

Aftermath! Zombie Supplement

Including zombie in Aftermath! is a fun way to liven up the game which was created way back in 1982, but several of the rules make zombies highly impractical. I've created a subset of the rules for dealing with zombies. I've made a few assumptions about zombies, but there is room for interruption by the GM.

Rule Modifications

Several special rules need to be added to allow a more natural zombie experience. Obviously, we have to suspend disbelief a bit to allow zombies, so these added rule changes should come par for the course. I've created the zombie virus definition, special missile hit rules, missile hit location rules, HTH hit rules and zombie class information. Special hit rules allow for more headshots, per zombie movie examples. The justification is that when shooting at a human, they tend to be defensive about being shot in the face. When shooting at a zombie, they just want your brain, they don't defend against headshots, I'm not sure they even understand they are being shot.

Zombies

There are two basic zombies that are the same, except their movement rate. This allows for a mix of fast and slow zombies.

Zombie (Slow)

BAP	6	Bite BCS	10 WDM: 1L
MNA	2	Damage Dice	1D6
PCA	3	Scratch BCS	10 WDM: 1L
BMA	1m (no running)	Damage Dice	1D4
AV	3-5		
WDA	0	CDA	0
DRT	(2D6) + 4	SF	20

Zombie (Fast)

BAP	12	Bite BCS	10 WDM: 1L
MNA	2	Damage Dice	1D6
PCA	6	Scratch BCS	10 WDM: 1L
BMA	2m (no running)	Damage Dice	1D4
AV	3-5		
WDA	0	CDA	0
DRT	(2D6) + 4	SF	20

Assume the Fast Zombie is always running. Fast and slow zombie have the same stats, just their movement speed is different.

Armor Value: 3-5AV. Using armor and building zombies is too crunchy. Just use average armors. For Zombie bosses, or turned PC, used the correct armor values.

Attack Modifier: Zombie bites and scratches may not penetrate Rigid and Semi-Rigid armor, for purposes of infection.

Special Attack: Any attack on a location with AV (Armor Value) 0 that does damage will result in infection. Any attack that does more damage than double the AV of the location ($\text{Damage} > \text{AV} * 2$) has a 30% (70-00 on a D100) chance of infection against non-rigid armor.

Example: Bob is wearing a light cloth shirt, AV 2. A successful zombie bit to location 28 does 5 points of damage. 5 points is more than $(\text{AV} * 2) 2 * 2 = 4$, so there is a 30% chance of infection. Bob must roll below 70 on a D100 to avoid infection.

Defense: CDA and WDM: Zombies do not defend against attacks or dodge attacks. Their CDA and WDM are always zero, even when running and falling.

Zone of Influence: These defensive values give zombies a huge weakness in that players can stand still, let zombies attack them and get a free Zone of Influence attack as they close. If a large number of zombies can be forced to go through a doorway, one at a time, then players can play whack a zombie. This makes zombies much less lethal in confined spaces. Zombies do not attack when players enter their Zone of Influence, though players must still stop when they enter a zombie's Zol.

Zombies shock factor is normally higher than their DRT, so they are not affected by shock.

Zombies who exceed their DRT de-animate, fall and remain motionless. They still carry the Zombie Virus and must be burned to eliminate it.

Zombie Virus

Name	Vector	Format	Target	Incubation Period	Virulence Group	Cycle Time	Notes
Zombie	S	- (Acute)	WL	1D20 + 2 Minutes	4	6 Minutes	Weakness, Green Skin Coloration

Zombie bites using this formula are survivable. Increase the Virulence group to make them non-survivable, but don't underestimate the deadliness of this virus.

Exposure: Determine if target is exposed to the virus. Roll a HTH AST – Virulence group. Successful means not infected. Failure means incubation period has started. The Zombie Virus has no symptoms during the incubation period. Remember, the incubation period is not known by the players. Players may not even initially know the time range.

During Incubation Period: A successful Pathology BCS roll minus the Virulence Group will allow another HTH AST – Virulence Group saving throw. Success means no infection, failure means infection. A Broad-Band Antibiotic may be used in conjunction with Pathology, with the strength of the drug adding to the HTH AST roll. If no pathology skill is available, the Broad-Band Antibiotic may be used to allow a HTH AST – Virulence group saving throw. Only one saving throw is allowed during incubation.

Post Incubation Period: Every 6 minutes that passes in the game the patient must make a HTH saving throw. After the Incubation period, characters are infectious, prior to their death. Due to the subcutaneous nature of the virus, infected characters are not extremely dangerous.

Saving throw in HTH CST range: Disease has run its course, the patient has survived, but has built up no defense to the virus.

Saving throw in HTH AST range: Disease does not progress.

Failed HTH AST: The effect die for the virulence group is deducted from the patients WL. If WL goes below 1, the crisis point has been reached.

Modifications to HTH Saving throw:

+1 Successful Pathology BCS – Virulence Group roll.

Broad-Band Antibiotic applied, add strength to HTH saving throw

-1 if character is more than 50% wounded

-2 if more than 75% wounded

Crisis Point

When the patient reaches the crisis point of the zombie disease, the player must make a unmodified HTH CST. If this fails, the character becomes a zombie and control of the character is taken over by the GM. Characters who become zombies retain their current DRT and armor, but may not use weapons. Zombie conversion no longer suffer from Weakness from the disease. Conversion is immediate. When the character fails their HLH roll, the character is a full strength zombie.

Standard Antibiotic vs Super Broad Band Antibiotic

The standard BBA (Broad-Band Antibiotic) has a strength of 2 against this virus. The Super Broad-Band Antibiotic (SBBA) has a strength of 3. A Cipro style antibiotic called PAX-4 has a strength of 4 and should be available in small quantities in most pharmacies.

Disease Notes

Depending on their WL, characters will get a number of chances to successfully throw off the zombie virus, however it is better to avoid infection. **There is no immunity built up by prior infections.** Note,

the incubation period is very short, so immediate medical care is needed to be effective during incubation period.

Special Missile Hit Rules

Zombies do not dodge or defend against missile fire, so while they are not easier to hit (beyond not having a CDA), they are easier to hit in upper body locations. This allows for more headshots. This is a concession to the zombie movie idea of head shots.

When a zombie is outside of a player's ZoI (Zone of Influence), i.e. more than 1m away, the normal BCS rules apply, but this special biped hit location chart is used.

D100	LOC
1-10	1
11-21	2
22-31	3
32-41	4/5
42-51	6/7
52-61	8/9
62-70	21/22
71-79	23/24
80-87	25/26
88-94	27/20
95-100	29/30

Standard rules for location moves for scores above 100 may be applied. Players may move to any location and are not restricted to upper body. A player may optionally, roll on the Biped hit chart if they feel that is to their advantage. Due to cover or whatever reason, but this must be determined before the BCS is rolled.

Hits to location 1 and 2 have their BDG increased by 10.

Once a zombie enters the ZoI for a shooter, the standard hit chart applies. Zombies are subject to free attacks when entering the ZoI, as they do not take combat moves.

HTH Special Hit Rules

Zombies do not have a WDA, and do not dodge head blows. This allows character to land blows against their heads with HTH weapons. When battling zombies with HTH weapons, player may optionally use the Special Zombie HTH Hit Chart.

D100	LOC
1-10	1
11-21	2
22-31	3

32-41	4/5
42-51	6/7
52-61	8/9
62-70	21/22
71-79	23/24
80-87	25/26
88-94	27/20
95-100	29/30

Hits to location 1 and 2 have their WDM increased by 1.

Zombies do not get a free attack when a player enters their ZOI or with attempts to disengage.

Zombie Search Rules

Zombies do not act like animals or humans. They have their own special characteristics when looking for brains to eat. Zombies have four modes **Inactive**, **Alerted**, **Active Search** and **Chase Mode**.

Zombie Enemy Detection Ranges

Zombies use sight and hearing to detect enemies and at short range smell.

Sight and Smell

The will see enemies up to 40m. Enemies moving outside of that range will not be detected by sight or smell, even if there is a clear line-of-sight. In zero light or low light, their sight detection range goes down to 15m, mostly due to their sense of smell.

Hearing

Zombies have good hearing and can low volume, non-environmental, sounds up to 50m.

Stealth

Characters using successful Stealth skill maybe able sneak past zombies. If they move within 15m of a zombie or fail stealth roll, then that triggers a detection roll. Stealth does not work on zombies that are not in Inactive Mode.

Detection by Inactive Zombies

The following table can be used to determine detection by zombies in Inactive mode. One roll is made regardless of the number of zombies. Roll modifiers are below.

Roll D20	Detection
1-5	Not noticed
6-12	Zombies go to Alerted Mode
13-17	Zombies go to Active Search Mode
18-20	Zombies go to Chase Mode

Modifiers

-5 Successfully Using Stealth

+3 Running

+3 Making mechanical noise (opening doors, inserting magazine, dropping a knife...)

If zombies go to Alerted Mode or Active Search Mode due to a detection, and the targets are further away than 15m, they must be able to see the target moving in order to go into Chase Mode. It is possible for characters to hide and stop moving to avoid being Chased. If characters are hiding and zombie movement caused zombies to close within 15m (smell range), use the close-range detection table.

Roll D20	Close Range Detection
1-9	Not noticed zombies move out of range, if possible
10-15	Zombies go to continue to wander in range, roll again in 1D6 minutes.
16-20	Zombies go to Chase Mode

Alerted Mode

When zombies enter Alerted mode, they will begin to move around, shuffling in circles or random patterns toward the point of detection at 3m per turn. Zombies will remain in Alerted Mode for 3D6 minutes.

Detection by Alerted Zombies

Alerted Zombies will go to Chase Mode if they see a human within 40m in normal light, 15m in low-light or darkness. Stealth has no effect on sight with Alerted Zombies.

Alerted zombies will move toward any non-environmental sound within 50m and a rate of 6m per turn.

Loud sounds within 50m (such as gunfire) will send Zombies into Chase Mode.

Chase Mode

When zombies see humans or large animals, they will go into Chase Mode. In Chase mode, they will move at their maximum movement rate directly toward detected targets.

Zombies will be blocked by visible obstructions, such as a chain link fence or glass windows and will not attempt to go around. They will not attempt to actively break down a visible barrier, but will press up against it, possibly causing it damage. This is because the zombie doesn't realize the barrier is keeping them from the target, since they can see it.

Zombie blocked by physical barriers which blocks vision, where they are aware the target is on the other side, for example a door that has been closed in their path, will attempt to break down the barrier and if not successful will return to Active Search Mode after 1D10 Minutes and will search for 3D6 minutes.

Zombies who lose sight of targets where more than one possible direction of travel is possible, for example a "T" junction in a hallway, will enter Active Search Mode 3D6 minutes, then go Inactive,

provide there are no visual or sound clues to guide them. Obviously, if the zombies can hear the target running down another hall, they will continue to Chase.

Active Search Mode

If Active Search mode is reached by detection or by loss of target, the zombies will wander around the area, moving at 6m per Action Phase or 36m per minute.

When attempting to determine if zombies will reacquire their target the follow formula should be used.

Number of Zombie/Total Direction Choices = detection group size.

Example 1: 30 zombies were chasing a group up from the sewer and find themselves in an empty field. There are 6 possible directions they can go, so the detection group size is 5 zombies.

Example 2: 30 zombies come to a "T" junction and do not know which way the group went. 15 zombies will go left, 15 zombies will go right, some randomness can be added if necessary.

For a group that moves in the right direction, a roll is made to determine what happens.

Roll D20	Detection Group
1-5	Group loses target
6-12	Group travels in the correct direction to reacquire targets
13-17	Zombies travel 4D10 meters toward the target (perhaps past it) and go into Active Search Mode, if they have not detected the target in another way.
18-20	Detection Group goes into Chase Mode and move toward the target. If they don't find the target, they may run pass it.

Modifiers

-5 for successful stealth

Failing to reacquire the target, they will go into Alerted Mode for 3D6 minutes, then go Inactive.

Gun Fire

Non-silenced gunfire and explosions will attract zombies. The Detection Range is 50m plus the BDG*2 of the weapon. The Extended Detection range is 300m. Extended detection range is 150m in urban areas with tall buildings due to echoes. While zombies can hear gunfire up to a mile or two away, it is difficult for them to determine the range and direction of fire. Zombies in detection range will begin moving in the direction of the gun fire in Active Search Mode. Zombies in Extended Detections range will begin to move in the direction of gun fire in Alerted Mode.

The detection range for silenced gun fire is 25m for zombies in Alerted Mode or higher. Inactive zombies will not react to silenced fire.

Noise Made by Zombies

Generally speaking noises made by zombies do not alert other zombies. For example, banging on barriers by zombies is common and doesn't mean "Brains", so zombies may ignore those noises. Even screams of zombies do not draw other zombies, though a screaming zombie will Alert other zombies nearby. A zombie will scream when they take more than 50% of their damage have not reached their DRT. i.e. if they are reduced to less than 50% of the DRT and are not also deaminated (Damage > DRT).

Walk Like a Zombie

It is assumed that trickery such as shuffling along in old torn clothing and pretending to be a zombie is part of successful Stealth. Only Stealth skill can be used to confuse or trick zombies allowing characters to travel among them.

Noise Makers

Characters can use noise makers to distract zombies who are not in Chase Mode. A zombie within 30m of a noise maker will go into Alert Mode and move to the noise maker. When they reach it, they will attempt to destroy it, if they can reach it. While the noise maker is active, they will remain in Alert mode. Once the noise maker stops, they will return to Inactive mode in 3D6 minutes. Technology use, electrician, woodworking or similar skill may be used to make noise makers.

Characters in Zombie Country

The zombie infested land of Zombie Country means that specific types of characters will fare better than most. Characters should have firearm skills, stealth and decent WL attributes, to help fight off infections. Characters should put an emphasis on wearing armor that covers all parts of the body. Rigid or Semi-Rigid armors whenever possible. It might seem odd to have the whole group all stealth characters, but that specialty skill is one of the only ways to survive.

Doctors in Zombie Country

Doctors should have Pathology. Emphasis should be put on finding and using BBA or SBBA. Exotic healing, such as Poly-3 have no effect on the Zombie Virus and will not heal infected individuals, prior to them recovering. Live saving techniques such as CPR or Defibrillators will not prevent the Zombie Virus from killing a character. No one wants to have a zombie wake up while they are doing CPR on it anyway.

Special Rule for Silencers

It should be the first goal of characters to find actual silenced weapons. While this is the overall goal, improvised silencers can be built with Firearm Repair, Modern, for the purposes of this special game.

Special Improvised Silencers (SIS)

SIS Reduce firearm noise enough to classify as silencers for Zombies. Humans will not be fooled. SIS have limited practicality. They only work on weapons with Autoloader or lower rates of fire and BDG of 11 or less. They only last for 3-6 shots before they self-destruct. Starting on the 4th shot (4th bullet down the barrel) a D6 is rolled. 1-3 the silencer still works. Starting on the 5th shot, at 1 to the die for each

shot after 4. When the silencer self-destructs, that shot was still silenced, but the next shot will be at the normal noise level.

Zombie Country Campaign

The ideal campaign would be a 10-minutes after campaign. Players start in their start location (either as friends or as people unlucky enough to be stuck together), just after the zombie apocalypse starts. Their initial goal should be to survive the fall of civilization. Initially, they will need to get armor and weapons to defend themselves.

Initial Equipment

Initial equipment will be that which they were able to scrounge in the minutes leading up to the campaign. It is assumed that the zombie apocalypse is understood by each character and they have spent the last 10 minutes gathering whatever they can find as armor and weapons.

Armor

Players have the following armor:

D6	Armor
1	Survivalist Attire Jacket – HL, AV 4 Pants – HC, AV 2 Boots – HL, AV 4 Gloves – (Loc 27-30), PX, AV 6 Neck Guard – PX, AV 6
2-3	Business Attire Jacket – PC, AV 3 Pants – HC, AV 2 Shoes – LL, AV 3
4-5	Casual Attire Long Sleeve Shirt – LC, AV 1 Pants – HC, AV 2 Shoes – LL, AV3
6	Worker Attire Jacket – PC, AV3 Pants - PC, AV3 Work Boots - PH, AV 4 Work Gloves - HC, AV 2 Helmet (Loc 1,2) - MP, AV 6

Weapons

Players have the following weapons, one assumes they have been moving and picked these up from ground, dropped other people, military or police on the way to their current location.

D6	Weapons	
1	Improvised Weapon Spear, WDM 1.5L	
2-3	Sledge Hammer, WDM 2B	
4-5	Pistol, 45 ACP, 3D6 Bullets, 1D3 magazines	
6	Long Gun	
	D6	Long Gun
	1-2	Rifle, M-14, 3D6 Bullets, 1D3 magazines, Autoloader
	3-4	Shotgun, Mossberg 500 Hunting, 3D6 Shells (20ga shot)
	5-6	Carbine, M4 Carbine, 3D6 bullets, 1 magazine

Any additional specialty items for specific skill that a character would be expected to be carrying during their daily life. Doctors bag, Electricians tool kit, tool box for maintenance man, color swatches for interior designer, lock picks for a thief or other items.

In addition, a character may have weapons on them for any non-firearm combat skill they have that has a score of 100 or more.

Modern Characters

It is assumed that this Aftermath! scenario is happening right at the start of a zombie outbreak in the modern world. All characters are treated as having grown up in the world. There are no “Wild” upbringings for characters in age group 0.

Characters should be generated in the normal way, then be provided with the following free skills and have minimum BCS set for those skills below the minimum BCS level. If characters get any of these skills for free due to their age group, they are still free. No extra points are awarded.

Automobile Driving BCS 15

Technology Use BCS 15

Pre-ruin Culture

Literacy Double Score

Mathematics

Swimming

They may take one of the following skills:

Archery

Fishing

Hunting, Shoot

Basic Research

Chemistry

They may not any Format 3 “Post-Ruin” skill, all skills are converted to Pre-Ruin.

The Zombie Virus Testing

I tested some of the characters on i314.org for the effect of the zombie virus. Here are the results. Character sheets are at i314.org.

Alex Gonzalez: WL 13, HLH AST 6

Infected. Incubation period 17 minutes. 12 minutes later, 8 WL lost. Survived after 18 minutes.

Grasshopper: WL 8, HLH AST 9

Infected. Incubation period 15 minutes. After 6 minutes, turned zombie.

Tosheda Miller: WL 9, HLH AST 10

Not infected.

Xavier Goldstine: WL 12, HLH AST 13

Not infected.

Serra: WL 9, HLH AST 7

Infected. Incubation period 15 minutes. Turned after 6 minutes.

Virus Conclusion

Anyone infected has a 33% chance of surviving. However, only about 40% of those exposed were infected. Still, those are some poor odds. The virus is something to be avoided.

The Zombie Environment

As time passes the campaign will have different phases. These will change how the world looks and acts, while changing the composition of the world.

Phase 1: Infection Phase

The first phase is the infection phase. This will last 2 weeks. The environment during the infection phase is an equal mix of uninfected humans and zombies. The infection phase starts when the first infection happens and the players are usually dropped into an infected zone.

People will normally be travelling in small family units during the infection phase and the organized resistance from police and military is still active. FEMA camps are being formed for survivors and treatment of the injured. Military and police units during this phase are considered friendly and will help when possible. However, these units will attempt to disarm civilians they encounter.

During this phase the players will not need to worry about food, water, shelter or other survival requirements. These will be common, and so easy to obtain that the GM does not need to include them in the game.

Equipment, armor, ammunition and weapons will be common place and will literally be laying around. Realistically, firearm ammo should be limited during this period to prevent the players from creating a large stock pile. Most stores will no longer have ammo, as it has been taken or purchased by individuals. It will be possible to find small amounts of ammo on dead bodies.

Phase 2: Collapse

The collapse phase is marked by the end of civilization as we know it. Power goes out, water stops coming out of pipes and the majority of humans have begun to group up into collective groups of survivors and few existing family units are still intact.

Groups of survivor's fight zombies and other groups as they try to consolidate their resources.

During the collapse, FEMA camps are abandoned as there are no longer enough living people to operate them. All organized resistance ends during the collapse phase. Most surviving military and police units begin to abandon survivors and start to worry about their own survival rather than the protection of civilians. During this phase military and police units should generally be treated as hostile, though exceptions would exist.

Food and convenience stores no longer have much food and Salvage Food skill is required to recover food from these locations. Private homes still are a viable source of food.

The collapse phase starts at the two-week time mark since the first infection and lasts 2 months.

During the collapse phases zombie concentrations are extremely high. It is impossible to move in buildings or in the open without encountering zombies, sometimes in high concentrations. Every new area must be cleared of zombies to be considered safe.

Phase 3: Desolation

The desolation phase is marked by a decrease in survivor groups and a marked reduction of the number of free roaming zombies, due to attrition. There is no strictly military nor police units left, remnants of these groups have merged with other survivors.

Survivor strongholds now exist with small groups of survivors hiding in zombie proof enclosures. These strongholds fight off zombie and raider attacks. Raiders are groups of people, who in their desperation, have chosen to begin robbing and killing other survivors for their stuff.

It is now possible to move outdoors without encountering large number of zombies, though the threat still exists from zombie packs. Lone zombies or small groups of zombies are found in inactive mode throughout the game area. Raiders are now an issue if the player's base is located in a known location, such as a trade point or farming area. Raiders may now also be encountered when moving in the open.

Weapons, armor and ammunition are much harder to come by as most has been collected in the collapse phase cached, damaged, broken or used in the case of ammunition. Shops are no longer a source for weapons and ammo.

Survival supplies of food and water should now be tracked by the GM closely, as the characters have moved into a live or die situation based on food and supplies. Food in stores has rotted, been destroyed, used or cached. Food and convenience stores are no longer a resource for food and water. FEMA camps have been completely stripped.

Starting in the desolation phase, gasoline and diesel supplies will need processing before they can work in modern cars due to the amount of water in the fuel and due to the breakdown of the various elements of the fuel. Less sophisticated engines will still be able to use gasoline and diesel can be syphoned from the top of fuel tanks that have settled. To process fuel a character needs to have either Production of Fuel – Petroleum (converts 100% of fuel), Distillation (converts 50% of fuel) or Internal Combustion Engine (converts 10% of fuel) skills and a fuel distillation setup.

The desolation phase starts at the end of the collapse phase and lasts at least five years.

Phase 4: Recovery

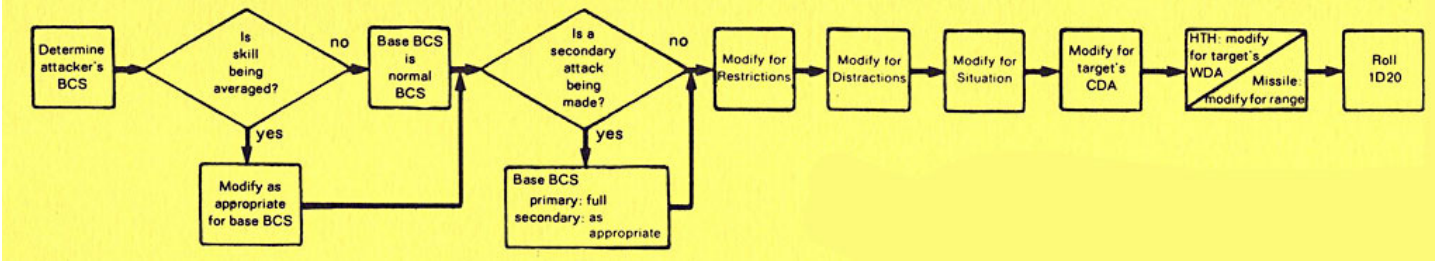
The recovery phase is marked by a return of civilization. Small survivor enclaves have begun to group into small towns and communities. Small communities have begun to actively fight the zombie in their surrounding areas and have come up with plans to prevent future infection. The zombie threat is basically overcome. Many survivors are those that found themselves naturally immune to the zombie infection.

Characters in this phase will need to worry if they are bandits or law breakers as law enforcement will begin to effectively deal with raiders and other outliers. Players will do best in this phase of their characters have moved into a scavenger role, as small communities are in need to specialty equipment, such as rare medical equipment and other pre-ruin items.

In the recovery phase, technological advancement has stagnated and many communities have reverted to preindustrial revolution status, though even those communities have some modern equipment and modern technology is generally understood, just unobtainable.

Gun Cheat Sheet

Combat Procedure Flowchart



Is Skill Being Averaged?

Moving faster than combat move? Driving Car?
Surprised? Hip Fire Only

Engaged

Roll DFT AST to fire if shooter is engaged.

Modify for Restrictions

Hex sides touching walls or object higher than 1m. Bodies in hex.

Shooting over cover -5

Modify for Situation

Damaged in Combat Turn	(Damage/2)
Firing Gun in Each Hand	-1
Surprised	-2
Shooting Newly Acquired Target	-2

In Firing Stance	+1
Braced Weapon (requires Stance)	+1
Sighted (requires Stance)	+1
Shooting to Side Hex	-2
Shooting to Rear Hex	-4

Target Combat Dodge Ability

Target Not Moving	CDA x 1
Target Walking	CDA x 2
Target Running	CDA x 3
Target Dodging	CDA + 1
Target Falling (diving to the ground)	CDA x 3

Movement

Combat Move	-1 BCS
Walk	Hip fire, -2 BCS
Running	Hip fire, -4 BCS
Dodge	Double penalty

Target Range

	PBR	SHR	EFF	LNG	EXT	MAX
BCS	+1	+1	0	-1	-2	-5
BDG	+10	0	0	-10%	-25%	-50%

Inherent Accuracy

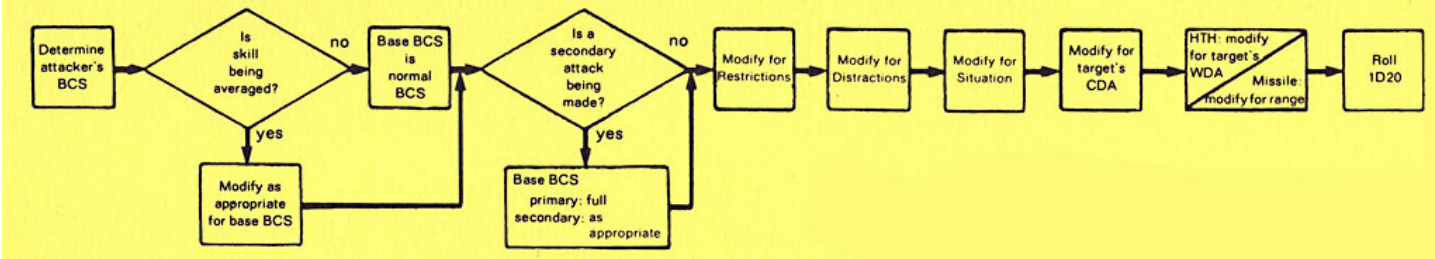
Pistol: Snub	-1	Pistol: SHT	0
Pistol: STD	+1	Pistol: LNG	+2
Carbine	+3	Rifle	+4
Shotgun: Slug	+3	Shotgun: Shot	+4

Recoil Effects

Apply from web data

HTH Cheat Sheet

Combat Procedure Flowchart



Is Skill Being Averaged?

Moving faster than combat move? Driving Car? Using Brawling instead of proper skill for weapon?

Modify for Restrictions

Hex sides touching walls or object higher than 1m. Bodies in hex.

Modify for Situation

Target is Prone	+2
Attacker is Prone (Not Unarmed Combat)	-10
Attacking to Rear Hex	-10
Attacking from a Rear Hex	+10
Superior Position (stairs, crate)	+1
Inferior Position	-1
Dim Light	-3
Poor Light	-5
Darkness or Partially Blind	-9
Totally Blind	-12
Missile Attacker over 50% wounded	-2
Missile Attacker over 75% wounded	-4

Target Combat Dodge Ability

Target Not Moving	CDA x 1
Target Walking	CDA x 2
Target Running	CDA x 3
Target Dodging	CDA + 1
Target Falling (diving to the ground)	CDA x 3

Target WDA

Target weapon skill/20 (nearest)

Weston Commerce Center

WCC is an Aftermath! Zombie supplement to start a sandbox game. The basic setup is that the players find their characters in the Weston Center (WCC) hiding in the conference room.

The supplement contains:

1. Aftermath! Zombie Rules Supplement
2. Weston Commerce Center building layout
3. Character: Doc
4. Character: Sissy
5. Character: Wild Bill

GM are free to use their own characters, but this supplement is meant to be a way to start a new game with players who do not know the Aftermath! rules or system. The characters are designed to limit the players exposure to more complex rules until later, when they are ready to roll their own character.

Conference Room Start

We pick up the group after their backgrounds and they find themselves in a windowless conference room in the Weston building. The sounds of screams begin to die down and an eerie quite comes over the building. Introductions are made and the group decides that since it's been hours and no rescue has arrived, it is time to start making their way to a safer location, perhaps an evacuation center or shelter. Since conditions outside have likely worsened since they've been in here hiding, the group feels it is prudent to search the Weston Center for gear and equipment that would be helpful.

One Shot/Sandbox Start

This one shot is designed to test the Zombie Supplement for Aftermath!. The game will end when the characters decide to exit the Weston Commerce Center for good. Players may exit a door at the WCC and then return to the build via another door, if they feel the need to without ending the game. With one long hallway and 46 rooms, this should give players plenty of interesting things to investigate before the depart.

The players will have successfully completed the one-shot if all three-player character survive to exit the building. There choices in which rooms to search first will control what equipment, armor and weapons they find, so a bit of luck will make things much easier.

Conference room

Standard conference room with speaker phone, lots of chairs, a projector, a water pitcher and some water glasses.

When the group entered the conference room to hide, the building appeared very normal, but once they leave, it has drastically changed. There are now blood splashes on the floor in the hall and there is a smell of death.

Notes about the conference room

The only exit to the room is the door. The drop ceiling doesn't allow access to the hall. There are no windows. Character could smash through the wall into suite 950, but that would require destroying a barrier of 30 and an attempt would draw 1D6 zombies from the door and also into suite 950 from the outside of the building. Players should be warned of this possible outcome.

Suite 700 – Nagata Group

Import company that imports goods from Asia. The room is decorated in Asian style, mostly Japanese. There are four desks in the room, with a receptionist's desk on the right of the entry.

Suite – 1 zombie eating a recently dead body.

Notable gear: A Katana is hanging on the far back wall on a fancy and ornate holder.

All three doors are closed to the offices.

Office 1: Door closest to the entrance – Mr. Park

The floor is covered with blood splashes and there is a 2x2 foot shipping box on the desk. Inside the box is packing material and the rotted head of what appears to be a zombie.

Notable gear: Inside the desk is a pair of Binoculars

Office 2: Door in the middle – Mr. Kim

The room is pristine and appears to be just the way Mr. Kim left it.

Notable gear: Propped in the corner near the desk is a small back pack, which may have contained a laptop, but is nowhere to be seen.

Office 3: Furthest door – Mrs. Bellantoni

There are 3 zombies working on eating Mrs. Bellatoni. They are making a lot of noise, so anyone standing outside the door would hear them.

Notable gear: Working computer showing a news site with live updates.

Suite 800 – Vandorn Architect

An architect office. The outside door to the office is locked.

Outside Door: Physical Barrier 40pts, lock heavy key lock, complexity 5.

Suite – The office is adorned with drawings and photographs of various buildings. The main room has 3 desks, with computers requiring logins to access. The room is in perfect condition, it appears they had not made it in for the day prior to the events outside.

Notable gear: Under one of the desks is a tool box with a hammer and other tools. Encumbrance 1.2

Hidden Item: If characters make a -3 roll to spot hidden things, they will find pistol. Ruger Security-Six

Offices starting left to right.

Suite 1: Chauncey Robie – Standard Architect office.

Notable Gear: Bicycle hanging on the wall.

Suite 2: Bennie Waring - Standard Architect office

Notable Gear: 6-pack of bottled water

Suite 3: Lounge – A room with a couch and television, refrigerator and pool table.

Notable Gear: Pool Ques, Pool Balls, 4 cans of soda.

Suite 900 – Lee Security Consultants

Door is standing open to the Lee Security Consultants suite. There are shell casing and 3 bodies lying on the floor in the main office. It appears that someone barricaded themselves behind the reception desk and had a gun battle with three people. It is unclear if they were zombies or people without close examination.

Notable Gear: A Glock 20 is laying under the reception desk, but the magazine is empty. Standing next to the desk is a Plated Densiplast (AV 11) bullet proof vest in good condition. It has the word “SECURITY” on the front and back in yellow type font.

Offices front to back.

Suite 1: The door to the office appears to be jammed. It is locked, once unlocked it will not open. Lock complexity 4. Door barrier value 20. Once access is gained, a body is sitting in the desk. It has several bite marks on the arms and a bullet wound to the head.

Notable Gear: A Glock 20 is in the hand of the dead body. The magazine appears to have 3 bullets and one in the chamber. On the desk is a go bag with clothes, some cash, antiperspirant, and a pair of shoes.

There is a locked gun safe in the room. 3 digit code, complexity 4. Requires safe cracking to open. Barrier value 120pts to force open. It isn't expected that this can be opened.

Suite 2: The door to suite 2 is closed and there is rope tying the handle to a water cooler. The rope can be cut, but the lock would need to be picked or broken down. Lock complexity 4. Door barrier value 20.

The window at the back of the office is broken, the door appears to have been blocked to prevent entry into the building. If players get close to the window. 1D6 zombies will enter every two combat turns until the players put a closed door between them and the window.

Notable gear: There is a large gun safe in this room, but it is empty. Several empty boxes of ammo litter the floor. Several metal cabinets hang open. 3 pistol belts hang in the cabinet, with no guns. There is also a first aid pack with 3 medical supplies.

Bathrooms and storage

Nothing of interest here. The doors swing inward, so any zombie that enters gets trapped inside.

Suite 1000 – Kennon Communications

The suite is unlocked. Kennon Communications seems to do something with satellites, but it isn't clear from looking around the suite. The main office has two desks. The room is in disarray, it appears something has search the suite looking for something. Papers and books litter the floor.

Notable gear: Stacked neatly near the door is a backpack, a fire axe, mini-flashlight, work gloves (Light Leather, AV 3) and full-face motorcycle helmet. (Macroplast AV 9)

Suite 1: (On left) Communications Room – The communications room appears to be a room with a number of computers and monitors. None of the equipment appear to be turned on. There is a cabinet with some electronic parts and tools for working with electronic parts.

Hidden Item: -3 to find hidden things for this item. Under floor panel, Benelli M3 Shotgun, with 5 rounds.

Suite 2: (middle office) Muriel Badgley – The door to this office is locked. This is a woman's office, she from the decor, she likes clowns and satellites. There is a note on the desk. "Merlin, I've got some supplies together for you. You never showed, I left them by the door. Pull the floor panel in the Comm Room. I've left you a master key. Muriel..."

Suite 3: Merlin Vanleer – This room is a complete mess. 4 zombies are pressing their faces against the window in the back. They will not notice the party enter if they are using stealth. The can be bypassed if using stealth.

Notable Gear: 5 rounds of 12 GA shot are sitting on the top of a filing cabinet.

Suite 1100 – Baier Armor

Baier Armor appears to supply police departments with bullet proof vests and other items. The main office is locked. Barrier 20, complexity 5.

The office has an alarm which will sound 1 minute after the door is opened. The alarm will bring 1D6 Zombies from the hall (perhaps they came in from outside?) The alarm can be disabled by removing the speaker, which is hidden behind the drop ceiling. Find hidden things at -5. Once it sounds, the alarm can be found easily, removed by shooting or whacking. The alarm can also be disabled using a magnalock tuner. It can also be disarmed from the alarm panel near the back of the room. Find hidden things +1. Electrician or Electronics skill to cut the correct wire, or smash to bits. Barrier 10.

Standing along the left wall are 4 dummies in various police and FBI tactical gear. Each is armed with a replica m-14, replica Glock and a holster belt. There are two Police Tactical Outfits, one grey camo, one black, one black FBI SWAT and one blue camo Police SWAT outfit.

Suite 1: Todd Markle – Todd’s office contains a desk and office materials. There is a disassembled clothing dummy with a placard in front of it “Field Infantry Mark 1b”. The armor appears to be missing. In a glass case on the wall is a baseball bat, marked with a brass plate, “Home run 2016 Battle of the City”. It has a number of signatures on it.

Suite 2: Berniece Emanuel – The office appears to be totally destroyed, most of the furniture is broken, it appears it was piled in front of the door, then broken up and shoved out of the way.

Hidden things: +1 to find in the rubble, a Tonfa

Suite 3: (on the left) Samuel Garrity – This office has an intact window with vertical blinds drawn. The office door is locked. Inside the office is a zombie boss, Berniece Emanuel and a the zombie that bit her.

Suite 1200 – We Work Temporary Staffing

This is a day labor office. The main office has a desk in the back and chairs along the wall. The door is glass, so anyone looking inside can see inside. The door opens in, so zombies will push up against the glass, but not open the door. If the zombies are attacked, or excited, they will break through the glass. The main office contains 12 zombies, mostly wearing worker outfits and one in a pink dress.

Suite 1: (Left) Testing Room – The testing room has computer terminals along the walls where potential employees are tested. The door is closed and the lights are off. The room contains 3 zombies.

Suite 2: Accounting – The accounting room is an office for 2 employees. There are desks and computers.

Suite 3: No Admittance – The office door is closed, but the room contains a pass-through (think bank teller) which is open. The zombies from the main room can easily climb over the pass-through.

Notable Gear: Two shovels are propped up against the back wall.

Suite 1150 – The Cookie Company

The main office has shelves of different types of cookies. Most of the shelves have not been stocked for the day and are empty. A dead body is laying half in and half out of the pass-through, wearing a Baier Armor t-shirt. Something pulled it half into the back office, next to the cash register.

Sitting in front of the checkout counter is a green duffle bag with the Baier Armor logo on both sides of the bag. The bag contains 3 bottles of water, a road flare, a roll of tape, a hammer, and a Baier Armor Jacket (M-MP) AV 6.

Suite 1: Cookie Checkout – The room contains several cabinets with various wrapped cookies. The room has 2 zombies with The Cookie Company t-shirts on. Both can climb through the pass-through. One has a bayonet sticking out of its chest.

Hidden things: -3 to find. Keys to a delivery van outside.

Suite 1050 – Atlantic Lynx Mortgage

The door to the office has been smashed through and bloody hand prints are all over the door and the door frame. Near the door are three bodies that appears to be two construction workers and older black lady. All three, lay facing into the office, as if they were killed attempting to enter the office. One of the construction workers has a broken wooden chair leg sticking out of his head.

There is a small reception area at the front of the office, with a four-foot dividing wall separating the reception area from the office in the rear. The reception area is a complete mess with bloody foot prints and broken furniture.

A fourth body lays in the entry way between the divider. The man is wearing a business suit, it isn't immediately clear his cause of death. A quick look reveals he was stabbed by a sharp object in the chest several times.

Beyond the divider, the office is more pristine, with a few bloody foot prints leading from the reception area back into the office, but it isn't clear the number of people and whether they were coming and going, or just going back further into the office.

There is one desk toward the back that has the computer monitor laying on the floor next to it. The surface of the desk is clear except for some bullet casing. There are several more laying around the floor near the desk. It appears someone made a stand from behind the desk with a pistol.

There is a closed safe (Complexity 2, Barrier 20) at the back of the office that has some cash and important papers. (Well, important to someone, before the zombie attack)

Back door: The back door is unlocked. Several bloody hand prints are on the door.

Suite 1: Conference Room 1 – The conference room has a conference table and chairs. There is nothing of interest here.

Suite 2: Conference Room 2 – This conference room is closed and the door appears to be locked, (Complexity 1, Barrier 5). Behind the locked door is another conference room identical to conference room 1. Several boxes of bullets sitting on the table, but all appear to be empty, the bullet having been removed. There is a duffle bag sitting on the table and a set of car keys and remote. The duffle is empty. A pistol holster is sitting on the floor near the table.

Suite 950 – The Bannon Group

It isn't clear what the Bannon Group does from the outside of the office. The office door is broken with bloody hand printings and appears someone has smash their fists through the door to get at whatever was inside.

There is a small reception area with chairs near the entrance. There is no door connecting the two areas. The reception area is in disarray, chairs tossed around and one of the pictures, a boy on a sail boat, has been knocked off the wall and bloody broken glass lays around it on the floor.

Main Office: The main office is in complete disarray. The front window is broken and the main door is jammed open by a fallen coat rack.

There are four tables in the main office, which had a number of phones on them. The tables, made of light plastic material, have been overturned and are now in various states of being over turned. The tables, tossed chairs and number of phones make moving through this area at anything but a walk difficult.

Many of the surfaces in this room have bloody hand prints. There are no bodies in the room.

View Outside: Because of the open door and broken windows, the office gives a good view of the situation outside. The situation outside is not very promising. Occasional cars weave through the stopped traffic past the office. Zombies can be seen chasing groups of people, though the people aren't easily seen as they seem to be taking care not to be seen.

If anyone approaches the windows or door without stealth, two zombies nearby will enter the building. Weapons fire in this room will draw four zombies.

Suite 1: Near outside wall – The door is open and this room appears to be some sort of break room with two soda machines, a microwave and large trash can. There is a small round table in the middle of the room. The room looks like someone search it, but it is impossible to identify what they were looking for.

Suite 2: Next conference room and inside wall – This is a file room. There are filing cabinets against all of the walls and a double row of them down the middle of the room. There are several bloody foot prints near the door.

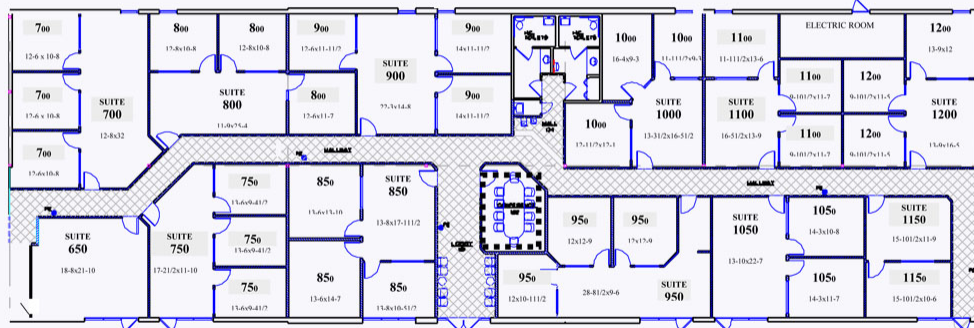
Suite 3: The door to suite 3 is closed. Inside are 7 dead bodies, all dressed in green polo shirts with the Bannon company logo. The bodies appear to have been dragged into this room, as drag marks and

blood stains indicate they were not killed in this room. All appear to have died from stab and slice wounds after turning.

There is one zombie in the room. It is wearing a green polo shirt and is bloody and bitten, hanging from the ceiling fan in the middle of the room. The zombie cannot free itself. It appears that it was hung when it was a human, and turned after death. His name tag says, "Hi, my name is Mark. Ask me about lawn care".

Laying at its feet is a Katana, which appears to be covered in blood.

Weston Commercial Center



DISCLAIMER: This drawing is for Suite Designation purposes only. Building or Studio Office Suites rendered here may not be to actual size and may not be office floor shaded as available. Sizes, Structures, and Specs may be altered without notice. This offering is subject to errors, omissions, or withdrawal without notice. Should you have any questions, please direct them to Loren at 954.384.6969.

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SKILL	FORMULA	FORMAT
Brawling	STR + DFT + Combative	3
Climbing	STR + DFT + Natural	1
Culture, Pre-Ruin	WT + Communicative + Esthetic	1
Knife	DFT + SPD + Combative	3
Literacy (Specify)	WT + WL + Communicative	1
Lockpicking	DFT + WT + Mechanical	1
Pistol, Modern	DFT + WT + Combative	3
Search, Urban	WT + WT + Natural	2
Stealth, Urban	DFT + WT + Natural	2
Survival, Urban	HLH + WL + Natural	1
Technology Use	DFT + WT + Mechanical	1

Skills in bold can not be advanced by Learn By Doing

SKILL	FORMULA	FORMAT
Advanced Medical	WT + DFT + Scientific	1
Automobile Driving	DFT + WT + Mechanical	1
Autoweapon	DFT + WT + Combative	1
Brawling	STR + DFT + Combative	3
Chemistry	WT + Scientific + Natural	1
Culture, Post-Ruin	WT + Communicative + Esthetic	1
First Aid	DFT + WT + Scientific	1
Lab Technique	DFT + WT + Mechanical	1
Literacy (Specify)	WT + WL + Communicative	1
Pathology	WT + WT + Scientific	1
Pharmacy	WT + DFT + Scientific	1
Pistol, Modern	DFT + WT + Combative	3
Polearm	STR + DFT + Combative	3
Rifle, Modern	DFT + WT + Combative	3
Search, Urban	WT + WT + Natural	2
Technology Use	DFT + WT + Mechanical	1
Throwing	DFT + WT + Combative	3
Two Weapon	STR + DFT + Combative	3

Skills in bold can not be advanced by Learn By Doing

AFTERMATH

Player
Character **Wild Bill**

Age Group **3** Base Age **40** Actual Age **45** **Recog. Factor**
Size Bulk Looks Personal ENC **4.4**

Attribute	Allocated	Permanent	Current	AST	CST
WT		17		8	5
WL		15		7	5
STR		15		7	5
DFT		15		7	5
SPD		12		6	4
HLH		15		7	5

Learning rate (WT Group)	3
Freely Improvable Skills (WT & WL)	32
STR Group	3
Maximum Number of Actions (DFTGrp)	3
Base Action Phase (SPD AST)	6
Phases Consumed in Action (BAP/MNA, d)	2
Combat Dodge Ability (DFT & SPD/20.n)	1

Healing Rate (HLH Group)	3
Shock Factor (10+ Healing Rate)	13
Damage Resistance Total (HLH + 1/2 STR + 1/2 WL)	30
Damage Taken	
Lethal: _____	
Subdual: _____	
Total: _____	
Critical damage	
location amount	

Talents	Current
Charismatic	<u>-1</u>
Combative	<u>17</u>
Communicative	<u>-2</u>
Esthetic	<u>3</u>
Mechanical	<u>7</u>
Natural	<u>2</u>
Scientific	<u>0</u>

Encumbrance

Maximum value carried with status
unencumbered partially Enc. fully Enc.
4.5 6.8 9.0

In Pack or Bag (Capacity _____)

On Belt

Loc. Item ENC

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

Left Slung

Right Slung

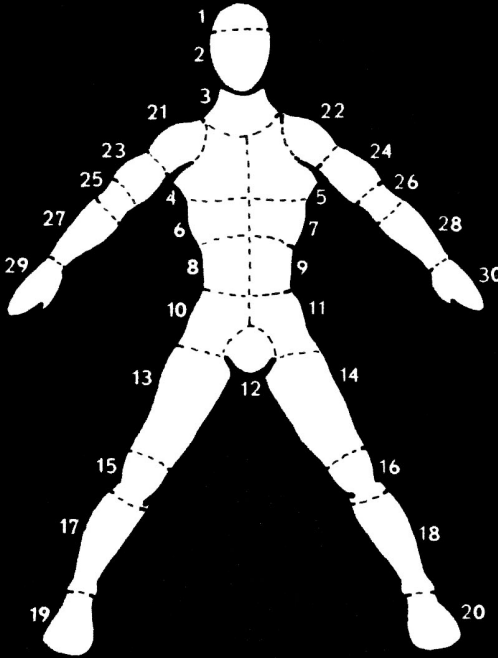
Left Hand

Right Hand

Pockets

- 1
- 2
- 3
- 4
- 5
- 6
- 7

Enter Armor Value on Location covered



Item Coverage Format Code AV ENC

Item	Coverage	Format	Code	AV	ENC
Average Armor Value _____					

Skills

Skills	SCORE	BCS
Off-hand Dexterity	_____	12
Armorer,		
Plastics	39	7
Autoweapon	98	19
Brawling	47	9
Culture,		
Post-Ruin	18	3
First Aid	64	12
Hunting,		
Trap	64	12
Knife	88	17
Literacy (Specify)	30	6
Plastics Forming	39	7
Polearm	94	18
Rifle,		
Modern	98	19
Stealth,		
Urban	64	12
Survival,		
Urban	60	12
Tactics	64	12
Technology Use	39	7

Guns

Weapon	Format	Action	Magazine Capacity	Caliber (BDG)	ENC

Weapons

Type	length	Format	Survival Value	WDM	ENC

ENC Carried Worn Total

_____ = _____

SKILL	FORMULA	FORMAT
Armorer, Plastics	DFT + WT + Mechanical	1
Autoweapon	DFT + WT + Combative	1
Brawling	STR + DFT + Combative	3
Culture, Post-Ruin	WT + Communicative + Esthetic	1
First Aid	DFT + WT + Scientific	1
Hunting, Trap	DFT + WT + Natural	1
Knife	DFT + SPD + Combative	3
Literacy (Specify)	WT + WL + Communicative	1
Plastics Forming	DFT + WT + Mechanical	1
Polearm	STR + DFT + Combative	3
Rifle, Modern	DFT + WT + Combative	3
Stealth, Urban	DFT + WT + Natural	2
Survival, Urban	HLH + WL + Natural	1
Tactics	WT + Combative + Communicative	1
Technology Use	DFT + WT + Mechanical	1

Skills in bold can not be advanced by Learn By Doing

