initial Health score)
Backpack	Can hold one extra weapon or 2 extra small items
2-Way Radio	Can communicate with another 2-Way Radio anywhere in the city
Fertilizers	Can be made into Explosives (requires a Hard difficulty roll)
Fuel	Can be used for Molotov Cocktails, powering vehicles or for the Flame Thrower
Torch	Increases perception by 1 difficulty level in buildings
Rope	Long enough for most jobs
Grapple Hook	Strong enough to hold the weight of 2 people at a time

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